

GAMMA WORLD*

*T.M. Reg. app. for



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TSR GAMES

GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING GAME



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Note:

A number of pages at the end of this booklet are designed as reference aids and are perforated for easy removal, if desired.

INTRODUCTION

Man, from *Australopithecus africanus* and *homo erectus erectus* to *homo sapiens recens*, may have existed on earth for hundreds of thousands, perhaps millions of years. During this time, one skill, one particular talent has set him apart from every other creature — his ability to conceive and create tools. Indeed, man has been defined as the "tool-making animal."

From chipped rocks and polished bones to neutron bombs and computers, man has constantly been redesigning, improving, and refining his tools to meet his ever-changing needs. Some have been toys for children. Some have improved his life style. Others have been necessary for his survival. A few have nearly caused his extinction.

Early in the 24th century, mankind's existence was unparalleled. The rape of the earth's beauty and resources in the late 20th and early 21st centuries had been halted and reversed, due to man's tools. Man had reached for the stars and attained them, with the help of his tools. Yet, in spite of these tools (or perhaps because of them), the idyllic life of the 24th century came to an abrupt end.

Having conquered the rigors of simple survival, man was able to turn his energies to more esoteric considerations — theology, political ideology, social and cultural identification, and development of self-awareness. These pursuits were not harmful in themselves, but it soon became fashionable to identify with and support various leagues, organizations, and so-called "special interest groups." With the passage of time, nearly all the groups became polarized, each expressing and impressing its views to a degree that bordered on fanaticism. Demonstrations, protests, and debates became the order of the day. Gradually enthusiasm changed to mania, then to hatred of those who held opposing views. Outbreaks of violence became more frequent, and terrorists spread their views with guns and bombs.

Reconstruction of the events from 2309 to 2322 has been difficult due to the lack of intact records, but historians now generally mark September 16, 2309 as the beginning of the period now commonly known as the Shadow Years. On that day, some 5000 members of the League of Free Men were staging a demonstration for the purpose of promoting their concepts of a united world government. At the height of their demonstration, a small neutron bomb was detonated in their midst, killing most of the demonstrators. Rumors held opponents of world government, a group known as the Autonomists, responsible for the terrorism, but no guilt was ever proved.

The League of Free Men made no formal accusations, but three months later, on December 23, several hundred known Autonomists were assassinated in separate locations. In addition, the three main offices of the Autonomists were the targets of the release of a newly developed nerve gas. The nerve gas was responsible for approximately 3000 deaths, the majority of which were Autonomist office personnel, but many of those killed had no connection with the Autonomists. Blame for the killings was placed on the League, but there was no proof. The failure of official investigations to convict the perpetrators of these mass murders created a wave of vigilante actions; retaliation followed retaliation. The problem was compounded as the terrorism spread across national boundaries, engulfing the world with bloodshed.

As the vigilante actions continued, various governments attempted to prohibit and disband suspected terrorist organizations, but these attempts only drove the groups further underground and polarized their supporters. This led many countries to declare martial law in a last desperate effort to control their populations, but the warring groups had grown too powerful. They had too many resources (both economic and political) upon which to draw. Although there are no records to substantiate the accusations that governments gave covert aid to certain groups in order to change the balance of power, circumstantial evidence seems to indicate that this did occur.

In the final months of the Shadow Years, a new organization calling itself *The Apocalypse*, announced its existence with the now famous Ultimatum:

Peoples of the world — you appear bent upon the destruction of a civilization that has taken centuries to build, and the extinction of life on earth.

If that is your will . . . so be it!

We, *The Apocalypse*, demand an immediate cessation of this insane violence, or we will end it for you . . . with a force you cannot conceive.

We have the power!

The choice is yours!

The exact identity of *The Apocalypse* was, and still is, unknown. Some have theorized that the group was composed of scientists.

Some believe it was a special military group. Whatever its constituency, few believed the ultimatum when it was issued, and the fighting continued. Five days later, on April 17, at exactly 1200 GMT, the capital city of every nation in the world was turned into a crater of radioactive slag.

The Apocalypse spoke to the world one more time:

People of the world, you have been warned.

We have the power!

The choice is yours!

Again, due to lack of records, it is not known how the location of *The Apocalypse* base was discovered, or who initiated the attack. Some evidence indicates the action was a joint effort by nearly all the surviving terrorist factions and vigilante groups — united for the first time in the Shadow Years. In the end, though, a massive attack was mounted against *The Apocalypse* base. In turn, *The Apocalypse* retaliated with a fury never before witnessed on the face of the earth. Oceans boiled, continents buckled, the skies blazed with the light of unbelievable energies.

Suddenly it was all over.

The civilization of man had been slashed, burned, crushed, and scattered to the four winds. Whether *The Apocalypse* had intended to completely destroy all life on the planet and had failed, or if they simply had not had enough power, is debatable. Some scholars contend that *The Apocalypse* voluntarily stopped their promised destruction when they witnessed the horror they had unleashed and then destroyed themselves. At the time, and even now, the question is moot.

What *did* matter was that man survived. The Black Years that followed the Shadow Years were spent struggling to survive in a suddenly savage and vastly changed world. The process was a painful one, filled with nearly as much terror and violence as the Shadow Years.

The devastation wrought by *The Apocalypse* had changed the very fabric of life on earth. The weapons and devices they used had completely obliterated some forms of life. Others were mutated to the point where they could not be recognized as what they had once been. Man was not immune to these changes.

Through it all, the death, the pain, the horror, and facing the prospect of an unknown future, man searched for his lost knowledge, and struggled to regain his tools . . . to rebuild a self-destroyed civilization.

During the Black Years, those who held the tools, held the power . . .

* * *

The year is now 2471. It is nearly impossible to describe the vast changes that have occurred since the devastation of the Shadow Years.

The weapons which had wrought the destruction were many and varied. Targets were seared by lasers, blasted by fusion devices, and razed by new and unfathomable energies developed in the final months of the conflict. Only the most highly fortified areas (military headquarters, spaceports, and the like) remained even partially intact. Neutron bombs, unhindered by most forms of shielding, decimated those who remained within even these strongholds, leaving concrete and metal tombs housing incredibly complex equipment, now stilled for lack of human guidance.

Many of the weapons used by *The Apocalypse* were of a biogenetic nature and nearly all life forms suffered some kind of mutation. Perhaps the most prevalent and startling change was the development of latent mental abilities (psionics) in nearly all organic life, including man. This power could range from simple emotional empathy to the ability to control, even kill, other beings with mental force.

The ecological balance of nature was shattered as violently and suddenly as man's civilization. The sudden extinction of some life forms and the mutation of most others, coupled with the lack of man's intervention and attention (except to his own survival needs), generated a near world-wide wilderness inhabited by savage creatures, who, like man, were struggling to survive.

The loss of so much of man's knowledge and records has shrouded the world in ignorance and superstition. Areas containing ruins of man's once great civilization are often looked upon as taboo — "Death Lands" — and the men and women who once lived there are referred to as the "Ancients," usually with quasi-religious overtones. Artifacts from the past may be simple curiosities or objects of terror.

The pockets of humanity that have survived are few, scattered throughout a world where a moment's lack of caution may mean instant and painful death. Men are highly suspicious of strangers, jealous of each other's possessions, and clandestine organiza-

tions, known as *cryptic alliances*, plot and scheme against each other. The smallest hint of the location of *The Apocalypse* base, lost now for decades, creates intensive rival searches, for it is rumored that therein lies power — power to survive, power to control . . .

It is now the Black Years. This is the bizarre and everchanging world that you, the player character, are about to enter!



HOW TO USE THIS BOOK

GAMMA WORLD is a *role-playing campaign game*. One (or more) of the participants acts as *referee*, creating a world in which the *players* act out parts as in a book or play, parts scripted by the referee but formed and finalized by all participants. The referee presents the situations in which the players are to adventure. In each adventure, the players gain experience, and hopefully, valuable artifacts, which increase their chances of survival (they are occasionally killed) in **GAMMA WORLD**. An interconnected series of such adventures is called a *campaign*.

Potential players and referees with previous experience in role-playing games will find that the mechanics of **GAMMA WORLD** are similar to most conventional role-playing games. Much of the material, however, is for the benefit of players seeking their first experience in a role-playing game. The rules are rather lengthy, but actually quite simple. They provide a nearly endless multi-level, science fantasy game that, once begun, need never end.

The *referee* is the participant who is willing to provide the mental and physical labor of completing the game within the framework provided. He will also preside over the actual play of the game itself. Instructions detailing the referee's tasks are given in the material to follow. However, three attributes necessary for a good referee — imagination, creativity, and a sense of fair play — must be provided by the referee himself. He must carefully balance risk with reward. The game he creates must not be so "deadly" as to make survival of the player-characters impossible. On the other hand, he must see to it that the player-characters are challenged. Too many rewards given at too little risk is sure to create a boring game.

Since "new" characters are, by game mechanics, relatively weak and inexperienced, the referee should plan to present smaller risks and correspondingly small rewards at the beginning of the campaign, and increase the risks and rewards as the player-characters become more powerful and experienced.

The *players* cannot begin the game until the referee has completed his design work. Once the referee has made the necessary preparations, the players create their game *personae*, called *player characters*, as described under **CREATING CHARACTERS**. After a character has been established, the player is responsible for keeping records of his character's attributes and possessions, as well as notes and maps concerning areas which his character has explored.

While these rules are complete guidelines for conducting a campaign, certain additional equipment is necessary or helpful for play of the game.

SUGGESTED ADDITIONAL EQUIPMENT

GRAPH PAPER

The referee will find that several types of graph paper will be helpful — 4, 6, or at most, 8 lines to the inch in both 8½" × 11" and 11" × 17" sizes are suggested. Each participant may likewise want graph paper on which to map areas of **GAMMA WORLD** that are explored.

HEXAGON PAPER

The referee may also wish to use 8½" × 11" paper overprinted with hexagons on which to draw more detailed terrain maps. This paper can be purchased at your hobby shop or obtained directly from the publisher.

SHEET PROTECTORS

The referee will find that mylar sheet protectors are needed in order to preserve the hard work he has put into his maps and/or charts. Constant handling will quickly smear unprotected maps and they will become frayed at the edges.

NOTEBOOKS

All participants in the campaign will find it very helpful to keep all game-related material in a notebook or folder. The referee will usually want two: one for maps and matrices showing what is keyed into each area, the second for his copies of records on player characters and other miscellaneous information.

PENCILS AND PAPER

A good supply of both is most useful.

IMAGINATION

Both referee and players need plenty, but neither would be interested in a game of this sort if they didn't already possess a high degree of this important commodity!

ONE VERY PATIENT REFEREE

PLAYERS

The more the merrier!

DICE IN GAMMA WORLD

Dice are used to determine many actions, activities, and events in this game. Most of the dice rolling will be done by the referee — some of it secretly, as the cause and/or result would be unknown by the character(s) involved.

The various actions, reactions, activities, and events are specified in the rules and charts. The referee will note the list of probabilities and roll a die or dice which best generate the random number(s) desired. Whenever possible, the dice rolling should flow with the play of the game (don't turn the adventure into a dice rolling contest) so that all participants can concentrate on the science fantasy adventure they are creating.

The dice are used to generate random numbers with equal probabilities or with a certain probability most likely and others becoming less and less likely — the former a linear probability curve, the latter a bell-shaped probability or a hemi-bell curve. Two or more dice added together give an unequal probability curve.

The dice used are four-, six-, eight-, twelve-, and 20-sided. The first four types are abbreviated by use of the letter "d" in conjunction with the number of sides of the die, thus d4 is a four-sided die, d6 is a six-sided die, d8 is an eight-sided die, and d12 is a twelve sided die. The twenty-sided die is numbered 0 thru 9 twice. This numbering system has many advantages: when rolled and counted as 1 to 10 (0 on the die), it gives 10 equal probabilities, and is referred to as d10; when half of the numbers or faces of the die are colored in a distinctive fashion (or if a d4 or d6 is rolled, 1-2 or 1-3 counting as no addition to the number shown on the twenty-sided die, a 3-4 or 4-6 indicating the addition of 10) the die gives 20 equal probabilities, and it is referred to as d20. When two rolls are made with d10, or two distinct d10 are rolled simultaneously, the numbers 1 to 100 (00) are generated. These 100 equal probabilities are referred to in the rules as *percentile*. If you consider the various applications, you will see the vast array of equal probability curves which can be found — 1-16, 1-18, 1-24, 1-32, 1-36, 1-40, and so on. **EXAMPLE:** To generate an equal probability curve for 1-18, simply roll 2d6. The first die rolled determines a base number that is added to the second die roll to give the total result. If the first die roll is 1 or 2, the base is 0. If the first die roll is 3 or 4, the base is 6. If the first die roll is 5 or 6, the base is 12. Many unequal probability curves are also possible.

When several of the same sort of dice are to be rolled together, the number to be rolled together (or singly) and added, is always

given *prior* to the die abbreviation; thus 2d4 means two four-sided dice, 3d6 indicates three six-sided dice, and so on. Multiple dice added together tend to give a median number on each generation. While a linear curve indicates that the mid-point of the line will be the average of all numbers generated, it also indicates that on any given roll, each integer has exactly the same probability of occurring; if d12 is rolled, a 1 is as likely to be rolled as a 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, or 12. If 2d6 are rolled, it is more likely that 6, 7, or 8 will be scored than 2, 3, 11, or 12. Variation is minimized by adding more dice, for the bell-shape of the probability curve grows more pronounced, and the median numbers group is more likely to be generated. 25d4 will generate a number between 25 and 100, with a total score of 62 or 63 being the most probable result of any roll. In order to lessen the effect of equal probability curves, you will see that an addition is sometimes made to a die, i.e. 2-7 is $d6 + 1$, 3-8 is $d6 + 2$, etc. Although not mentioned in these rules, the referee may want to use "averaging", particularly with d6. This removes the low (1) and high (6) probability scores, and 1 is treated as a 3, while 6 is treated as a 4. In effect, a bell curve has been built into a single die roll where the die has equal faces progressively numbered, for the 1 and 6 spot faces are actually read 3 and 4 respectively. Some hobby shops carry dice printed in this fashion (2, 3, 3, 4, 4, 5).

In any event, dice are handy tools to generate random numbers for use in selection of various probabilities. Their use is easy to understand if you know the purpose for which they are being rolled. Players will seldom know the exact reason or result of most dice rolls, but they will know the purpose — creation and maintenance of an exciting game. The principle for all of this is simply the assignment of probabilities to virtually everything which a player character cannot rigidly control. To create a mystique and an heroic aura, the dice can be regarded as arcane and mysterious; but in all truth, they are the mundane tools of the role-playing game. Become familiar with them!

DESIGNING GAMMA WORLD

Lay out and study the hex map supplied with GAMMA WORLD. This is a general outline map, intended only as a starting point for the referee. The scale of a hex is roughly 43.7 kilometers (27.3 miles) from side to side. Shown on the map are mountains (open triangles), high mountains (black triangles), lakes, rivers, coastlines, and the locations of the largest former cities of the Ancients. To this, the referee will want to add much of his own . . . forests, swamps, additional mountains, active volcanoes, towns and settlements of the current inhabitants, and just about anything else he deems necessary.

In addition to the overall terrain map described above, the referee will want to make detailed maps (on hex or graph paper) of small portions of the large map. Such additional maps would cover subjects like the village where the game begins, a large robot farm, or the territory controlled by a certain tribe or cryptic alliance. For exploring the interiors of ruins or buildings, a map scaled at one square to 3 meters makes the game much more enjoyable.

The suggestions that follow are only some of the things the referee will want to show on his maps of GAMMA WORLD.

SETTLEMENTS

In establishing areas populated by the survivors of the Shadow Years, the following guidelines are suggested.

CITIES

There should be a minimal number of cities in GAMMA WORLD, as there are simply too few survivors, and there hasn't been time enough, since the Shadow Years, for any great new cities to have grown. All of the old cities either lie in radioactive ruin, or have been completely obliterated or swallowed up by the rising seas. What cities there are will generally be situated on a coast or river, and are near the few remaining robot farms (explained later). City populations should range between 5,000 to 50,000 humans, mutants, intelligent plants, etc.

VILLAGES

Villages are by far the most common type of settlement, with populations of 50 to 500 or more, composed of roughly half males and half females. Villages will usually have a very low level of technology, with the crossbow being the "ultimate weapon". Villagers are a very suspicious, shy people, often ruled by a shaman (chief/witchdoctor/priest) who has gained his position through possession of knowledge or a device from the Ancients. Some villages, however, will be inhabited entirely by members of cryptic alliances. For example, members of the "Restorationists" may

establish a village near a ruin to search for artifacts of the past and maintain a very low-technology appearance to avoid trouble with other villages. Villages above 500 persons are large and may be called towns.

TRIBES

Organized, semi-nomadic bands of humans, called tribes, wander as the land around them is used up and can no longer support their population. While these tribes have no written language, they have a strong verbal tradition that allows them to live close to the land and exist in relative safety even among some of the most fearsome mutated creatures. Most tribes have their own war and peace chiefs and form together into clans or "nations" for security purposes.

BANDS

Smaller than tribes, bands are completely nomadic groups of usually less than 100 members, about a third of which will be warriors.

ANCIENT AREAS

The ruins of the cities, fortifications, etc., of the Shadow Years (often called "Death Lands" or "Taboo") will be found in all parts of the world. Their number, size, and contents are left to the discretion of the referee.

MECH-LAND (Robot Farm)

This is an automated complex that grows different crops in an efficient rotation system. The products of this complex are canned and stored there for pickup by authorized shippers (who disappeared with the transportation system). The Robot farm is controlled by logic circuits based in the main control building. In the area are at least 3-12 maintenance robots, 1-10 security robots, and diverse farming units with rudimentary logic circuits for farm work. There is a chance that humans coming into the area can prove proper authorization to the controlling computer and obtain large quantities of food without alerting the security robots. Often these Mech-Lands are the private property of a local tribe, village, or city, and will have human or humanoid guards as well as the security robots. Robot farms are found in all parts of the world, including mountains, deserts, and under oceans and lakes.

"TOMBS OF THE ANCIENTS"

Ancient Building: To remain after the devastation of 2322, a single building must be made of tough stuff! This type of building would be either a military installation of some sort, a structure built to withstand earthquake forces, or a scientific research building. If it is a military installation, it invariably has 1-10 security robots, a 25% chance of 1-4 defense/attack borgs, and a 50% chance of having electronic security equipment still in operation. Earthquake-proof buildings usually have important government records inside. The scientific research buildings were always guarded electronically and there will be a 75% chance that this powerful security system is still functioning.

Ancient Village: Found in differing states of decomposition, these areas have usually been picked clean of useful materials and are only good for shelter. They are often overgrown by various types of vegetation.

Ancient Town: These areas are much the same as ancient villages; stripped of usable materials, they now provide shelter for travelers.

Ancient City: The remnants of larger concentrations of population, these desolate places are left with a residue of hard radiation. This makes them dangerous to enter, but, by the same token, it also makes ancient cities likely places to find ancient devices.

Ancient Metropolis: Generally these are now nothing more than mile upon mile of radioactive slag. Occasionally, however, portions of these now-dead giants escaped destruction, and the intrepid adventurer who braves the radiation is almost sure to find ancient devices among the rubble.

FORTIFICATIONS

Ancient military complexes, special scientific research stations, and law enforcement headquarters and records areas were commonly heavily fortified to resist terrorist attacks. These fortifications were designed with extreme care to keep out all unauthorized personnel. This included physical barriers such as resilient steel and concrete walls, electric fences coupled to sophisticated electronic security systems, patrolling robotic units, and any other referee-designed protective measures.

Fortifications may range in type from prominent buildings to vast subterranean complexes. Contents of a fortification will vary, depending upon its original function. Many times, due to the strength of the fortification, the contents will be relatively intact and unharmed.

Fortifications will be found in one of three states: depowered, active, and manned. Depowered complexes have no security system in operation and are quite likely to have been sacked of most usable contents. Active complexes still have functioning security systems, robotic units, and so forth, but lack an "intelligent" commanding force and function according to pre-2322 programming. Manned fortifications are active complexes with a directing intelligence, such as the remnants of a group of ancients, or a band of *Restorationists* (see CRYPTIC ALLIANCES). The referee is to determine the extent of function, supply, etc. for all fortifications he includes in his game.

SPACEPORTS

These were primary targets of *The Apocalypse* during the Shadow Years and are usually found in the center of an extremely devastated area, saturated with hard radiation. The construction and shielding of the spaceports was such that many survived, relatively unaffected by the holocaust. The referee can fill his spaceports with highly complex equipment, aircraft, spacecraft, and possibly a starship.

OTHER SUGGESTIONS

Radioactive Desert: These areas appear to be "conventional" deserts, but are actually the results of high-yield fusion weapons. Radioactive deserts are taboo to nearly all races of men, as the hazards are many. Every being spending time in a radioactive desert has a 5% chance per day of suffering radiation poisoning of random intensity (see HAZARDS). The presence of radiation-resistant mutations is another danger to be considered when entering these deserts.

On the bright side, however, since radioactive deserts were created by target seeking weapons, the target may be close by, or even in the center of the desert. Thus, even though radioactive deserts are dangerous, and often used as areas of banishment for outcasts, they can hold treasures of the Ancients in ruined cities or whatever else was the target of the fusion weapons.

Roads, Highways, and Transportation: Most roads, railroads, and other avenues of transportation have been destroyed. However, some portions of a vast highway system for air-cushioned vehicles (similar to our interstate system) remain, due to the incredibly tough *dur alloy metal* from which it was constructed. The underground mass transit systems in the ancient Metropolises may also remain in varying states of disrepair.

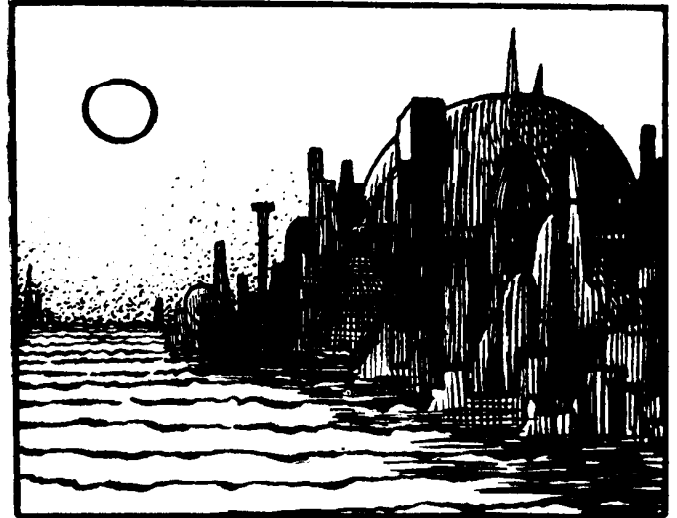
Creatures and Artifacts: After the referee has decided upon the layout of his world and filled in the necessary portions of the overall terrain map and his detailed maps, he must distribute artifacts and equipment to appropriate places and populate this world with men and monsters (including plants). Following sections of the book provide guides for establishing all sorts of non-player creatures and plants, and the referee will soon learn how much of what to put where. It is desirable to key the detailed maps to lists describing these creatures and artifacts and their reasons for being there.

THE FIRST SCENARIO

Using the maps and lists he has thus far accumulated, the referee is now ready to devise a scenario in which the players may start the campaign. This will give the players background, a place to start, and reasons to go adventuring in GAMMA WORLD.

Hopefully the referee will keep a constant thread of logic behind his game and challenge the players with mental as well as physical problems. The more unknowns facing the players, especially those who have read these rules, the better. Be careful to make sure that the capable player can deduce new effects and solutions to problems through hints given by the referee as well as his own reasoning powers. For example, if an adventurer walks through a doorway in a ruin and is killed by no apparent means, there is no way for other players to avoid a similar fate. Suppose, however, a player approaches a doorway in a ruin, sees a blinking light over a small slot next to the door, walks through the door anyway, is killed by no apparent means, and the blinking light goes out. Surviving players will be able to assume the blinking light is some sort of warning device and will avoid such doorways in the future, perhaps trying to find some other way to enter. If one of these survivors should later find a plastic card that looks like it might fit into the slot, tries it, the light goes out, and he enters unharmed . . . voila! Thus, a problem has been overcome through the use of reasoning. Perhaps that

player will find some object of value inside the doorway as a reward for his clear thinking.



CREATING CHARACTERS

Character *personae* are created at the beginning of the campaign, endowed with certain basic attributes through the roll of dice. First, each player must choose to play either Pure Strain Human, humanoid, or mutated animal-type characters (the advantages and disadvantages of each of these three categories will be explained momentarily). Having selected the type of character he wishes to play, the player then rolls three six-sided dice to determine the relative strengths of each of his character's six basic attributes: mental strength, intelligence, dexterity, charisma, constitution, and physical strength. As a general rule, a roll of 3-8 for a given attribute indicates a weak trait, 9-12 is average, and 13-18 is above average. The relative strengths of certain attributes can (and most likely will) change during the course of the campaign, due to mutation, acquired experience, or some other method devised by the referee.

It is desirable that few, if any, of a player character's basic attributes be below average. Player characters represent an elite with the desire, the initiative, and the ability to venture outside the boundaries of the village, town, or tribal lands. They are the pioneers, explorers, and tamers of the vast wilderness. It is they who will eventually bring order to the chaos of GAMMA WORLD and an end to the Black Years. To increase the player's chances of rolling up an exceptional character, the referee will find it advisable to use the following method: for each basic attribute, the player rolls four dice (4d6) but totals only the highest three. If, for example, the player rolled 4, 3, 5, 1 on the four dice, he would add together $4 + 3 + 5 = 12$ and leave out the 1. If he rolled 4, 3, 2, 2 he would add $4 + 3 + 2 = 9$ and leave out the second 2. While it is still possible to roll very low numbers (3, 2, 2, 1), the player's chances of rolling an average to above average character are greatly increased.

After determining the relative strengths of all characters' basic attributes, players electing to play humanoid or mutated animal characters must determine their characters' mutations. This process can be done in one of two ways. The first way is for the character to roll a single four-sided die twice to determine the number of physical and mental mutations (one roll for each). The number of mutations having been determined, the player then rolls a pair of percentile dice for each mutation, consulting the appropriate chart for results. Using this method, the character may or may not have mutational defects, depending upon the dice roll. The second method of determining a character's mutations is to determine the *number* of mutations in the same manner as described above, but then to allow the player to *pick* the mutations he wishes his character to receive: After the player has selected the proper number of mutations, the *referee* then selects one or more mutational defects in the following manner: a roll of three or four when determining the number of mutations (either physical or mental) indicates one physical or mental mutational defect, as the case may be (or both, if both dice rolls were either three or four). Two rolls of two indicates either one physical or one mental mutational defect (referee's discretion). Rolls totalling three or less mutations receive *no* mutational defects. Mutational defects may be found on the same chart as "normal" mutations, and are indicated by the letter "D".

CHARACTER TYPES

PURE STRAIN HUMAN

As the name implies, Pure Strain Humans (PSH) are human beings who possess *no* physical or mental mutations. The PSH character could be considered the "weakest" character type in GAMMA WORLD. The lack of even some of the more common mutations found in other beings makes them very vulnerable to physical or mental harm. Without any of the heightened sense mutations, they often fail to perceive danger near them, and in combat situations PSH are limited to "normal" physical means and possess only a purely defensive mental strength.

One might think that the PSH character is doomed. However, PSH characters have some advantages to themselves that compensate for their lack of mutations.

The Pure Strain Human is a direct descendent of pre-2322 stock. PSH characters with proper identification will always be recognized by pre-2322 robotic units, and by the same token, can pass security checks that would block most mutants. For this reason, many of the surviving Pure Strain Humans live in or near the ruins of ancient cities, and most are familiar, at least to some degree, with the technological functions occurring within the ruins. This knowledge generates a combination fear/awe/respect in the mutated characters of GAMMA WORLD, which in turn leads to another advantage for the PSH: heightened charisma. All PSH characters automatically receive a bonus of three points to their dice roll for charisma (but remember that the total cannot exceed 18).

HUMANOIDS

Humanoid characters are mutated human stock; that is, a basic human with one or more mutations. Humanoids could in a sense be considered the "strongest" character type, as they have the mutations usually necessary for survival in GAMMA WORLD, but are still human enough to function, at least to a degree, within the remains of pre-2322 civilization. Humanoids without outward physical mutations and possessing proper ID's will usually be recognized by all but the most sophisticated automations as authorized personnel.

MUTATED ANIMALS

Players electing to play mutated animal characters should first select a basic animal stock, keeping in mind the relative advantages and strengths of that particular species. For game purposes, the selected animal will initially possess the equivalent intelligence of a human, but this does not count as a mutation and should not be confused with the mental mutation "heightened intelligence," which is *additional* intelligence above and beyond the basic die roll for that attribute. Having selected the basic animal type, players determine basic attributes and mutations in the same manner as humanoids.

In any mutated animal type, the referee must determine how the character will function within groups of humanoids and Pure Strain Humans. Determination of whether the mutated animal character is capable of speech, the use of paws/hoooves/fins as hands, and so forth, should be made as logically and reasonably as possible before the start of the game to prevent later arguments as to a player character's abilities. In no case will mutated animal types be able to command robotic units or pass any type of security check, though the possibility of reprogramming such units is left to the referee's discretion.

BASIC ATTRIBUTES

MENTAL STRENGTH

This attribute deals with the character's ability to control, both offensively and defensively, psionic energies and powers. In the case of beings possessing no mental mutations, such as Pure Strain Humans, the mental strength rating is used simply for defense during mental attacks. For characters or creatures *with* mental mutations, this rating is used for both offense and defense. Also, unlike other basic attribute ratings, mental strength increases with use. Details of this increase, along with rules for mental combat, can be found under the MENTAL COMBAT heading.

INTELLIGENCE

A character's intelligence rating is a gauge of his intellect, wit, logic, reasoning powers, and so forth. This factor is most important when attempting to determine the operation of artifacts of any type, and as a guide for referee-determined actions by a character in a given situation. When attempting to learn the operation of an artifact (see ARTIFACT USE), a player may subtract a point from each die roll for every point of intelligence over 15; players must add a point to each die roll for every point of intelligence less than seven.

DEXTERITY

The dexterity of a character indicates the speed at which a player is able to function, his or her agility, and his or her reaction time in various situations. For example, when a being with a dexterity rating of 16 encounters a being with a dexterity of 10, the being with the dexterity of 16 will have first choice of actions — in combat situations, have first strike, and so forth. For each point of dexterity over 15, a character adds one point to the die roll when trying to hit a target in physical combat. A dexterity rating of less than 6 gives a corresponding minus on hit probability.

CHARISMA

This trait reflects a being's leadership ability, through physical appearance, personality, magnetism, persuasiveness, willpower, etc. Pure Strain Humans, as explained earlier, possess an unusually high charisma, and many times will wind up being group leaders, spokesmen, and so on. This factor may be used by the referee during encounters between player characters and other inhabitants of GAMMA WORLD to determine the reactions of both parties. For example, a group of GAMMA WORLD adventurers, lost in the wilderness, encounters a small group of nomadic tribesmen. If Uruk of Meresmire (charisma 4) asks for directions, the referee should allow only a very small chance that the tribesmen will help (at least in a favorable manner...a good referee might allow the tribesmen to direct the adventurers to a nearby swamp or a similar unpleasant locale). On the other hand, if Artur Pondragon (charisma 17) asks, the tribesmen will probably help if they can. When non-player characters or creatures are encountered, two dice (2d6) are rolled and the following table is consulted:

REACTION TABLE

Dice Score	Reaction
2	Extremely hostile, may attack*
3-5	Hostile, distrustful, may attack*
6-8	Uncertain
9-11	Friendly, helpful
12	Enthusiastic, loyal

*No further attempt may be made to entice, hire, or otherwise interact with the being.

Offers of money, weapons, food, artifacts, etc., may influence the die roll, adding or subtracting points to/from the total before consulting the REACTION TABLE. The referee should judge whether the offer even warrants a plus or minus. Such plusses and minuses should normally be limited to 1 point, although some circumstances may warrant increasing it to 2 points. If, for example, a *gren* (a creature which dislikes ancient technological devices) is offered a "music box" (a portable tape player) the player should receive a reaction penalty of -1; whereas an offer of a bale of synthetic clothing to a *yexil* (see CREATURES) would probably give the player a reaction bonus of +2.

A player's charisma also affects the reaction die roll, as well as the maximum number of followers a player may have and their morale rating (for an explanation of morale, see MORALE). These effects are noted on the CHARISMA table below:

CHARISMA TABLE

Charisma Score	Maximum No. of Followers	Morale Adjustment	Reaction Adjustment
3	1	-3	-3
4	1	-3	-2
5	2	-2	-2
6	2	-2	-1
7	3	-1	-1
8	3	-1	normal
9	4	normal	normal
10	4	normal	normal
11	4	normal	normal
12	5	normal	normal
13	5	normal	+1
14	6	+1	+1
15	7	+1	+2
16	8	+2	+2
17	10	+2	+3
18	15	+3	+3

NOTE: Followers are non-player characters who serve the player out of loyalty rather than for pay. Non-player characters who serve for pay are known as *hirelings* or *henchmen*. There is no limit to the

number of hirelings a player may have. (Also see NON-PLAYER CHARACTERS).

The CHARISMA TABLE assumes two things: that the player can communicate with the non-player character or creature, and that both parties are of the same type (Pure Strain Human, humanoid, or mutated animal). The referee will judge whether communication is possible. If the player and non-player characters are of different types use the following table:

CHARISMA TABLE MODIFIERS

Player Character Type	Non-Player Character Type		
	PSH	Humanoid	Mutated Animal
PSH	normal	-2/-1/-1	-3/-1/-1
Humanoid	-2/-1/-1	normal	-2/-1/-1
Mutated Animal	-3/-2/-2	-2/-2/-1	normal

The three numbers (#/#/#) indicate the modifications to the three columns of the CHARISMA TABLE (Maximum Number of Followers/Morale Adjustment/Reaction Adjustment).

CONSTITUTION

Constitution is a gauge of the amount of physical damage a character is able to withstand (from wounds, poison, radiation, etc.) before death. This rating never changes during the course of a character's existence.

Exception: Some particularly rare or unusual mutational effects, such as exposure to *Kaskium*, may raise or lower constitution ratings.

The constitution rating is first used to determine the number of "hit points" — a numerical expression of the amount of injury, measured in points, a character can sustain before death. Hit points are determined by rolling a number of six-sided dice equal to the constitution rating. For example, if a character had a constitution of 13, he would roll thirteen six-sided dice and total the numbers rolled. If the die rolls were 4, 1, 1, 3, 6, 5, 1, 1, 2, 5, 1, 1, 3, the character would have 34 hit points. Procedures for calculating amounts of damage sustained in combat, healing processes (expressed in terms of hit points gained or lost), mutational effects on hit points, and so forth, will be found under appropriate sections elsewhere in these rules.

The constitution rating is also used to determine a character's ability to survive poisoning and exposure to radiation. Results of encounters with poisons and radiation depend upon the strength or intensity of the poison or radiation and may be calculated on the charts found in the HAZARDS section.

PHYSICAL STRENGTH

This trait deals with a character's ability to perform physical acts. The main use of the physical strength rating is to determine how much damage a character can do in physical combat. For each point of physical strength over 15, a character receives a bonus point to the die roll that determines damage done in combat to his opponent. A physical strength of less than 6 gives a corresponding minus to damage done. Further details on this determination will be found under the PHYSICAL COMBAT section. In addition, the referee may also use the physical strength rating to determine if an individual is capable of certain unusually strenuous physical actions.

NON-PLAYER CHARACTERS AND CREATURES

Characters and creatures found in GAMMA WORLD other than the player characters themselves must be created and determined by the referee. Some of the more common creatures are listed under ENCOUNTERS, but the referee should create more. By doing so, the referee makes his game unique, and greatly increases the challenge to the players by offering more of the unexpected and unknown.

Non-player characters and creatures are those to be encountered by the players in their adventures and explorations. Accordingly, most of the attributes of these life forms will at first be unknown to the players. Non-player characters and creatures, when encountered, are handled by the referee — and their reaction may be hostile, neutral, or friendly, depending upon their disposition and biological make-up, and upon the charisma of the leader(s) of the party of players (see CHARISMA).

Non-intelligent creatures, plants, vegetables, and so forth should be created by selecting a base creature or plant and adding mutations by chance or choice. The creation, operation, and use of

robotic units is explained later under ROBOTIC UNITS. Intelligent beings (human or otherwise) should be created in the same manner as described in CREATING CHARACTERS. Examples of the behavior of some non-player characters and creatures are given under ENCOUNTERS.

Non-player characters and creatures may also serve as followers or hirelings (henchmen) or player characters. Followers and hirelings may be acquired as they are randomly encountered in the course of adventuring, or, when in a settled area (such as a town or village) the players may advertise that they are looking for other adventurers by frequenting places where the inhabitants gather. It is up to the referee to then determine whether there is anyone else in the area who is interested. Generally, the larger the settlement, the more likely there is someone willing to leave it.

Once the initial reaction of the non-player character or creature to the players has been determined (see CHARISMA), it is up to the players and the referee to use their imaginations and acting skills to determine the further course of events. The idea is to *become* (in your imagination) the character or creature in the situation. Do what you would do if it *really* was you. Such interplay between referee and players is the heart of any role-playing game, and the source of the term itself.

HOPELESS CHARACTERS

When a player is particularly unlucky with his dice rolling for his character and most or all basic attributes are below average, the referee may, at his discretion, declare the character *unsuitable* for GAMMA WORLD adventures and allow the player to create a new character to take his place.



MUTATIONS

Physical and mental mutations for humanoids and animals are listed in chart form. When using random mutation selection, the chance of occurrence for any given mutation is shown alongside as a percentage. Detailed descriptions of these mutations are given in the text that follows. A (D) indicates that the mutation is a defect.

PHYSICAL MUTATIONS

	Human	Mutation	Animal
1	01-02%	Attraction Odor (D)	01-02%
2	03-04%	Body Structure Change (D)	03%
3	05%	Chameleon Powers	04-06%
4	06%	Density Control	07%
5	07-08%	Diminished Sense (D)	08%
6	09-10%	Double Physical Pain (D)	09%
7	11-12%	Electrical Generation	10-11%
8	13-14%	Fat Cell Accumulation (D)	12%
9	15-16%	Gas Generation — Musk	13%
10	17%	Heat Generation	14%
11	18%	Heightened Balance	15%
12	19-22%	Heightened Constitution	16-21%
13	23%	Heightened Dexterity	22%
14	24%	Heightened Hearing	23%
15	25%	Heightened Precision	24%
16	26%	Heightened Smell	25%
17	27-32%	Heightened Strength	26-29%
18	33%	Heightened Taste	30-32%
19	34%	Heightened Touch	33%
20	35%	Heightened Vision	34%
21	36-37%	Hemophilia (D)	35-36%
22	38-39%	Increased Metabolism (D)	37%
23	40-42%	Increased Speed	38-39%
24	43%	Infravision	40-41%
25	44%	Light Generation	42%
26	45-46%	Multiple Body Parts	43-45%
27	47-51%	New Body Parts	46-47%
28	52-53%	No Resistance to Bacteria (D)	48%
29	54-55%	No Resistance to Poison (D)	49%
30	56-57%	No Sensory Nerve Endings (D)	50-51%
31	58%	Oversized Body Parts	52%
32	59%	Partial Carapace	53-56%
33	60-61%	Photosynthetic Skin	57-60%
34	62%	Physical Reflection	61%
35	63-64%	Poor Respiratory System (D)	62%
36	65%	Quills/Spines	63%
37	66-67%	Radiated Eyes	64%
38	68-69%	Regeneration	65-67%
39	70%	Shapechange	68%
40	71-74%	Shorter	69-71%
41	75-76%	Skin Structure Change (D)	72%
42	77%	Sonic Attack Ability	73%
43	78%	Symbiotic Attachment	74%
44	79-83%	Taller	75-82%
45	84%	Total Carapace	83%
46	85%	Ultravision	84-86%
47	86-87%	Vision Defect (D)	87%
48	88-89%	Weight Decrease (D)	88%
49	90%	Wings	89-90%
	91-94%	Roll a Good Mutation (No Defects)	91-94%
	95-100%	Pick Any Mutation	95-100%

1. **ATTRACTION ODOR (D):** The mutant's body secretes a substance which will attract carnivores.

2. **BODY STRUCTURE CHANGE (D):** Much latitude is left to the referee on this defect. Generally, this involves the replacement of essential elements, such as calcium in bones, with some other damaging substance that will lower the body's resistance to outside force. Possible changes might include: lack of calcium in bones — they break easily; no body hairs — anywhere — beware of dust; only one eye in center of head — no depth perception; and so on.

3. **CHAMELEON POWERS:** This is the ability to change the body color in order to blend in with the surroundings. The color change will be almost instantaneous and, once changed, the mutant need not concentrate on the color(s) desired. It is left to the referee to determine the effectiveness of this mutation in any given situation.

4. **DENSITY CONTROL:** A mutant with this ability can change the molecular structure of his body to increase his armor class or move more rapidly. To achieve a better armor class, the mutant's body shrinks and becomes more dense. Shrinking raises the armor class in direct proportion to the size change. A one-half size mutant has twice the normal armor class. A one-eighth size mutant is too dense to be punctured by any type of sword, spear, arrow, etc. However, becoming more dense also decreases movement and reflex actions by the same amount, so that one-eighth size mutants are slowed to one-eighth normal speed.

To become less dense involves a size change the other way, and the mutant becomes larger. This lowers the armor class and strength, but allows faster movement. A twice normal size mutant is four armor classes lower than normal, but can move four times as fast as usual. A mutant may only expand to twice its normal size. There is no limit to the number of times a mutant may change its density and the change is instantaneous.

5. **DIMINISHED SENSE (D):** One of this mutant's senses (sight, smell, taste, etc.) will not function at normal levels (i.e., mutant may not smell an approaching predator or smell the burning woods he is in).

6. **DOUBLE PHYSICAL PAIN (D):** This defect causes the mutant to be so sensitive to physical pain that all damage sustained will be doubled.

7. **ELECTRICAL GENERATION:** This gives a being an "eel-like" ability to emit electrical shocks, each melee turn, for 3 dice (3d6) of damage to those touching the mutant.

8. **FAT CELL ACCUMULATION (D):** A mutant with this problem will be fat (twice as large as normal). The referee will determine how much this impairs the mutant's movement and fighting ability. It is possible that only certain body parts, rather than the entire body, might be affected (such as the head, one arm, one thigh).

9. **GAS GENERATION — MUSK:** This gives the mutant a gas, or musk gland. Much like a skunk, the mutant may expel this musk or gas, causing repulsion, unconsciousness, or even death in the beings at which it is directed. Range: 10 meters. Suggestions: obscuring gas, irritating gas, paralysis gas, poison gas, poison musk, blinding musk, and so on.

10. **HEAT GENERATION:** This allows the mutant to cast beams of heat from its hands (paws/tentacles) that do 4 dice (4d6) of searing heat damage. The beams have a maximum range of 15 meters and may be used every 3 melee turns.

11. **HEIGHTENED BALANCE:** Beings with this mutation are able to maintain their balance in difficult circumstances and will never fall into a pit, trip over a rope or wire, or land in any way but on their feet. If undisturbed, they can climb sheer walls and walk tightwires with no chance of falling.

12. **HEIGHTENED CONSTITUTION:** This adds 2 additional hit points for every point of the mutant's constitution. It also gives an 18 resistance to poison and adds three points to the mutant's radiation resistance.

13. **HEIGHTENED DEXTERITY:** Mutants with this ability are so agile in combat that their armor class is increased to 4. However, the referee may penalize such a mutant by reducing its armor class when it is encumbered.

14. **HEIGHTENED HEARING:** As the name suggests, this is the ability to detect and identify even the slightest noise up to 60 meters away. Because of this, any being with this mutation cannot be surprised (see SURPRISE).

15. **HEIGHTENED PRECISION:** This is the ability to determine weak points in opponents and structural weaknesses in material objects. Because of this, mutants with this ability do 2 dice of damage *over and above* all damage they would normally inflict with any weapon used.

16. **HEIGHTENED SMELL:** A mutant with heightened smell is able to identify separate odors from a great distance (60 meters), and, because of this, cannot be ambushed (this is different from being surprised) by non-plant creatures from upwind. It can follow any trail less than a day old over any surface but water. After contact with another being, this mutant will subsequently be able to identify objects and places associated with that being, such as campsite or possessions.

17. **HEIGHTENED STRENGTH:** This mutation allows its owner to cause 3 dice of damage *over and above* all damage he would normally inflict with non-powered weapons.

18. **HEIGHTENED TASTE:** Mutants with this ability can detect poisons at a touch of the tongue and can determine whether any given substance is edible.

19. **HEIGHTENED TOUCH:** Mutants with this power have a better chance to figure out the use of ancient devices (see **ARTIFACT USE AND OPERATION**). Given time, a mutant with heightened touch can "feel" the weak points of any given object. This ability could be very useful when trying to pick a safe, open a locked door, or escape from confinement.

20. **HEIGHTENED VISION:** This is the ability to see clearly and identify objects over long distances (up to 3 kilometers). Mutants with heightened vision can see in the infrared and ultraviolet spectrums, but are *not* bothered by full daylight.

21. **HEMOPHILIA (D):** The lack of blood clotting agents in the mutant's blood causes serious bleeding in even the smallest of cuts. *Once this mutant has lost even 1 hit point, he begins to bleed and loses 2 extra hit points per melee round until he has time to stop and bind his wounds.*

22. **INCREASED METABOLISM (D):** This defect forces the mutant to spend great amounts of time feeding. It must carry large quantities of food when traveling, and in combat, must stop every 5th melee turn and spend one turn eating, before returning to battle, or lose 1 point of physical strength and 2 hit points each melee turn thereafter. **NOTE:** these losses are temporary (unless the mutant is killed) and may be replaced at the same rate if the mutant takes time out to eat.

23. **INCREASED SPEED:** Mutants with this ability are able to move at twice normal speed. They accomplish mental tasks in a much shorter time than normal and, in combat, they are allowed to strike *twice each melee turn.*

24. **INFRAVISION:** This power allows the mutant to see any heat-producing body. At night, everything will seem like day to this mutant. Flashes of heat, such as laser blasts, explosions, raging fires, or even torches at close range, will blind this being for a short period of time. The full light of day will also be painful if endured for any length of time.

25. **LIGHT GENERATION:** This is the ability to emit high candlepower beams of light through the eyes. The blinding effect (which works even in full daylight) incapacitates the viewers by lowering both their armor class and "to-hit" chance by 4 points for 1-4 (d4) melee turns. This is a flash much like a camera flash bulb, and is thus not generally useful as illumination for explorers. Effective range: 10 meters.

26. **MULTIPLE BODY PARTS:** Multiply any *normal* body part (except the brain), so that the mutant has a greater number of legs, or more eyes, or the complete use of 1-10 additional arms, etc.

27. **NEW BODY PARTS:** Add one or more parts, not usually found on the being in question, such as: third eye (back of head), feelers (radiation sensitive), antennae (light sensitive), pincers, fur coat, feathers, radiation absorbing organ, and so on.

28. **NO RESISTANCE TO BACTERIA (D):** The mutant with this defect will have little or no resistance to sickness, making any infection or illness a serious thing. It is necessary to have disease-causing agents in the game if this mutation is used. A cut from a dirty sword may cause blood poisoning. The scratch of the claws of certain meat-eating creatures may cause serious infection, or a simple cold, caught from a tribesman, may *turn into pneumonia.* All of these examples may cause up to 10 points of damage per day, and are very hard to cure.

29. **NO RESISTANCE TO POISON (D):** Exposure to any poison will kill this mutant unless the appropriate antidote is quickly administered.

30. **NO SENSORY NERVE ENDINGS (D):** This defect cancels the warning systems of the mutant's body. Although the mutant cannot feel pain, he also cannot detect a surprise attack from behind, tell if his body has been punctured, or know when to regenerate lost hit points. This defect adversely affects the mutant's ability to figure

out ancient devices by adding 2 points to each die roll when trying to figure out ancient artifacts (see **ARTIFACTS AND EQUIPMENT**).

31. **OVERSIZED BODY PARTS:** This constitutes a beneficial increase in size to a certain part of the body which gives that part a *corresponding increase in power.* Example: larger eyes for greater vision, longer legs for greater speed, etc. Only one part of a being's body may be so affected.

32. **PARTIAL CARAPACE:** A partial carapace is a thick shell covering the back and head that will reduce the damage done to the body by one half, if hit in those areas. It gives the mutant a basic armor class of 6.

33. **PHOTOSYNTHETIC SKIN:** This allows the mutant to produce its own food in sunlight or its equivalent. Such mutants may also heal lost hit points four times as fast as normal if they spend most of their time basking in the sun without moving. Mutants with photosynthetic skin suffer 1 extra point per die of damage from heat and cold attacks, and move at one-half speed in periods of darkness.

34. **PHYSICAL REFLECTION:** With this mutation, the skin of the mutant reflects even the most intense forms of energy away from its body in random directions. This reflection should work for only one type of energy, such as: heat, sonic, radioactive, electrical, etc.

35. **POOR RESPIRATORY SYSTEM (D):** This mutant has trouble getting needed oxygen into the blood stream, making him weaker and requiring him to rest after fighting for 5 melee turns. Failure to rest after 5 rounds of combat causes this mutant to faint for 1-6 minutes after the 6th melee turn.

36. **QUILLS/SPINES:** These defensive weapons usually cover the mutant's arms or legs. Treat the touch of each quill as doing dagger damage to the victim. Some mutants may be able to throw their quills a short distance (up to 3 meters). Spines are larger and stronger than quills. Each spine does 1-12 (d12) points of damage if it strikes a target, and these can be thrown in the same manner. Growth of replacement quills or spines takes a minimum of one week.

37. **RADIATED EYES:** This gives the mutant the power to emit a damaging blast of radiation through the lenses of its eyes (roll 3d6 to determine intensity). This power may be used once every 4 melee turns and has an effective range of 10 meters.

38. **REGENERATION:** This allows the being to heal itself and replace lost hit points. One hit point is regenerated per 5 kilograms of body weight per day.

39. **SHAPECHANGE:** This is the ability to assume the outward appearance of a mammal, insect, or reptile, but not have the abilities of the creature being mimicked. At the start of the campaign, the mutant must choose which of the above types of creatures it is to imitate. Completing the shapechange requires 2 melee turns of relative inactivity (making no attacks) on the part of the mutant.

40. **SHORTER:** To determine how short to make a mutant, roll percentile dice (2d10) two times for 0-99 results. Treat 00 as zero rather than 100 as is usual. Add the two results together. This gives the mutant's height in centimeters. The change decreases the metabolic rate of the mutant and also causes a marked reduction in its ability to do damage to opponents in physical combat. Such small mutants will be very hard to hit in physical combat. The referee is to determine what these effects will be.

41. **SKIN STRUCTURE CHANGE (D):** As the name implies, the skin of the mutant changes for the worse. **Suggestions:** thin skin — add 1 point to each die of damage sustained; water soluble skin — contact with water does 1 die of damage per melee turn; phosphorescent skin — mutant glows in the dark (enough to reveal position, not enough to see by); light sensitive skin — skin burns for 1-3 dice of damage when exposed to bright light.

42. **SONIC ATTACK ABILITY:** This is the power to generate high-frequency sound waves that are damaging to exposed tissues at short range. The damage amounts to 3 dice (3d6) and is *not* selective. All beings (except the mutant) within a radius of 10 meters are affected and the dice are rolled once, with each suffering that amount. Sonic attacks may be made once every 4

melee turns.

43. **SYMBIOTIC ATTACHMENT:** This allows the mutant to link with the nervous system of another creature. The mutant must first hit its victim with an attacking appendage (claw, fang, etc.) and then maintain contact for three melee turns. The mutant will then be in complete control of both bodies. If contact is broken, the control is lost; to re-establish control requires three additional melee turns.

44. **TALLER:** To determine how tall to make any given mutant, roll a die (d6) for a 1-6 result and add this to a basic 2 meters. This will yield beings ranging from 3 to 8 meters tall. For every additional meter of height over 2 meters, this mutant may add a bonus of 1 point to each of its damage dice when it strikes an opponent in physical combat with a non-powered weapon. However, for every 2 meters of additional height, this mutant must subtract 1 point from its "to hit" die roll when striking an opponent in physical combat. The number of hit points the mutant has is not affected.

45. **TOTAL CARAPACE:** The total carapace is a thick shell that covers the entire body of the mutant. It reduces all damage done to the mutant by half and raises its armor class to 4. This shell is cumbersome, and it reduces its owner's movement rate by one-fourth.

46. **ULTRAVISION:** This allows the mutant to see the ultraviolet end of the light spectrum. In addition to UV emissions, he will be able to see such things as: radiation, energy cells, mental mutations that affect the physical environment, and the electrical workings of machines.

47. **VISION DEFECT (D):** Mutants with this defect suffer from one of the many possible eye problems such as myopia, astigmatism, etc., but are not blind. They must subtract 4 points from their die roll to hit opponents in combat and they have difficulty seeing objects over 15 meters away.

48. **WEIGHT DECREASE (D):** This weakens the mutant so that it is slowed by one-fourth in every endeavor, with its physical strength reduced by one-fourth, as well.

49. **WINGS:** The growth of usable wings allows the mutant to fly through the air at a rate of 12 meters per melee turn. When flying, the mutant may carry no more than the equivalent of one-fourth of its own body weight. Mutants weighing over 80 kilograms will probably not be able to fly but can still make wing-assisted leaps over objects such as walls or trees.



MENTAL MUTATIONS

	Human	Mutation	Animal
1	01%	Absorption	01%
2	02%	Anti-reflection (D)	02%
3	03-06%	Complete Mental Block (D)	03-04%
4	07%	Cryokinesis	05%
5	08%	Death Field Generation	06%
6	09-10%	De-evolution	07-09%
7	11%	Density Control (others)	10%
8	12%	Directional Sense	11-13%
9	13%	Dual Brain	14%
10	14%	Empathy	15%
11	15-18%	Epilepsy (D)	16-18%
12	19-22%	Fear Impulse (D)	19-20%
13	23-25%	Force Field Generation	21-24%
14	26%	Genius Capability	25%
15	27-31%	Heightened Brain Talent	26-28%
16	32-41%	Heightened Intelligence	29-43%
17	42-45%	Hostility Field (D)	44%
18	46%	Illusion Generation	45%
19	47%	Intuition	46-49%
20	48-52%	Life Leech	50-52%
21	53%	Light Wave Manipulation	53%
22	54%	Magnetic Control	54%
23	55%	Mass Mind	55%
24	56-58%	Mental Blast	56%
25	59%	Mental Control	57%
26	60%	Mental Control over Physical State	58%
27	61-62%	Mental Defenselessness (D)	59-61%
28	63%	Mental Defense Shield	62-66%
29	64%	Molecular Disruption	67%
30	65-66%	Molecular Understanding	68%
31	67-69%	Multiple Damage (D)	69-71%
32	70%	Planar Travel	72%
33	71-73%	Poor Dual Brain (D)	73-75%
34	74%	Precognition	76%
35	75%	Pyrokinesis	77%
36	76%	Radar/Sonar	78%
37	77%	Reflection	79%
38	78%	Repulsion Field	80%
39	79%	Sound Imitation	81%
40	80-82%	Telekinesis	82%
41	83%	Telekinetic Arm	83%
42	84%	Telekinetic Flight	84%
43	85%	Telepathy	85%
44	86%	Teleportation	86%
45	87%	Thought Imitation	87%
46	88%	Time Field Manipulation	88%
47	89%	Total Healing	89%
48	90%	Weather Manipulation	90%
49	91-95%	Will Force	91-95%
	96-99%	Roll a Good Mutation (No Defects)	96-99%
	100%	Pick Any Mutation	100%

1. **ABSORPTION:** A being with absorption is able to withstand an additional number of hit points of damage, equal to its current hit point total, of one of the following types of damage: Roll die (d6): 1 = cold, 2 = heat, 3 = light, 4 = paralysis rays, 5 = radiation, 6 = mental blasts.

2. **ANTI-REFLECTION (D):** This dangerous defect gives the mutant a 25% chance, each time he uses a mental power, of having the attack or defense reversed. This would cause a mental attack to come back and damage the mutant instead of his target, and a mental defense to apply to the opponent instead of the mutant.

3. **COMPLETE MENTAL BLOCK (D):** This is the inability of the mutant to see or even come near (intentionally) one of the following types of things or creatures: Robotic, Technological (non-robotic), Plant, or Animal. While the mutant is able to operate logically in the presence of his block, he cannot use or touch, or even be aware of attacks on his person originated from his block. Only one creature of the types mentioned, i.e. a *security robot*, as determined by the referee, should constitute a mutant's mental block.

4. **CRYOKINESIS:** This is the ability to cause living matter, water, or anything else that will freeze, to suffer cold damage and possibly freeze solid (referee's discretion). On the first melee turn, 1 die (d6) of damage is done, and through undisturbed concentration, up to 10 dice (10d6) of damage may be inflicted on the 10th melee turn by a mutant with cryokinesis. The effective range of this mutation is

25 meters.

5. **DEATH FIELD GENERATION:** In one melee turn, this mutation drains all but one of the hit points from *all* beings within 20 meters. When a being uses a death field, he is not affected by it except that he can do nothing else for 1-20 (d20) melee turns, as he will be lying on the ground, nearly unconscious.

6. **DE-EVOLUTION:** This is the power to strip abilities from a mutant opponent by regressing it along its ancestral lines. If this power works (treat as a mental attack), it begins by taking away, permanently, the opponent's greatest special ability (referee's choice). On every subsequent melee turn, another special ability is thus removed, until the mutant's opponent is returned to its original stock. This power lasts for the duration of one combat situation, however long that may take, has a range of up to 30 meters, and may be used once per week.

7. **DENSITY CONTROL (others):** Note the definition of Density Control (Self), #30 under PHYSICAL MUTATIONS, give it a range of 30 meters, and use it as an offensive or defensive power on other beings.

8. **DIRECTIONAL SENSE:** This allows the mutant to know exactly where it is in relation to where it has been. Such mutants will be able to retrace their path at any time, even if blindfolded.

9. **DUAL BRAIN:** Any mutant with this power has 2 brains (not necessarily 2 heads), both of which function normally and which may have, between them, up to 3 additional mental mutations. This allows the mutant a minus 1 on all die rolls when trying to figure out any ancient artifacts (see ARTIFACT USE). When under mental attack, one brain may suffer the effects while the other keeps the mutant functioning normally (moving, striking, attacking, etc.). A Dual Brain allows two mental saving throws and if either one is successful, the mental attack on the mutant fails. Both brains have the same mental strength (rolled at the start of the campaign by the player), but any increase in mental strength due to surviving mental attacks is awarded at one-half the normal rate.

10. **EMPATHY:** This allows the mutant to sense the feelings (hate, fear, hunger, pain, etc.) of others. An empathetic mutant can force emotions on non-intelligent beings of any type (treat non-intelligent creatures as having a 12 for mental resistance). Thus a mutant could force a pack of wild dogs away in fear, or entice a food animal closer for the kill. Range: 30 meters.

11. **EPILEPSY (D):** This is a body paralysis that occurs for various reasons. When attacks come on, the body is unable to respond to the environment around it and remains motionless. The referee should set up a consistent set of variables to determine when these attacks come on (i.e. 10% chance per melee turn during physical combat, or 25% chance immediately preceding any combat situation, etc.).

12. **FEAR IMPULSE (D):** This mutation, for one reason or another, simply causes unreasonable fear of an object or animal and makes the mutant unable, for any reason, to look at that thing without feeling total fear and running away (dropping everything in the process). A six sided die is rolled to determine the object of fear. 1 = random mutated animal, 2 = random mutated insect, 3 = random non-mutated creature, 4 = any robot, 5 = any computer, 6 = any talking plant. The referee is to determine the specific creature involved, if any, in this fear impulse.

13. **FORCE FIELD GENERATION:** This endows the mutant with the power to create an invisible wall of energy through which physical objects may not pass. The wall forms around the body of the mutant (about 15 centimeters out) and will take 5 dice of accumulated damage (as though it were the mutant) before being forced down. The force field requires no effort to maintain once it is established and will last up to one hour (unless it is driven down by damage) before it dissipates. Only one such force field may be generated by the mutant in a 24 hour period.

14. **GENIUS CAPABILITY:** Roll a six-sided die. The mutant becomes one of the following:

DIE ROLL	RESULT
1,2	A <i>military genius</i> with a plus 4 chance "to hit" with any weapon, and causes one extra die of damage to be inflicted.

3, 4 A *scientific genius* who may subtract 1 point from each die roll when trying to figure out ancient artifacts (see ARTIFACTS & EQUIPMENT). Any weapon this mutant makes, such as a crossbow, sling, trap, etc., will do 4 extra points of damage with each hit. However, it takes three times as long for this mutant to make any given weapon of this type.

5, 6 An *economic genius* who will be able to turn a triple profit on anything he or she tries to sell, and possesses the charisma bonus (+ 3) of a Pure Strain Human.

15. **HEIGHTENED BRAIN TALENT:** Mutants with this ability will be able to figure out the workings of any artifact in one-third the normal time (i.e. 40 minutes for 10 die rolls on the ARTIFACT USE & OPERATION chart instead of 2 hours) and they receive 2 saving throws against mental attacks. Note, however, that if this mutant has a double brain, he does not get four saving throws. It is impossible to tell an undetected lie to a mutant with heightened brain talent.

16. **HEIGHTENED INTELLIGENCE:** Add 4 points to the mutant's mental resistance rating (not to exceed 18) and subtract 2 points from the die rolls when this mutant is trying to figure out an artifact (see ARTIFACT USE & OPERATION).

17. **HOSTILITY FIELD (D):** This is a repugnant unconscious field set up in a 30 meter radius around the mutant. Any being with an intelligence of 16 or less, friend or foe, will have a 20% chance of wanting to attack the mutant upon first entering the field.

18. **ILLUSION GENERATION:** This is the ability to create images in the minds of other beings who are within 30 meters of the mutant. Such illusions will have any visual, audible, and olfactory aspects the sender wishes, and are dispelled only when a viewer attempts to touch the illusion.

19. **INTUITION:** This allows the mutant to be subconsciously aware of what any opponent intends to do. This results in adding one point to the mutant's "to hit" probability with any weapon, and 3 points to each die of damage he inflicts. This mutation cannot be used while other mental powers are being used.

20. **LIFE LEECH:** This is the power to drain life energy from all semi-intelligent or intelligent beings, friend and foe alike, within a 10 meter radius of the mutant. This range is increased by 3 meters for every 4 points of mental strength possessed by the mutant. Life leech will drain away 6 hit points per melee turn (i.e., cause 6 points of damage) from each being in range and add a like number of hit points to the mutant's total. If the mutant with life leech takes damage, the hit points are first subtracted from those points leached. Those leached hit points that are not destroyed in combat dissipate after 24 hours.

21. **LIGHT WAVE MANIPULATION:** This allows the mutant and everything he is wearing or carrying, to become invisible at will, to negate the effect of a laser, or to create a patch of total darkness (2 meter radius) anywhere within 10 meters of the mutant. Although this mutant can only make himself invisible, the ability to create darkness or stop laser blasts may be used anywhere within his 10 meter range.

22. **MAGNETIC CONTROL:** This is the power, through the control of magnetic fields, to repel, attract, or utilize any inanimate ferrous object. The effects on powered objects are to be determined by the referee. Treat any object to be controlled as having a mental resistance of 12 to determine whether control is successful. There is no weight restriction, and the mutation has a range of 100 meters. Magnetic control lasts up to 25 melee turns and may be used once every 24 hours.

23. **MASS MIND:** This allows the mutant to empathize with creatures of a like nature (same type) or like power (mental control, mass mind, telepathy, etc.) in order to amplify the effects of its own powers. Mass mind works in direct proportion to the number of minds participating. A mutant with mass mind and mental blast abilities could get together with another creature with mental blast and, together, deliver a double strength mental blast twice the normal distance.

24. **MENTAL BLAST:** This is the ability to launch a mental assault worth 3 dice (d6) of damage on any being within 15 meters. It may be

used every other melee turn.

25. MENTAL CONTROL: This mutation allows the takeover of another being's body. While in control, the mutant experiences all the sensory impressions of the controlled being, and is totally unaware of his own body (which remains motionless). If the being under control is knocked unconscious or dies, the controller suffers the same fate. To establish control, the mutant must be within 15 meters of his intended victim. Thereafter, there is no range restriction to this mutation. The mutant may break off control and "return" to his own body at any time.

26. MENTAL CONTROL OVER PHYSICAL STATE: This is the ability to unconsciously disregard things like pain warnings and override problems such as blood loss or fatigue for up to one full day. This control enables the mutant to heal wounds (recover lost hit points) four times as fast as normal. In situations of overwhelming danger (referee's decision), the mutant will have double his normal strength, dexterity, and speed for 5-50 melee turns (5d10). This mutation may be used only once per week.

27. MENTAL DEFENSELESSNESS (D): Disregard the mental strength of the mutant as rolled. It is now 3.

28. MENTAL DEFENSE SHIELD: This ability adds 4 points (not to exceed 18) to the mutant's mental resistance rating. In addition, this mutant will sense any other being with mental powers within a 30 meter radius, whether those powers are being used or not.

29. MOLECULAR DISRUPTION: This is a dangerous but powerful ability that may only be used infrequently. Upon attempting molecular disruption, whether it works or not, the mutant is reduced to 1 hit point and one-half movement for 1 full day. The chance of success varies with the subject matter involved: metal and dense material have a 3% chance of being disrupted per point of mental strength, stone and non-living material has a 4% chance per point of mental strength, and living organisms have a 5% chance of being disrupted per point of mental strength possessed by the mutant. Up to 50 kilograms of contiguous matter, within a range of 30 meters, may be destroyed in this manner. For example: A mutant with a mental strength of 15 would have a 75% chance of disrupting an *obb* (see CREATURES) and a 45% chance of disrupting a metal door. Once this ability is employed, a varying number of days (referee rolls d6, with result unknown to player) must pass before it will have any chance of succeeding again.

30. MOLECULAR UNDERSTANDING: This power allows the mutant to know the weaknesses of any object and its separate parts. Because of this, the mutant does 1 extra die of damage, *over and above* any damage he would normally inflict in combat. Mutants with this power are also able to instantly figure out the use of any artifact on CHART A, and subtract 2 points from the die roll on the other charts (see ARTIFACT USE & OPERATION).

31. MULTIPLE DAMAGE (D): This causes the mutant involved to double, or even triple (referee's option) any damage sustained by the mutant. This occurs not because the damage has really been inflicted, but because the mutant thinks it has.

32. PLANAR TRAVEL: This is the ability to open doors to alternate planes of existence. The mutation manifests itself as a 3 x 3 meter opening lasting up to 3 full melee turns at the discretion of the mutant. These planes of existence may or may not be populated (with referee-inspired creatures), but once entered, there is no way to leave them (unless the mutant re-opens the door), so they make perfect places of exile. Only one such door may be opened per week.

33. POOR DUAL BRAIN (D): This is a second brain which handicaps the function of the primary brain. It may take over the body at strange times, have several defects, or even counteract a mental power of the good brain in difficult situations. The extent and effects of this mutation should be determined by the referee and may be kept a secret from the mutant until the moment of truth.

34. PRECOGNITION: This is the power to sense dangerous situations which will affect, *personally*, the mutant having the power. It is effective only 3 minutes into the future and requires intense concentration to work. For instance, if the mutant is about to open a door, he may use precognition to see what would happen if he did open the door. It is perfectly legal to change the course of history by acting on such information and not, for example, open the door to receive the ambush waiting on the other side. When a

mutant with precognition foresees damage about to be done to his own body, the shock to his nervous system is such that he receives one die (d6) of damage immediately. If the mutant should foresee his own death, he immediately takes two dice (d6) of damage and falls unconscious for 3-18 (3d6) minutes. The referee may wish to limit the number of times this ability can be used in a day (perhaps by rolling d4 or d6).

35. PYROKINESIS: This is the ability to cause living matter or anything that is reasonably flammable, such as wood, or plastic, to suffer heat damage and eventually burst into flame. On the first melee turn 1 die (d6) of damage is done (not necessarily fire) and through undisturbed concentration, up to 10 dice (d6) of damage may be inflicted on the 10th melee turn by a mutant with pyrokinesis. The referee determines when and if a fire starts. The effective range of this mutation is 25 meters.

36. RADAR/SONAR: Creatures with radar or sonar have large ears, antennae, or hearing orifices. Much like bats or dolphins, they can walk or fly day and night, "seeing" without using their eyes. They also receive a bonus of plus 2 on all "to hit" probabilities. The range of this mutation is usually 30 meters, but is tripled if the mutant has heightened hearing.

37. REFLECTION: This mutation requires great concentration, and the mutant must remain motionless while exercising it. On the first melee turn of concentration, up to 3 dice of damage (of any type) is sent back to the beings who inflicted it. On the second melee turn of concentration up to 4 dice of damage is reflected, and so on, until, on the 10th and final turn of this power, up to 20 dice of damage may be reflected. Note: Reflected damage may not exceed damage inflicted. Reflection is usable only once every 24 hours, and while in use, the mutant is subject to simple attacks, such as light generation, which incapacitate, but do no dice of damage. This mutant can maintain concentration and reflection powers even if it takes damage, so long as no other action (combat, fleeing) is initiated. While reflecting, the mutant receives no damage unless damage inflicted exceeds reflecting ability. For example, if the mutant is hit by a *laser pistol* (which does 5 dice of damage) on the first melee turn of concentration, 3 dice will be reflected and the mutant will receive 2 dice of damage.

38. REPULSION FIELD: This is similar to a force field, only a repulsion field may be formed up to 15 meters away from the mutant and may be used to surround or trap other beings. In all other respects it functions like a force field. Indeed, a mutant with this ability could use it exactly like a force field if he so desires, and it could be termed an improved force field.

39. SOUND IMITATION: Similar to thought imitation, this allows a mutant to recreate sounds that it hears and throw back sonic attacks immediately after hearing (and surviving) them. This mutant cannot remember how to recreate sounds, it merely repeats what it hears.

40. TELEKINESIS: This enables a mutant to lift objects, other than the mutant himself, into the air and move them about. The mutant can only telekinese as much weight as he could normally lift, and he must strain as though he were actually carrying the object of his telekinesis. Only objects within 15 meters may be thus lifted, and the mutant may only keep them aloft for 5 melee turns, after which time he must rest for another 5 melee turns before again using this power. When telekinesis is attempted on living creatures, or things that they are holding, the referee should treat it as a mental attack on that being, which must succeed before the object may be lifted.

41. TELEKINETIC ARM: This mutation manifests itself as a 20 meter long human arm (complete with hand), capable of doing anything a normal human arm and hand can do, with a strength of 18. To function, it must always be visible to the mutant. This arm cannot be hit by non-powered weapons, while powered weapons will do normal damage to the mutant if they hit this arm.

42. TELEKINETIC FLIGHT: Mutants with this ability can fly through the air at a variable speed (1-20 meters per second), carrying only as much as they could carry normally.

43. TELEPATHY: This is the power to read another creature's thoughts and/or emotions and send your own in return. This power transcends language and works on all beings up to 10 meters away.

44. TELEPORTATION: The mental transference of the mutant's physical self to another place is called teleportation, and works up

to a range of 30 kilometers. The mutant may only teleport himself, not others. If he has *not* spent at least 8 hours memorizing his destination, the mutant stands a 25% chance of sustaining 10 dice (d6) of damage upon arrival.

45. THOUGHT IMITATION: This power allows mutants to immediately return any thought or mental attack directed at them, although it does not negate the effects of such attacks on themselves. A mutant with thought imitation is able, any time he wishes, to exactly copy the communication patterns of those creatures with whose thought patterns he is familiar, even if those creatures do not speak a language known by the mutant. Note: The power to return a mental attack is temporary. Once a mental blast has been returned, the mutant does *not* know how to repeat it. This mutant *can*, however, recall communications patterns at a later date.

46. TIME FIELD MANIPULATION: This is the ability to travel or send objects through the currents of time. The use of this mutation requires an 18 intelligence and a "heightened intelligence" on the part of the mutant (i.e. this is rare). If the mutant does not have both, roll another mutation. The ability to send objects through time varies with the material involved, and distance in time required. The material travels through time, but remains in the same spot on GAMMA WORLD. The energy required, whether or not the attempt succeeds, drains one-half the hit points from the mutant for 1-8 (d8) days and reduces the mutant's speed to one-half for 1-12 (d12) days. The percentile dice are used to determine the success of time travel:

DISTANCE TRAVELED IN TIME:	PERCENT CHANCE OF SUCCESS:
1 week	1-95%
25 weeks	1-85%
1 year	1-80%
5 years	1-75%
10 years	1-60%
25 years	1-50%
50 years	1-30%
100 years	1-20%
250 years	1-10%

The preceding chart is for the mutant and/or any inanimate object not belonging to another being sent into the past. Material which is part of or belongs to another being is more difficult to send through time: subtract 10% for metal or powered items, subtract 15% for stone and other inorganic material, and subtract 20% for biological material (such as another being). To send objects into the future, subtract 25% from each increment on the above table. The mutant must be able to touch whatever he is attempting to send through time and the energy drain occurs even if the attempt fails.

47. TOTAL HEALING: This allows the mutant to heal all its own lost hit points, up to four times a week, once per 24-hour period.

48. WEATHER MANIPULATION: This allows the mutant to manipulate the weather in the area he is in. The newly-created weather conditions will last as long as the mutant concentrates on them. (Note that if the mutant is hit in combat his concentration will be broken.) The mutant must concentrate for a full minute (6 melee turns) before the weather begins changing, and it takes another 2 minutes (12 melee turns) for the change to be completed. The weather will be affected in a 10 kilometer radius around the mutant. The weather cannot be radically changed, i.e. from below zero to a 100 degree heatwave. The extent of manipulation possible depends

upon the prevailing conditions:

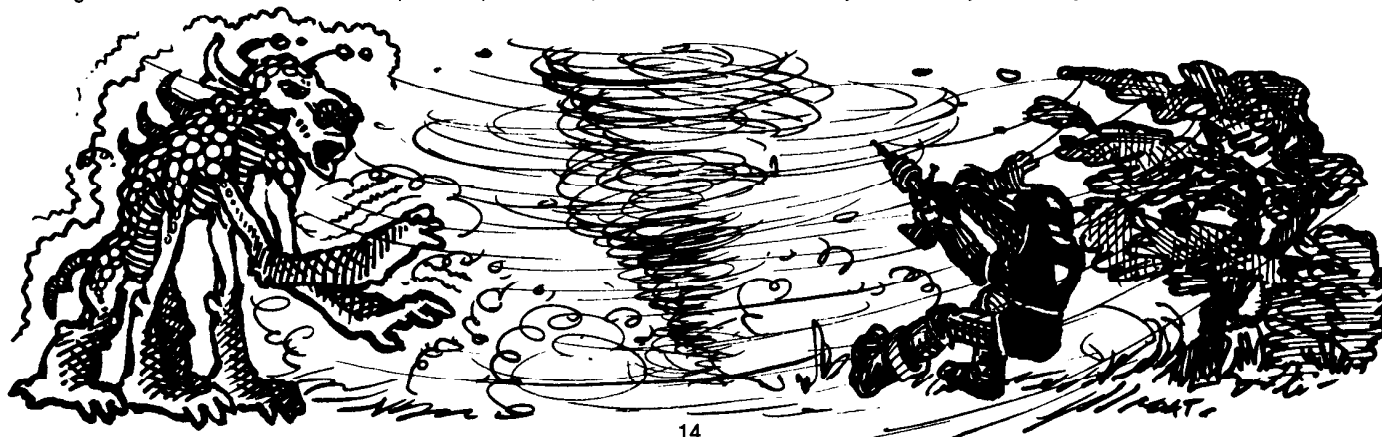
Aspect of Weather	Prevailing Conditions	Possible Extent of Change
Cloud Cover/ Precipitation	Clear	Very clear
	Partly Cloudy	Partly cloudy/Hazy
		Clear
Temperature	Cloudy	Cloudy
	Hot	Misty/Light rain/ Light snow/Sleet/ Small hail
		Partly cloudy
		Deep clouds
		Fog/Heavy rain/ Heavy snow/Driving sleet/Large hail
		Warm
Cool	Warm	
Wind	Cold	Hot
	Calm	Cool
		Warm
		Cold
		Cool
		Arctic cold
Storm	Light Wind	Dead Calm
	Strong Wind	Light wind
	Gale	Calm
		Strong wind
		Light wind
		Gale
Storm	Strong wind	
	Storm	
Hurricane/Typhoon	Gale	
	Hurricane/Typhoon	

All three aspects of the weather can be manipulated, but only a. shown. For example, a day which is *clear* and *warm* with a *light wind* can become a *hazy, hot, calm* day. Contradictions are not possible, *fog* and *strong wind*, for example.

Success is not automatic. There is a base 90% chance of causing one of the possible changes. If it is desirable to cause a change one degree away (from *clear* to *light rain*, for example) the chance of success drops to 50%, and double the time is required (12 melee turns of initial concentration, 24 melee turns to accomplish the change). If a change two degrees away form the prevailing conditions is desired (such as *warm* to *arctic cold*), the chance of success is only 10% and triple the time is required (18 and 36 melee turns).

The percentile dice (2d10) are rolled *after* the initial concentration is completed, but the new conditions are not fully effective until the change in weather is completed. If the mutant is unsuccessful in changing the weather (either through failing the percentage roll or being interrupted after the initial concentration), he must rest a full week before attempting weather manipulation again. This mutation is usable a maximum of once per day.

49. WILL FORCE: This is the ability, through sheer force of will, to *double* any *one* of a mutant's abilities. It can be used in conjunction with any other power, or it may be used to add one point to the mutant's "to-hit" die rolls. Will force lasts from 1-10 (d10) melee turns and may be used only once every 24 hours.



PLANT/VEGETABLE MUTATIONS:

The following plant and vegetable mutations are to be used by the referee when creating non-player plant mutations with which to populate GAMMA WORLD. It is recommended that the referee not allow the players to become mutated plants. Most of them do not have the intelligence or life span necessary to successfully interact with other player-character types.

1	01%	Adaptation
2	02-05%	Aromatic Powers
3	06-07%	Attraction Odor (D)
4	08%	Bacterial Symbiosis
5	09%	Barbed Leaves
6	10%	Berries
7	11-13%	Boring Tendrils
8	14-15%	Carnivorous Jaws
9	16-17%	Color Sensitivity and Imitation
10	18-19%	Contact Poison Sap
11	20-21%	Daylight Stasis (D)
12	22-24%	Dissolving Juices
13	25%	Divisional Body Segments
14	26%	Electrical Generation
15	27-28%	Explosive and/or Radiated Fruit or Seeds
16	29%	Heat Generation
17	30%	Increased Senses
18	31-32%	Low Fertility (D)
19	33-34%	Manipulation Vines
20	35-39%	Mobility
21	40-46%	New Plant Parts
22	47-54%	New Senses
23	55%	Parasitic Attachment
24	56%	Physical Reflection
25	57-58%	Poison Throwing Thorns
26	59-60%	Poison Vines
27	61-66%	Radiated Plant Fiber
28	67-68%	Razor-edged Leaves
29	69-70%	Saw-edged Leaves
30	71%	Seed Mobility
31	72%	Size Decrease
32	73-82%	Size Increase
33	83%	Sonic Attack Ability
34	84-85%	Squeeze Vines/Roots
35	86-87%	Spore Cloud and/or Shooting Seeds
36	88%	Sucker Vines
37	89-90%	Tangle Vines
38	91%	Temperature Sensitivity (D)
39	92%	Texture Change
40	93-94%	Thorns/Spines
41	95-96%	Throwing Thorns
42	97%	Wings/Gas Bag
	98-99%	Roll an Extra Mutation
	100%	Pick any one Mutation

1. **ADAPTATION:** This allows any plant to instantly become immune to an attack mode, once it survives such an attack. Example: if a plant survives an attack by a laser, it will adapt and subsequent laser attacks will do the plant no damage. There is no way, however, for a plant to adapt to having its limbs or stalks chopped off by swords or axes.

2. **AROMATIC POWERS:** This power is used by carnivorous plants (much like flowers attract bees) to lure food (victims). The plant gives off a strong fragrance that can carry for up to 10 kilometers if the wind is right. The scent causes the beholder to believe that the plant is his (or its) favorite food. When drawn to within 30 meters of this plant, all beings will do nothing but walk directly to the plant, unless they make their saving throw (treat as intensity 8 poison which does not kill, but attracts instead).

3. **ATTRACTION ODOR (D):** With this mutation, the plant's body or flowers give off an odor that attracts herbivores.

4. **BACTERIAL SYMBIOSIS:** Plants with this mutation allow bacteria harmful to humans and humanoid mutants (or any other specific enemy of the plant) to grow just under the plant's epidermis. When the plant is damaged (or eaten), the germs are readily released, and are quite likely to get into any open wound on the plant's assailant, causing instant infection. The referee may want to invent some hideous new bacteria for this.

5. **BARBED LEAVES:** These are very tough leaves, ringed with

barbs up to 2.5 centimeters long. They usually attack as saw-edged leaves. If attached to a motile plant part, such as a segmented limb, a sucker vine, a manipulation vine, etc., that part may attack, do damage, and hold or drag the victim with the barbs. The range is, of course, restricted to the length of the plant part wielding the barbed leaves.

6. **BERRIES:** These are useful, though sometimes dangerous, mutations produced by plants that can affect humans and humanoid mutants in many ways:

Die Roll	Color	Effect
1	Purple	Heal one die of damage
2	Blue	Heal all damage
3	Green	Mental Strength + 4 for 1 hour
4	Turquoise	Poison (random intensity, 3d6)
5	Orange	Radiation (random intensity, 3d6)
6	Orange-Yellow	Radiation Resistance + 4 for 1 hour
7	Red-Orange	Poison antidote (for one specific poison intensity only)
8	Black	Temporary Sonic Resistance for 1 hour

Of course, there are many other berries, most of which are merely sources of food. Remember that berries are seasonal, and some limits should be imposed on how long they remain effective.

7. **BORING TENDRILS:** These are tough, motile tendrils, with which the plant can bore through just about anything. Special acids and abrasive pads enable the tendrils to penetrate:

5 cm of flesh in 1 melee turn
25 mm of wood in 2 melee turns
5 mm of stone in 5 melee turns
5 mm of normal steel in 10 melee turns
3 mm of duralloy in 10 melee turns.

8. **CARNIVOROUS JAWS:** These are mouths that do a variable amount of damage (1-8 points per bite). There may be as many as 12 such jaws on any one plant and, if possible, they will be situated at the ends of thick, movable stems. Think of an enormous Venus Fly Trap as a typical example of plant jaws.

9. **COLOR SENSITIVITY AND IMITATION:** This gives the plant the ability to change colors and appearance in order to imitate any other type of plant. Intelligent plants can use this ability to operate color band-activated machinery.

10. **CONTACT POISON SAP:** Plants with this mutation have, in their sap, a toxic substance of random poison intensity. Once the plant has been damaged and the sap exposed, the poison works on contact with flesh (it does not need to get into the victim).

11. **DAYLIGHT STASIS (D):** This mutation forces the plant to become totally inactive during full daylight. Note: All *other* plants are in stasis in periods of *darkness*, although they may grow and heal in darkness.

12. **DISSOLVING JUICES:** This allows the plant to secrete juices that will do 5 dice (d6) of damage per melee turn to any organic matter it contacts.

13. **DIVISIONAL BODY SEGMENTS:** The branches, vines, limbs, trunk, stalk, or whatever is appropriate, of the plant are now segmented much like the bodies and legs of an insect. This gives the plant mobility.

14. **ELECTRICAL GENERATION:** This is the ability of the plant to build up an electrical charge in its body which it may use as a defensive or offensive weapon, much like the electric eel. The shock may be delivered by special vines or simply on contact, and it does a maximum of 4-24 (4d6) points of damage. Once discharged, the plant recharges itself at a rate of one die of shocking damage ability per melee turn. Most plants (80%) will not release another shock until fully recharged, after four melee turns.

15. **EXPLOSIVE AND/OR RADIATED FRUIT OR SEEDS:** Any seed, berry, or fruit becomes an explosive or radioactive hazard. Referee is to determine the strength. Plants with this mutation plus some type of mobility or manipulating vines may hurl their missiles — up

to 10 meters for small bush-sized plants, up to 20 meters for larger ones, and up to 30 meters for trees.

16. HEAT GENERATION: This gives the plant special heat-generating organs that can cast beams of heat that do 4 dice (4d6) of searing damage. The organs are usually located on top or at the ends of motile extremities on the plant. The beams of heat have a maximum range of 15 meters and may be used every three melee turns. Unintelligent plants and plants lacking any special sensory organs will attack anything which comes in range and stand a 25% chance of missing the target with each shot (if a miss is indicated, no "to-hit" die roll is made). Intelligent plants and plants with heightened sensory abilities will not always shoot immediately and are more accurate (no penalty when casting beams of heat). No more than 3 such heat-generating organs may appear in one plant.

17. INCREASED SENSES: This mutation gives new (or improved) sensory abilities to the plant, such as sight, hearing, smell, etc. These senses are only useful if the plant is in some way able to utilize them (i.e. it moves, flies, attacks, etc.).

18. LOW FERTILITY (D): This severely limits the reproduction rate, reducing the number of these plants that may exist in any one place. If this mutation is rolled twice, the plant becomes extinct.

19. MANIPULATION VINES: These are vines that act as appendages for the plant, allowing it the dexterity to handle and manipulate things. They are not as strong as squeeze vines and do no damage by themselves, but they could conceivably wield weapons of all sorts.

20. MOBILITY: Plants with mobility are able to walk, slither, or crawl, utilizing motile roots or vines. This does not necessarily imply that the plant has any intelligence.

21. NEW PLANT PARTS: With this mutation, the plant is given a new part or set of parts, such as: eyes, ears, arms, an elephant-like trunk, a brain and nervous system, etc.

22. NEW SENSES: This gives the plant the sensory capabilities, through adjustments in its normal structures, equal to those of a human. Note: to a plant with no moving parts, or defenses, this mutation will not be particularly useful. Senses are touch, taste, smell, sight, and sound.

23. PARASITIC ATTACHMENT: This allows the plant to link with the nervous system of another creature and take control of its body. The plant must first hit its victim with an attacking appendage (tendrils, vine, segment) and then maintain contact for three melee turns. The plant will then be in complete control of that being. Unintelligent plants will utilize such creatures for the defense of the plant (or eat them if the plant is carnivorous), while intelligent plants may have other things in mind. If contact with the plant is broken, the control is lost.

24. PHYSICAL REFLECTION: With this mutation, the skin or bark of the plant reflects even the most intense forms of energy away from its body in random directions. This reflection should work for only *one* type of energy, such as heat, sonic, radioactive, electrical, etc.

25. POISON THROWING THORNS: These are (1-100) poisoned versions of throwing thorns, covered with poison of random intensity. Growth of replacement thorns takes a minimum of one week.

26. POISON VINES: These are non-motile prickly vines. On contact with flesh, they are able to inject their poison (intensity 3-18 (3d6), referee to determine).

27. RADIATED PLANT FIBER: With this mutation, certain parts of the plant emit radiation of intensity 3-12 (3d4). This radiation has a range of up to 50 meters and will not harm the plant itself.

28. RAZOR-EDGED LEAVES: These are smaller, sharper versions of saw-edged leaves. They generally cover an entire plant.

29. SAW-EDGED LEAVES: These are large-toothed, motile leaves, which the plant usually keeps withdrawn or hidden until disturbed. These leaves will viciously attack anything thrust into their midst. There are usually 6-8 such leaves per branch or vine so equipped, each branch doing 1 die (d4) of damage per melee turn. They will only cut cloth, flesh, or other soft materials.

30. SEED MOBILITY: With this mutation, motile tendrils allow the seeds to move and become separate entities from the parent plant. If appropriate, the seeds will have separate mental and physical powers, or may be linked telepathically to the parent. A most insidious application of this mutation can occur in certain carnivorous plants, whose seeds lurk around campsites or sleeping places of animals and then plant themselves in the bodies of their sleeping victims overnight.

31. SIZE DECREASE: This makes the plant 1-20 times smaller than normal (d20), i.e., down to a possible 1/20th of normal size.

32. SIZE INCREASE: This allows a plant to be 1-20 times normal size (d20).

33. SONIC ATTACK ABILITY: This gives the plant the ability, when stimulated or disturbed, to emit a high frequency shriek that will damage exposed tissues of all creatures within a 10 meter radius. The plant itself, and others of its kind nearby, are not harmed by this attack. All other beings in range take 3 dice (3d6) of damage. Sonic attacks may be made once every 4 melee turns.

34. SQUEEZE VINES/ROOTS: Squeeze vines (or roots, whichever is more appropriate) are more powerful than tangle vines, and are capable of rapid movement in order to entwine or entangle creatures. Each vine can crush for 2 dice of damage per melee turn and they will not release their grip unless cut apart from the plant. Squeeze vines or roots are a minimum of 5 meters long and can grow to great lengths.

35. SPORE CLOUD AND/OR SHOOTING SEEDS: On contact or other stimulus, these will come shooting out of the flower or sporangium doing damage, taking root, or anything else the referee deems appropriate. (For example, see the *narl ep* under CREATURES.)

36. SUCKER VINES: These are manipulation vines (see #9) covered with tiny suction cups that give each vine a dexterity of 18.

37. TANGLE VINES: These are weak vines, able to move slowly and possessing only minimal strength. A large patch of tangle vines could trip or entangle beings and can even entwine and crush beings with only one hit point remaining.

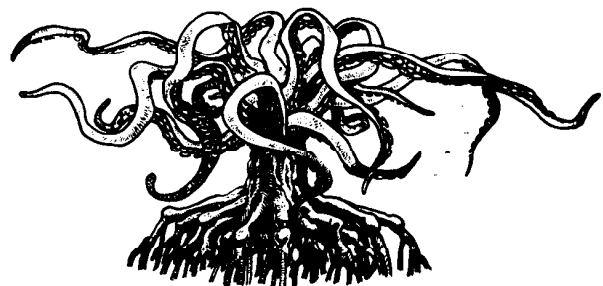
38. TEMPERATURE SENSITIVITY (D): This causes the plant to suffer an extra 2 points per die of any heat, cold, or energy weapon attacks it receives.

39. TEXTURE CHANGE: The normal epidermis of the plant is replaced with a tougher substance, such as scales, hide, even metallic-like plates. Any change must be an improvement.

40. THORNS/SPINES: These are large (15-30 cm long) spikes covering the plant that do dagger damage if they puncture a being. Generate a random number for each plant, but always more than 5.

41. THROWING THORNS: These are (1-100) darts that may be cast by the plant up to a distance of 10 meters, depending upon the sensory ability (awareness) of the plant. Each dart does the damage of a dagger if it hits a creature. Growth of replacement thorns takes a minimum of one week.

42. WINGS/GAS BAG: These are parts that allow the plant to slowly fly from one area to another. The rate and direction of travel depends largely on the wind. Certain carnivorous plants use this ability to fly in search of food.



CREATING NON-PLAYER CREATURE MUTATIONS

The referee will need to populate his GAMMA WORLD with many non-player creatures and plants. This may be done by simply selecting mutations from the preceding lists and adding them to a basic creature or plant type. The following method may be used to create random non-player mutants:

1. Choose a basic animal or plant type.
2. The creature will mutate from 1-10 generations.
3. For each generation of an animal mutant, roll once on this percentile table:

01- 50%	Roll one physical mutation
51- 80%	Roll one mental mutation
81- 85%	Roll one physical and one mental mutation
86-100%	Heightened Intelligence
4. For each generation that a plant mutates, simply roll one mutation on the PLANT/VEGETABLE MUTATIONS TABLE.
5. If the creature mutates in a defective manner for the first two or three generations, it will not be able to survive, so choose another creature and start over.



PLAY OF THE GAME

TIME, MOVEMENT, AND TURN LENGTH

The time scale of a turn in GAMMA WORLD varies according to what the players are doing. Turns consist of either *route moves*, *search moves*, or *combat melee rounds* (melee turns). Route movement is used when the players wish to cover great distances rapidly. Search movement is used when the players are conducting a careful investigation of an area. Combat melee turns are generally used when players encounter hostile beings.

ROUTE MOVEMENT

One such move represents about four hours' action in the game (game time, not real time). It is possible, by use of a large number of these moves, to play weeks, even months, of GAMMA WORLD in a single session of the game. The amount of ground covered by walking during a turn of route movement will vary from one to ten kilometers, depending on terrain and character movement speed. The referee should keep these rates in mind when deciding on the scale of his detailed maps. The referee will make the decision on the rate of travel. On average, one kilometer per turn over swampy or mountainous terrain to eight kilometers per turn over clear terrain is suggested. These rates may seem slow when one considers the average man on foot can walk at a pace of five kilometers per hour, but the suggested rates take into account the fact that adventurers in a campaign will be traveling slower as they search carefully for signs of the Ancients and, more importantly, the wild and dangerous creatures of GAMMA WORLD. Of course, should the adventurers announce their intentions to travel at a faster rate, the referee can readily accommodate them, by allowing them to walk past valuable artifacts or into the lair of some deadly creature with little or no warning.

Route movement will generally be used when covering large distances of "uninteresting" or previously explored ground. Should the adventurers enter an area of interest, they may decide to change to search moves (a slower, more detailed rate of movement) and investigate, or continue past at route movement rate.

Also, since route moves represent such a long length of time, a game-day will pass very quickly. Most characters will have to rest at least two of the six route turns that represent a day (in other words, sleep!) or suffer a double fatigue loss during combat and reduce travel rates by half until rest is taken. In any case, rest must be taken after two days of exertion. The referee may have to enforce this rule by declaring the players unconscious.

SEARCH MOVEMENT

When a party comes close enough to non-player creatures, plants, or any situation that may lead to combat, the referee must switch the players over to search movement. A search move represents ten seconds of game time. The average movement rate for walking men is 6 meters per search turn outdoors, 1 meter per search turn indoors. This may seem like a slow pace, but it includes time for a thorough examination of the players' surroundings. Of course, should the players be forced to flee from some danger, they may move at a much faster rate (up to 72 meters per search turn for an unencumbered, unarmored man). Should a character be armored or encumbered by any load (artifacts, equipment, etc.) his movement rate will be *halved* or less. He may, however, cast off his load for greater movement, if he feels it necessary. Search movement *must* be used when examining any ruins or buildings, or whenever the characters encounter any other beings (humans or creatures).

COMBAT MELEE ROUND

Each round of combat melee also lasts ten seconds. Movement during combat is generally not a factor of importance. The ability to perform small movements, both offensively and defensively, during hand-to-hand combat is determined by a character's experience and dexterity. This is subsumed in the combat matrices by giving bonuses added to or subtracted from the player's "to hit" dice rolls during combat resolution. Special situations calling for movement during combat (charging on horseback, for example) are left to the referee's judgment. He will determine the range between combatants after each ten second melee round, the allowable movement of the defenders during that time, and so on.

As a guideline, the *normal* movement rate for a man with only normal encumbrance (clothing and light-weight weapons) is 12 meters per ten-second turn. A *charge* move is double that — 24 meters — and a *trot* is two-thirds of a charge move — 16 meters. (NOTE: Missile weapons, energy weapons, and the like may not be fired while trotting or charging.) The movement rates listed in the CREATURES section are the *normal* movement rates. Maximum

speed may be found by multiplying the normal move by five. Rates of movement in between may be found as above. Movement for ROBOTIC UNITS is given in kilometers per hour (kph). This can be converted to meters per melee turn by multiplying the speed by 2.8. For example, a unit which moves at 30 kph moves 30×2.8 or 84 meters per melee turn.

COMBAT

Combat is the general term used in GAMMA WORLD to describe physical and/or mental conflict — from the instinctive reaction of some creatures and plants to premeditated actions of force by characters to gain a particular objective. The game mechanics of combat are perhaps the most complex aspect of these rules, but they reflect the many important variables that occur in combat situations.

THE DECISION FOR COMBAT

Potential combat situations occur whenever player characters encounter non-player characters, creatures, or automatons of GAMMA WORLD, and can vary from one-on-one confrontations to army-sized engagements. Many times the type of encounter is such that combat *must* take place (see ENCOUNTERS). If this is the case, the rules for combat melee are followed immediately. If the encounter is such that combat is *not* automatic, those involved in the encounter (after considering all the variables applicable to both sides) are free to attempt a retreat, negotiate, call for help, or whatever action seems appropriate — including engaging in combat melee anyway!

COMBAT MELEE

As explained in the previous section, combat melee represents a series of small segments of time, with each segment or round allowing one attack and counter-attack occurring during each round. Melee must be imagined as if it were occurring in slow motion so that the referee can work out the effects of each action. When a group of player characters is attacked by several creatures, all may be involved in the melee, but each participant's actions (player and non-player alike) must be announced and the effects calculated one at a time, and the results then imagined as if everything were happening at once.

Once the referee has determined who starts the combat melee (see SURPRISE/FIRST STRIKE), the attackers (those with the first strike option) announce their attacks. This announcement is made by each individual player, or, if non-player characters or creatures are the attackers, this announcement is made by the referee (in some instances, the referee may determine a creature's or non-player character's choice of targets by dice roll). In all cases, attackers must declare who or what they are attacking, the type of attack (either physical or mental), the weapons being employed, any bonuses or penalties applicable to the combat, and any other factors that may affect the combat. The referee then performs the appropriate dice rolls and calculations to determine the results of the attacks. This concludes the first half of the melee round. The defenders then announce any counter-attacks in the same manner as the attackers, the results are determined, and the first round of combat melee is over. An *initiative* roll is then made for each side (see SURPRISE/FIRST STRIKE) and the second round begins.

In some rare instances (such as the use of an extremely powerful weapon or mental force) combat will last only one-half of a melee round — that is, simply one attack and its results. For example, a Mark V blaster can conceivably hit a target for 30 points of damage. A creature that can withstand only eight points of damage before death would be disintegrated by a 30 point hit. On the other hand, if the blaster did only 10 points of damage when it hit, the creature would still die, but it would also be allowed a "dying stroke" (remember this is simultaneous) and would complete the melee round with its final counterstroke before it dies. It is up to the referee to determine if a dying stroke is allowed, but a good rule of thumb is: if the hit that killed the target did so with an "overkill" of less than half the hit points the target had left, a dying attack is allowed if the combatants are at close range.

Each round of combat melee should be noted by the referee, for in extended physical combat (combat melee lasting for more than ten rounds), fatigue will become a factor. Fatigue, as will be explained below, decreases the ability of a combatant to hit a target, and also lessens the damage done by a physical blow (as from a sword, spear, fist).

SURPRISE/FIRST STRIKE

A condition of surprise may exist when player characters and non-player characters or beings were unaware of each other's presence prior to the encounter. If the possibility of surprise exists when, for example, a group of player characters breaks open a door



to a room and discovers potentially hostile occupants, the referee rolls a single six-sided die twice, once for the player characters and once for the beings encountered. A roll of 1 or 2 indicates surprise. If the two die rolls indicate both sides are surprised, or if neither side was surprised, the side that had the higher die roll has the option of first strike. If there is a tie, roll again; the higher roll has the first strike option. If only one side is surprised, the other side, of course, will have the option of first strike.

If the encounter is such that combat must occur, the side with the first strike option announces its attacks and starts the combat melee. If combat is not automatic, the side with the first strike option may exercise the option and attack, or take this opportunity to retreat, negotiate, or whatever seems feasible at the time.

It is important to remember that some mental mutational powers negate the possibility of surprise. For example, one member of a party with the mental mutation of intuition can never be surprised and may also warn other members of the party when other beings approach. As noted below, dexterity can also affect surprise/first strike capability, and is further explained under the description of that attribute under CREATING CHARACTERS.

At the beginning of each round of combat melee after the first, a single die (d6) is rolled for each side. The higher roll has first strike option that round. If there is a tie, combat is simultaneous (it would thus be possible for two combatants to kill each other at the same time). This is the *initiative* die roll. If one side has a combatant with a dexterity of 17 or 18, 1 point is added to their die roll. (Only one point is added to the roll, even if two or more combatants on the same side have a dexterity of greater than 17.)

PHYSICAL COMBAT

Physical combat refers to all combat *not* involving mental mutational powers. Striking with a sword or knife, firing a pistol, throwing a grenade, launching a missile, using quills or spines, making a sonic attack, using fangs, claws, and so on, are all examples of physical attacks. Encounters with poison or radiation, either by themselves or in conjunction with physical combat (for example, a poison-tipped fang, claw, or arrow) are physical in their nature, but their effects are determined somewhat differently than physical combat, as explained later under HAZARDS. If a player announces an intended physical attack he may *not* use a mental attack at the same time.

The results of each half melee round of physical combat in GAMMA WORLD are determined by two dice rolls — one to determine if the target is hit, and one (if the target was hit) to determine the damage done. In a physical combat situation, the referee first consults the appropriate ATTACK MATRIX and cross-indexes the attacker's weapon and the defender's armor class. The number indicated is the number needed by the roll of a single 20-sided die, adjusted for any bonuses or penalties due to combat variables such as dexterity, experience level, fatigue, etc., to score a hit on the defender. If the attack is successful, a second die roll is made to determine the amount of damage done. The number and type of dice used in this roll depend on the type of weapon used, and this roll, too, may be adjusted for any bonuses or penalties due to combat variables. The sum of all the damage dice is then subtracted from the defender's hit point total, as explained under COMBAT DAMAGE. This completes one-half of a combat melee round. Assuming the defender is still alive, or has a "dying strike", he then has the option of counter-attacking in the same manner, fleeing from combat, or surrendering. After the appropriate action has been taken by the defender, the combat melee round is over. If both combatants are still alive and neither has fled or surrendered, another combat melee round starts.

Most combat, of course, occurs between more than two combatants. When several beings are involved on each side of a combat situation, combatants must first be given specific opponents. Combat is then resolved for each attacker, one at a time, as detailed above. If the two opposing sides are equal in number, the referee can simply pair them off randomly. If the two sides are unequal in number, the referee has two options. He can pair them off randomly as above, making sure that everyone is attacking someone. If miniature figures (or simply paper markers) are being used to "set the scene" of the combat situation, the referee can allow combatants to attack whoever is closest. In either case, two important points should be recognized about unequal combat. First, unless a combatant can attack more than once (such as a many-limbed being able to attack with each of its limbs every round), some combatants will not be attacked. Second, when one is attacking two or more defenders, there is no choice as to who gets hit — that is determined randomly.

MENTAL COMBAT

Mental combat is much the same as physical combat, except that mental forces (mental mutations) are used instead of physical strength and weapons. After the first strike capability has been determined, the attacker announces his intentions to the referee and states the type of attack. He must not only state that he is making a mental attack, but also which mental mutation he is using. The referee cross-indexes the attacker's mental strength against the defender's mental strength on the MENTAL ATTACK MATRIX and determines the dice roll needed for the attack to be successful, very much like determining the number needed to hit a target in physical combat. A 20-sided die is rolled. If the number rolled is equal to or larger than the number indicated on the matrix, the mental attack is successful. The results of the attack (as defined under MENTAL MUTATIONS) are immediately applied.

The mental defense (the mental strength of the defender) is always present. This defense is independent of all actions by the individual, such as making a physical attack or sleeping. It is also present even when making a mental attack. The only restriction on mental attacks is that they must be made separate from physical attacks. One may not make both a mental and a physical attack in the same melee round. Damage sustained as the result of a mental attack is figured in the same manner as in physical combat.

It is important to remember that each mental power is different from all others, and selection of such a power for combat purposes should be made very carefully. Some powers are indiscriminate, affecting all within range, some have limited duration, and so forth. Also, some mental mutations will entirely negate the effects of other mental mutations.

Successful use of mental powers in a combat situation also works towards increasing a being's mental strength in the following manner: for every five successful mental attacks (those which cause damage), the attacker's mental strength increases by one point. The same increase works in a like manner for defense: for every five successful mental defenses (those attacks which *do not* cause damage) the defender's mental strength increases by one point. The rationale behind these increases is that as the being's mental capacities grow more proficient in offensive and/or defensive operation, the mind develops new channels for projecting its powers.

SPECIAL COMBAT RULES FOR CREATURES (PLANT AND ANIMAL MUTATIONS)

Animals and non-intelligent creatures will not generally fight to the death unless they are controlled in some manner by another force, backed into a corner, defending a lair, and so on. Except in such situations, when reduced to less than half of their hit points, they must make a morale throw (see MORALE). If defending a lair, add three points to the morale throw of non-intelligent creatures, two points to the throw of semi-intelligent creatures, and one point to that of intelligent creatures. If the lair contains young, double the number of points added. Predator lairs have a 40% chance of having a rear exit. Herbivores will usually fight only when provoked, cornered, controlled, or insane. A creature such as the rhinoceros, though, needs little provocation to invite an attack. Treat plant mutations (unless they are specifically given an intelligence) as unintelligent creatures. Creatures are under the same limitations as players with regard to physical and mental combat.

COMBAT WITH ROBOTIC UNITS

Robotic units are armed with a variety of technological devices that may be used as weapons (i.e. a laser drill could be quite effective at close range against an unarmored or lightly armored man), and many are designed specifically for combat. In physical combat, robots are treated in a manner similar to creatures. Robots

have one advantage in that they may both move up to their maximum speed and fire weapons in the same melee round. Only one type of weapon (lasers, missiles, black ray cannon, etc.) may fire in any one melee turn. Robots may not, of course, initiate mental combat.

ARMOR CLASS

Armor class is a number representing the ability of an object or creature to withstand physical attacks. Everyone and everything has an armor class (in some cases, the referee must determine the armor class). Because so much technology was lost during the Black Years, most armor will be crude, made from readily available materials. Some mutations will provide stronger armor class to the mutant. Also, in rare instances, players will come across ancient armor that is extremely high in armor class. The more common types of armor are listed on the following table.

ARMOR CLASS TABLE

Class	Description
10	No protection
9	Shield only
8	Furs or skins
7	Furs or skins and shield
6	Cured hide or plant fiber armor, partial carapace
5	Cured hide or plant fiber armor and shield
4	Sheath* and piece metal armors, total carapace
3	Powered plate and plastic armors*
2	Powered alloy, energized, inertia, powered scout & battle armors*
1	Powered attack & assault armors*

*For a description see ARTIFACTS AND EQUIPMENT section.

To the beginner it may seem a little confusing, but the lower the number the better the armor class. When you "increase" the armor class you lower the number. For example, you increase your armor class from 6 to 5 by getting a shield to use with your cured hide armor.

The creatures of GAMMA WORLD are also given an armor class rating. Unlike men, the armor class of a creature is inherent in the hide or skin of the creature, its size, speed, and agility. All of these factors are included in the armor class rating.

Certain factors (such as some mutations) may raise or lower the normal armor class rating. An armor class of less than 10 is treated as armor class 10; an armor class of greater than 1 is treated as armor class 1.

WEAPON CLASS

Weapon class is similar to armor class. It is a numerical representation of the ability of the weapon to hit an opponent. The weapon class does not reflect the amount of damage the weapon might do if it hits, only the chance of hitting. High-technology weapons, though, usually both score a hit easier and do more damage when they hit. Most of the inhabitants of GAMMA WORLD will be armed with the low-technology weapons. Ancient, powered weapons will be very rare and highly prized (and coveted). The more common weapons are listed on the following table.

WEAPON CLASS TABLE

Class	Description
1	Clubs, hammers, lances, maces, spears
2	Axes, daggers, flails, morning stars
3	Pole arms, swords
4	Vibro dagger
5	Vibro blade, energy mace
6	Stun whip
7	Robotic tentacles
8	Grenades, javelins
9	Arrows, crossbow bolts, sling projectiles
10	Pistol slugs
11	Needler
12	Stun ray pistols and rifles
13	Laser pistols and rifles
14	Mk V Blaster and Mk VII rifle
15	Black ray pistol
16	Fusion rifle, micro missile, mini-missile

USE OF THE ATTACK MATRICES

The matrices which follow are used to determine whether a physical or mental attack is successful. On PHYSICAL ATTACK MATRIX I cross-index the weapon class of the attacker with the

average strength, the fatigue factor is lessened by one for each melee turn the combatant rests from battle, and also lessened by one for each point of strength over 15. For example, a man wielding a short sword would be OK until the 14th melee turn, then his weapon class would drop from 3 to 2. If he had a 16 strength, it would not drop until the 15th melee turn. (This assumes, of course, that he is wearing no armor!) If the weapon class drops to 0, the combatant is unable to attack until he withdraws from combat long enough to bring the weapon class back up to at least 1. This doesn't mean the combatant is so tired that he can't hold the weapon, just that he can't use it effectively enough to do any damage. All weapons not specifically listed here, such as powered energy weapons (including powered blade weapons), cost nothing in terms of fatigue to use. Note that powered *offensive* armor is not listed — there is no fatigue acquired when using such armor. Powered *defensive* armor *does* have a fatigue factor.

FATIGUE FACTORS MATRICES

Weapons	Melee Turn								
	11	12	13	14	15	16	17	18	19
Any Axe				-1	-2	-3	-4	-5	-6
Any Bow					-1	-2	-3	-4	-5
Club					-1	-2	-3	-4	-5
Dagger								-1	-2
Flail		-1	-2	-3	-4	-5	-6	-7	-8
Javelin						-1	-2	-3	-4
Lance, Mounted				-1	-2	-3	-4	-5	-6
Mace				-1	-2	-3	-4	-5	-6
Morning Star			-1	-2	-3	-4	-5	-6	-7
Pole Arms		-1	-2	-3	-4	-5	-6	-7	-8
Sling								-1	-2
Spear						-1	-2	-3	-4
Sword, Long or Short				-1	-2	-3	-4	-5	-6
Sword, Two-handed	-1	-2	-3	-4	-5	-6	-7	-8	-9

ARMOR Armor Class	Melee Turn					
	15	16	17	18	19	20
10			no effect			
9				-1	-2	-3
8			-1	-2	-3	-4
7		-1	-2	-3	-4	-5
6		-1	-2	-3	-4	-5
2-5	-1	-2	-3	-4	-5	-6

MORALE

Certain circumstances during combat require a check for morale. The only check required by the rules pertains to combat with or between creatures and animals, but players may request (or the referee may require) checks for morale during special circumstances, such as an attack by an overwhelming force, an extremely poor position, sustaining large numbers of casualties, and so forth. If players request a morale check of their opponents, the referee will judge if such a check is necessary, and if so, roll a single 10-sided die. Animals and non-intelligent creatures require at least a roll of 5 or more to continue combat. Intelligent creatures and beings need only a roll of 3 or better to continue combat, if they (the referee) so desire. Any time a combatant fails to meet a morale check roll, he/she/it immediately flees from combat. Once morale has been checked, it must continue to be checked each melee turn until the combat is resolved or the situation which necessitated the check in the first place changes. The referee may make a morale check any time he feels the combat situation makes it necessary.

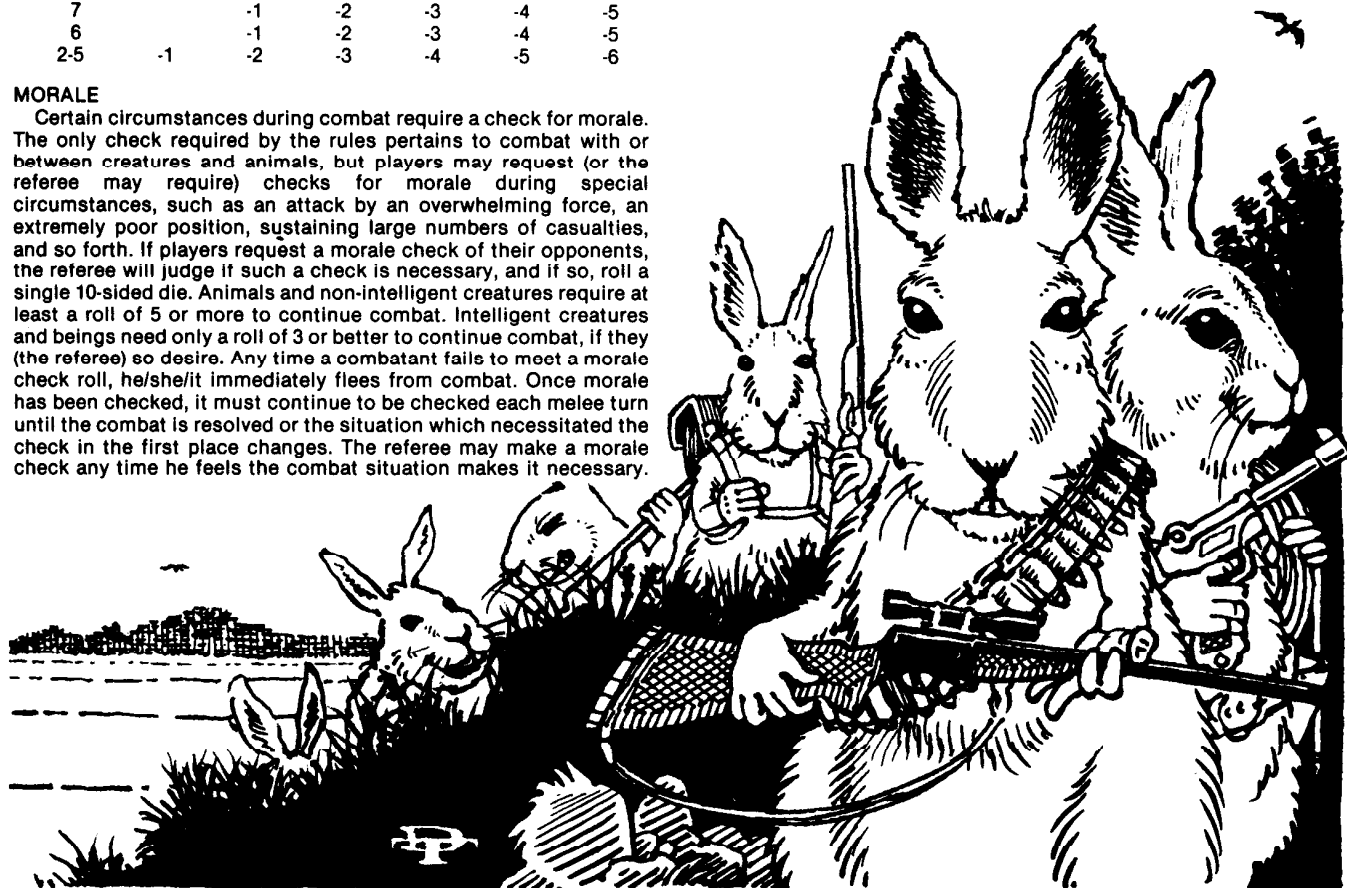
Generally, non-intelligent creatures will have a very low morale if combat is going against them, and intelligent creatures will have a high morale, even in adverse situations. (Of course, the referee may feel free to create a few cowardly creatures or bands of spineless mercenaries if he so desires.) Player characters never check morale dice, though they may *choose* to flee at any time. Non-player characters who are followers of players or who are hired by players *must* check morale.

ENCOUNTERS

When player characters enter areas keyed on the referee's detailed map as containing beings or any plant that is likely to respond to their presence, there will be an encounter. Results of the encounter will depend upon what is encountered and the referee's discretion. For example: if an exploring party runs into an Ark (a fearsome intelligent creature of mutated canine stock), it will nearly always attack — more out of principle than anything else. On the other hand, a sleeth (a giant mutated lizard) will probably watch the same party pass by and never even move (unless the party accosts it). An encounter with other men will usually result in some conversation with a friendly, indifferent, or hostile outcome. The referee plays the personae of the intelligent or semi-intelligent non-player characters and creatures, handles the actions of unintelligent (but dangerous) plants, and, of course, is in charge of the weather.

When player characters are travelling through large areas of uncharted terrain at route movement, the referee must check for random encounters once each day and night. He does this by rolling a single six-sided die: a roll of six indicates an encounter. Since encounters of this nature occur randomly, they can happen at any time during the day or night. If the adventurers are on the move and covering a certain distance during the time period when an encounter occurs, an appropriate die should be cast to determine at what time this happens. Then the exact location can be determined and the terrain at the location indicates the chart to be consulted. After the roll of a six, the referee then rolls a 20-sided die and checks the result on the ENCOUNTER TABLE (according to the terrain) to determine what has been encountered. The referee then determines how many creatures or plants have been encountered.

The important job of the referee is to play the roles of the creatures encountered in such a way as to challenge the ingenuity of the players.



ENCOUNTERS TABLE

Die Roll	Terrain						
	Clear	Mountains	Forest	Desert	Water Areas	Ruins	Radioactive Zones
1	Yexil	Podog	Win Seen	Obb	Crep Plant	Badder	Sert
2	Hori Choo	Kep	Kai Lin	Sep	Seroon Lou	Arn	Blight
3	Centisteed	Zeethh	Hori Choo	Hisser	Ber Lep	Serf	Hisser
4	Perth	Ert	Gren	Soul Besh	Win Seen	Yexil	Android
5	Zeethh	Hoop	Herp	Sleeth	Narl Ep	Orlen	Blaash
6	Hoop	Arn	Obb	Parn	Terl	Ark	Zarn
7	Sleeth	Yexil	Hisser	Podog	Menarl	Android	Robotic Unit
8	Brutorz	Blight	Ert Telden	Yexil	Fleshin	Robotic Unit	Tribesmen
9	Zarn	Crep Plant	Robotic Unit	Blaash	Cren Tosh	Hoop	Parn
10	Hopper	Android	Arn	Kep	Barl Nep	Tribesmen	Cryptic
11	Robotic Unit	Cal Then	Soul Besh	Kai Lin	Ert Telden	Sleeth	Alliance
12	Badder	Parn	Centisteed	Perth	Fen	Cryptic	No Encounter
13	Arn	Robotic Unit	Dlaash	Serf	Keeshin	Alliance	
14	Herp	Orlen	Pineto	Tribesmen	Herkel	No Encounter	
15	Blaash	Tribesmen	Ark	Android	Ert		
16	Rakox	Hisser	Perth	Robotic Unit	Android		
17	Android	Herp	Sep	Cal Then	Badder		
18	Tribesmen	Zarn	Serf	Blight	Robotic Unit		
19	Podog	Sep	Badder	Zarn	Tribesmen		
20	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance		

Tribesmen will be a wandering band of 1-100 (2d10) Pure Strain Humans or humanoids.
Cryptic Alliance encountered will be per the referee's map (see CRYPTIC ALLIANCES).

Note: This table lists only those things covered in the GAMMA WORLD game booklet. A referee who creates an expansive assortment of mutated plants, animals, and other "creatures" will want to expand further in developing tables of his own which are unique to his own campaign "world".

THE CREATURES

(For an explanation of *armor class and movement*, see the appropriate sections. Hit dice are 6-sided.)

ANDROIDS:	Thinker	Worker	Warrior
No. Appearing:	1-6	1-6	1-6
Armor Class:	6	5	4
Movement:	12	12	15
Hit Dice:	50 Hit Points	40 Hit Points	75 Hit Points

Androids look like Pure Strain Humans. All have the basic attributes: mental strength, intelligence, dexterity, charisma, constitution, and physical strength...all to be determined by the referee randomly except for the following: The thinker has an 18 mental strength and intelligence, the worker has an 18 physical strength and constitution, and the warrior has an 18 in all categories save mental strength. Androids consider humans to be a threat to their existence, travel heavily armed, and will always fight to the death.

ARK.

No. Appearing: 1-4
 Armor Class: 4
 Movement: 15
 Hit Dice: 8

The intelligent dog man stands just short of 3 meters tall and always walks on its well-developed hind legs. It has a mental strength and radiation resistance of 10. All arks have the following mutations: *telekinesis*, *weather manipulation*, and *life leech*. Arks fear large winged creatures and carry wicker shields and large clubs as weapons. They consider human hands to be a great delicacy.

ARN:

No. Appearing: 1-6
 Armor Class: 9
 Movement: 3/16
 Hit Dice: 8

This 1.3 meter long mutated insect is often domesticated by small humanoids and used as a riding mount or beast of burden. Arns cannot fly with more than 2 kilograms on their backs and must be caught and trained while young to be of any use. The arn has large mandibles which can bite, doing 2 dice of damage.

BADDER:

No. Appearing: 3-18
 Armor Class: 4
 Movement: 12
 Hit Dice: 6

This highly intelligent mutated badgeroid species inhabits cool temperate zones. They are approximately 1.5 meters tall. The badders are organized into a society approximately equal to that of

the medieval period in human history. They are basically of evil disposition and will destroy other intelligent life forms if given the chance. Badders live in earth burrow complexes, although they will sometimes be found inhabiting a ruined town of the Ancients. They have manipulative forepaws and walk erect. Badders are exceptionally quick of movement in combat (18 dexterity), and they commonly employ simple armor, shields, and all sorts of weapons (each is only 10% likely to have an Artifact weapon). They can also deliver a vicious bite for 1 die (d6) of damage. Badders communicate in their own form of snarling/growling language but can approximate some limited trade speech. They are hard of hearing, but have a keen sense of smell. Badders have a mental strength of 16 and possess *empathy*. If a burrow is discovered, there will be females equal in number to the males, and young equal to 50% of the females. The burrow will be ruled by a very large male and 1-4 "nobles".

BARL NEP:

No. Appearing: 1
 Armor Class: 3
 Movement: 20
 Hit Dice: 20

The barl nep is a totally black fish that can attain a length of up to 1 meter. If attacked, it will secrete a radioactive oil (intensity 18) that covers an area 10 meters in diameter. This radioactive oil will last up to 10 minutes in calm lake or pond water. If caught and killed, enough oil to make a 10 minute radioactive oil slick (intensity 12) may be extracted from its body.

BER LEP:

No. Appearing: 1-8
 Armor Class: 6
 Movement: N/A
 Hit Dice: 15

The ber lep is a large (two meters across) free-floating aquatic plant which grows (akin to the lily pad) as an enormous sheet on the surface of the water. A sweet smelling acid exuded by the plant serves to attract, kill, and then dissolve small animals and insects which land on it. The ber lep is thick enough to support the weight of a human and the acid is relatively slow acting. If injured, however, the plant will teleport itself to a point 5-30 meters distant.

BLAASH:

No. Appearing: 1-10
 Armor Class: 8
 Movement: 6/15
 Hit Dice: 15

This mutated moth-creature is often over 1 meter long with a wingspread of 2 meters. The blaash is fearless and quite carnivorous. It glows brightly when it attacks, because of the intensity 18 radiation it emits from its abdomen. This radiation is harmful within a 5 meter radius, but will not damage the blaash or others of its kind. Once the blaash has killed its prey, it stops and eats voraciously.

BLIGHT:

No. Appearing: 1-4
 Armor Class: 9
 Movement: 2/10
 Hit Dice: 12

This 3 meter long carnivorous winged worm can have a wing span of up to 10 meters. It may become *invisible* at will, and when it swoops down from the sky onto its prey, its first attack upon becoming visible will be a flash of light that will blind for 1-4 melee turns any creature who looked at it. Although it can bite, doing 3d6 of damage, its preferred mode of attack is constriction. When it is coiled around a victim it does 5d6 of damage per melee turn. The blight is completely resistant to radiation, heat, and sonic attacks.

BRUTORZ:

No. Appearing: 1 (2-12 in wild herds)
 Armor Class: 7
 Movement: 18
 Hit Dice: 14

Standing well over 2 meters high at the shoulder, a Brutorz is powerfully muscled and very broad. These neo-Percherons (mutated horses) are quite intelligent (with a mental strength of 12) and are particularly partial to PSH individuals. In addition to their great size, strength, and intelligence, the Brutorz species is remarkably agile for their bulk (1000 kilograms), and all have *precognition*. In combat, these creatures can deliver stunning kicks — 2 dice of damage (2d6) per forehoof — or a vicious bite for 3 dice (3d6) of damage. Well fed and treated with respect, the Brutorz is quite willing to serve as a mount for humans and humanoids.

CAL THEN:

No. Appearing: 1
 Armor Class: 9
 Movement: 4/12
 Hit Dice: 6

This intelligent (mental strength 18) flying insect can attain a length of 2.5 meters. It has huge mandibles that can do 10 dice of damage and, given time, crush even duralloy. It is attracted to bones, which are its favorite food. It carelessly rips the flesh off living creatures merely to devour their bones. The cal then is completely resistant to all heat and cold attacks.

CENTISTEED:

No. Appearing: 1
 Armor Class: 9
 Movement: 30
 Hit Dice: 7

This long-bodied mammal was once a horse, but the mutations it has undergone have given it an almost insect-like appearance. A centisteed can trot at full speed on its 16 legs carrying two human-sized riders. Although not intelligent by human standards, the centisteed is totally immune to all forms of mental attack and possesses *force field generation*. While they make desirable mounts, these beasts also require enormous quantities of fodder because of their *increased metabolism*. In a combat situation, the centisteed is almost more trouble than it is worth, as one of its riders must devote all of his efforts towards keeping the centisteed under control.

CREN TOSH:

No. Appearing: 1
 Armor Class: 3
 Movement: 12
 Hit Dice: 16

This lizard/fish prefers to live as a 2 meter long fish. It can, however, transform itself into any type of lizard, complete with any mutations (see Sleeth), for up to 24 hours. In fish form, the cren tosh burrows long wide tunnels into the banks of rivers and lakes, where it makes its nest. It eats only plants, but loves to collect and line its nest with shiny objects.

CREP PLANT:

No. Appearing: 1-10
 Armor Class: 3
 Movement: 1
 Hit Dice: 15

There are two varieties of the crep plant. The water crep is pink, and lives completely submerged, in the bottoms of lakes and rivers. The land crep is red, and may be found in any area with a reasonable amount of rainfall. All crep plants, though unintelligent, have the following mental mutations, which are used when attacked: *death field generation*, *molecular disruption*, and *life leech* (which is how it feeds). Additionally, they have the following vegetable mutations: *mobility*, 1-4 *manipulative vines*, and *parasitic attachment*. The

plant reproduces with large leaf-like structures that it uses to make parasitic attachments. After attaching, the structures drain victims' blood (at a rate of 10 hit points per melee round). Once the victim is dead, these structures drop off the crep, and burrow into the ground to start a new plant.

ERT:

No. Appearing: 1
 Armor Class: 9
 Movement: 8
 Hit Dice: 3

This innocuous looking fish, which can be up to 1 meter long, lives in swift flowing mountain streams. It has an awesome defense mechanism. Any creature it manages to bite has a chance of being turned to granite-like rock. (Treat as a poison attack of intensity 12. A "D" result turns the victim to stone.)

ERT TELDEN:

No. Appearing: 1-6
 Armor Class: 6
 Movement: 9
 Hit Dice: 12

The ert telden is a fish just over 1 meter long, which lives in backwaters, marshes and swamps. It has a unique self-destructive defense mechanism. When removed from water, it starts to burn with such intense heat that all creatures within 30 meters of the fish sustain 5 dice (d6) of heat damage on the first melee turn. On the second melee turn out of water, the ert telden explodes in flames, doing 10 dice of damage to all beings in range. It is sometimes captured and used as a weapon by certain tribes, who keep the ert telden in holding pools inside their walled village, and fling them over the walls with catapults at would-be attackers.

FEN:

No. Appearing: 1-10
 Armor Class: 7
 Movement: 12 (water)/3 (land)/8 (flying)
 Hit Dice: 10

The fen is an intelligent, man-sized fish, which walks about on 2 stubby fins when on land. It has both lungs and gills and may remain out of water for up to 24 hours. Its translucent skin makes the fen invisible when under water. Fens collect and use all manner of weapons and may also use their tail as a club which does 6 dice (d6) of damage if it hits. They are completely resistant to radiation, have a poison resistance of 18, reflect heat and light (laser) attacks for 5 melee rounds before taking damage, and can *shapechange* into a large bird and fly away if the going gets rough.

FLESHIN:

No. Appearing: 1
 Armor Class: 8
 Movement: 9 (water)/5 (flying)
 Hit Dice: 8

The fleshin is a 2 meter long fish that inhabits large lakes. It swims at high speed along the surface until it launches itself into the air, where its broad pectoral fins enable it to glide on wind currents for hours on end. It feeds on water birds and other small animals, but has been known to attack humans when hunting is bad. Its dorsal fin is covered with intensity 15 poison spines. If seriously threatened, it will *shapechange* and fight as a sleeth (with all that creature's powers).

GRENS:

No. Appearing: 1-6
 Armor Class: 4
 Movement: 12
 Hit Dice: 20

Grens appear to be completely normal Pure Strain Humans . . . except for their deep green skin! They are intelligent and live secluded lives in harmony with nature. They inhabit only deep forests, where they cannot be seen or sensed by any creature until they reveal themselves. They will not use ancient technology and stubbornly refuse to learn any of the knowledge of the Ancients. Most tribes shun outsiders, although in some instances (30%), grens may cooperate with Pure Strain Humans if approached in a non-hostile manner.

HERKEL:

No. Appearing: 1-10
 Armor Class: 9
 Movement: 8
 Hit Dice: 4

These relatively small (.5 meters long) fish are every bit as vicious

as the piranha, with a bite that inflicts 6 dice of damage per melee turn. Their scales are covered with a thin film of intensity 18 contact poison. The appetite of a herkel knows no bounds, and they will eat anything they can get into their jaws.

HERP:

No. Appearing: 1
Armor Class: 3
Movement: 10
Hit Dice: 20

This is a 3.5 meter long, carnivorous mutated beetle, protected by a thick wing case (the herp is flightless) which reflects sonic attacks. To kill its prey, it squirts a stream of powerful acid up to 30 meters. This does 15 dice (15d6) of damage if it hits and will eat through 1/2 cm of duralloy in three melee turns. The herp is a diligent and skillful hunter, able to track its prey (small animals) in all kinds of weather.

HISSER:

No. Appearing: 1-10
Armor Class: 3
Movement: 12
Hit Dice: 18

This 3-meter long half-man-half-snake inhabits the more arid regions of GAMMA WORLD, often settling near an oasis or well. All hissers are telepathic, with a mental strength of 12 and *mass mind*, *sonic attack ability*, and one other (random) mental mutation. Their scaly skin is completely resistant to laser and sonic attacks. Their society is matriarchal, one female leading a group of 70 or so males and young. She, like a queen bee, lays all the eggs for each settlement, and all of them hatch as males. When a community grows to about 70 individuals, the matriarch will hatch another female. In a few years, the colony will divide and the new matriarch will lead an assortment of male hissers off to find a new place to live. Although intelligent, hissers do not have any written or spoken language, as all information is exchanged telepathically. They utilize selected items of Ancient technology which they uncover in search expeditions among the ruins of the Ancients.

HOOP:

No. Appearing: 1-20
Armor Class: 9
Movement: 18
Hit Dice: 15

Hoops are actually 2.6 meters tall, mutated rabbitoid creatures that stand erect on their hind legs, and are able to leap over objects as high as 8 meters. They are intelligent (mental strength 3-18), *telepathic*, and have *mass mind*. A mutation peculiar to the hoops is their ability to *transmute* metal objects into rubber. The hoop must touch the metal object to be transmuted. All metal within 1 meter of that point turns into rubber (must all be in contact). Hoops have manipulative forepaws. They appreciate the power of Ancient weapons, and seek to obtain and use them. The referee must determine what effect the change to rubber will have on various metal objects, such as armor, pistols, robots, etc.

HOPPER:

No. Appearing: 1 (1-20 in the wild)
Armor Class: 9
Movement: 12 (hop at 24)
Hit Dice: 3

Resembling giant, weird-looking hares, hoppers are commonly used as riding beasts, as each is able to carry 100kg burdens with little or no effort. Riding a hopper, however, is no easy task. They require a special saddle and harness, for, while their route gait is a not-too-jerky series of lippity-lops, their full run consists of great leaps, interspersed with rapid hops. Any rider who is not properly fastened to the saddle will surely be dismounted. Those riding a hopper for the first time are 75% likely to sustain 1-6 dice of damage (and be thrown from the hopper's back). These creatures are rather stupid (hoops regard them as we do chimpanzees), but their speed and *chameleon powers* enable them to survive. An unburdened hopper can easily make 12 meter leaps, and clear objects 8 meters high.

HORL CHOO:

No. Appearing: 1
Armor Class: 5
Movement: 6
Hit Dice: 18

This is a strange black plant which, when viewed from a distance, looks like a lumpy porcupine with extremely long quills. The "quills" are actually 3 meter long spear-like stems which it flings at

any being that approaches within 90 meters. There are from 6-30 (5d6) of these and they are tipped with intensity 9 poison in addition to doing 3 dice of damage if they hit. The spear-stems are attached to the plant by strong vines. These retrieve any spear that misses its target, and drag impaled prey back to the base of the plant where dissolving juices break the victim's body down into food. The horl choo has a limited form of *mobility*, which it only uses to move to better hunting grounds.

KAI LIN:

No. Appearing: 1-4
Armor Class: 6
Movement: 10
Hit Dice: 12

This deceptively reptilian-looking creature is actually a 3 to 4 meter long plant. It runs along the ground on two strong stalks that end in thorny pads (resembling clawed feet), trailing its long root structures behind like a tail. It is covered with radiation resistant green bark which resembles scales. Although the kai lin is a scavenger, it is not above attracting and killing fresh food. Kai lin wander about in small groups in search of carrion, which they assimilate by entwining their tail/roots around the dead animal. It has a limited intelligence (mental strength 5) and the following mutations: *electrical generation*, *attraction odor*, and *radiated eyes*.

KEESHIN:

No. Appearing: 1
Armor Class: 3
Movement: Telekinetic flight
Hit Dice: 7

This small white mutated amphibian lives in bodies of water. It is highly intelligent (intelligence 18, mental strength 16), possessing the following mental mutations: *telekinetic flight*, *telekinesis*, *telekinetic arm*, *force field generation*, *life leech*, *de-evolution*, *mental blast*, *cryokinesis*, and *reflection*. It may utilize any 2 of these mutations per melee turn. The ruthless keeshin is a solitary creature, who spends most of its life gathering devices of the Ancients. It is very greedy and will readily kill to obtain what it wants. It stores its treasures in an underwater stone dwelling, which it builds telekinetically and keeps filled with a pocket of fresh air.

KEP:

No. Appearing: 1
Armor Class: 2
Movement: N/A
Hit Dice: 20

The kep is a hideous carnivorous plant which prefers sandy soil, grows completely underground, and permits no other plants to grow above it. Just beneath the surface, it builds an elaborate net of squeeze roots (some 30 meters in diameter) with pressure sensitive filaments. When a creature walks over this area, the network of squeeze roots springs out of the ground to ensnare it. The squeeze roots do 5 dice (5d6) of constrictive damage each melee turn to all creatures unfortunate enough to get caught. If a kep takes damage equal to more than half of its total hit points, it will release its captives and retreat below ground. If its prey ceases to struggle, the roots secrete dissolving juices which break it down into food for the kep. After each meal, the plant produces one mobile seed. It tunnels to the surface and scurries away in search of a home.

MENARL:

No. Appearing: 1-4
Armor Class: 6
Movement: 6
Hit Dice: 7

The menarl is an impressive 10 meter long intelligent water snake. It has 10 very usable arms equipped with human-shaped hands. It has *heightened strength* (17) and a mental strength of 12. Its favorite food is birds, and it goes into a mad frenzy when any are near. The menarl is relatively friendly towards humanoids and, if shown how, will use ancient devices and weapons.

NARLEP:

No. Appearing: 1
Armor Class: 3
Movement: N/A
Hit Dice: 20

This enormous white mutated tree grows over 50 meters tall. It lives in bodies of water, projecting its pale green leafy top and its 5-30 squeeze vines above the surface of the water. The squeeze vines are used in defense, and, during spring, are covered with seed pods, which it flings to the winds when ripe. When these pods are

cracked open (usually a sharp blow will do), 2-12 (2d6) seeds fly out, along with a sonic blast that will do 3 dice (3d6) of damage to all beings within 10 meters.

OBB:

No. Appearing: 1
Armor Class: 10
Movement: 1/15
Hit Dice: 12

The obb is an intelligent (mental strength 12) mutated fungus which resembles a 1 meter long bat. Nearly immobile on the ground, it is as swift and deadly as a hawk when in the air. It swoops down from the sky using its one large black eye to deliver a blast of intensity 16 radiation. It then strikes stunning blows with its two clawed appendages doing 3 dice (3d6) of damage with each. Once its prey is killed, the obb devours half of the body and plants its spores in what remains. In just one day 1-6 (d6) young obbs will emerge and fly off. The obb is completely resistant to radiation, and all laser, light, and heat attacks. It has been known to associate peacefully and even team up with other intelligent beings, but only the referee knows exactly when or why. The obb has an intelligence of its own, and its logic is totally unrelated to anything generally known to man.

ORLEN:

No. Appearing: 1
Armor Class: 7
Movement: 15
Hit Dice: 15

These two-headed, 2.5 meter tall, humanoid mutants have four arms . . . each 2 under the control of a separate brain. They are all *telepathic*, with *telekinesis*, and *will force* available in both brains. Some 25% of them also have 2 random mutations (one on each side), which usually include poison claws (random intensity) on two hands, and a mental mutation, *de-evolution*, on the other side. Orlens will barter peacefully to obtain technological devices, and have made many of their own — specially adapted for use with four arms.

PARN:

No. Appearing: 1-4
Armor Class: 6 (see also below)
Movement: 6/16
Hit Dice: 10 plus antennae (see below)

The parn is a 3 meter long mutated beetle. Its back is covered with 4-24 (4d6) 1.3 meter long barbed spines, which it uses defensively. These it may shoot, 2 per melee round, up to a distance of 50 meters and each will do 2 dice (d6) of damage if it hits. Although not particularly intelligent, the parn is a ruthless carnivore, and it kills its prey with 4 sharp sword-like structures at the ends of its 3 meter long antennae. Each of these does 3 dice of damage (d6) if they hit, and the parn uses them so effectively that the armor class of any opponent(s) is adversely affected by 3 classes when in close combat with the parn. Each antenna has an armor class of 5 and will take 18 points of damage (this is in addition to the basic 10 hit dice of the creature) before it is severed. The parn never retreats and fights tenaciously to the death.

PERTH:

No. Appearing: 1-10
Armor Class: 4
Movement: N/A
Hit Dice: 8

This mutated palm-like bush is topped with a large (1 meter tall) flower-like structure. If disturbed, the flower will begin to glow all shades of the rainbow and on the next melee round emit radiation of random intensity (3d6) that affects all beings within a 15 meter radius. Each melee round, it changes color and emits radiation of a different intensity (again random). If the perth is damaged, it will glow 1 to 4 colors at once (d4), emitting that many blasts of radiation of different intensities. The petals of the flower-structure can be sun-dried and crumbled into a powder, which, when ingested, will heal one lost hit point for each gram of powder consumed. One flower will yield 20 grams of powder and the drying process requires 3 full days of sunlight. If dried more rapidly by artificial means, the powder will be only half as effective.

PINETO:

No. Appearing: 1 (1-8 in wild)
Armor Class: 4
Movement: 18
Hit Dice: 2

These oddly mutated plants have a horizontal trunk and movable

branches, adapted to rapid locomotion. A large clump of roots, and keen visual and olfactory appendages at the base of its trunk vaguely resembles a shaggy horse's head. It feeds on nutritional matter, which its tendrils thrust into the trunk cavity where it is absorbed by thousands of tiny rootlets. The pineto takes on moisture much like an animal, by dipping its "head" (root clump) into a stream or pond. Pinetos move about quickly in order to avoid predators. When captured, the pineto can be ridden or used as a beast of burden (carrying up to 800kg on their backs). Control is by means of a sharp goad which is jammed into the pineto, just behind the root clump. Using this device, the creature can be made to move, run, turn, and stop at a rider's command. Note, however, that the pineto is covered with a dense growth of sharp needles, and the tail (tree top) lashes for 1 die of damage (to armor class 8 or less) on command. Riders without saddles, or other proper protection, also take 1 point of damage per melee round while astride the pineto.

PODOG:

No. Appearing: 1 (2-12 in wild packs)
Armor Class: 5 (8 if ridden)
Movement: 15
Hit Dice: 4

Podogs are fairly clever, very large, mutated mongrels. They understand simple commands and are large enough to ride and strong enough to carry most humans at a good pace all day. They are not friendly in their wild state. Podogs are carnivorous pack hunters, and only the young can be trained to serve as steeds. If a podog is attacked, it will bite and slash with its teeth causing 2 dice (d6) of damage. All podogs are totally immune to any form of poison. Prized podogs have *dual brains* and communicate with their masters via *telepathy* (such creatures are one in a hundred and are rarely for sale). When excited, a podog bays out a cry which perfectly imitates that of its prey/opponent, throwing it into confusion and giving the podog the initiative to attack or flee. Packs of podogs will normally consist of a mated pair and one or two of their full and partially grown litters.

RAKOX:

No. Appearing: 1 (5-30 in wild herds)
Armor Class: 4/6
Movement: 9
Hit Dice: 20

These rather slow but powerful oxen sport a *partial carapace*, surmounted by a forward pointing frill of 8 long horns. Any opponent gored by these weapons will suffer 1 die of damage (d6) per horn — typically, a man-sized opponent can be struck by 1-3 horns. They will have a tendency to charge when frightened, especially if encountered in the wild. A charging rakox does double damage. Although stupid, and very skittish, their tough hide, endurance, and great strength (able to carry up to 1000kg) make them desirable as beasts of burden and draft animals.

SEP:

No. Appearing: 1-6
Armor Class: 5
Movement: 10
Hit Dice: 17

The sep is actually a mutated version of the shark that has adapted to life on land. A powerful organ in its head (somewhat resembling a brain) enables the sep to force even packed sand out of its way telekinetically, as it plows along beneath the surface of deserts in search of prey. The sep is able to detect creatures up to 50 meters away. When it springs unexpectedly from the ground and attacks, its massive jaws (in an adult) bite for 9 dice (d6) of damage. It quickly burrows back under the sand after striking and maneuvers underground for one or two melee rounds before making its next attack from a different direction. Once killed, prey is dragged beneath the sand and eaten.

SERF:

No. Appearing: 1-4
Armor Class: 6
Movement: 12
Hit Dice: 10

Serfs are mutated humanoids with *heightened strength*, a *partial carapace*, and *poison claws* (intensity 8) instead of fingernails. They are very intelligent (mental strength 15) and possess the following mental mutations: *light wave manipulation*, *density control* (others), *life leech*, *death field generation*, *mental blast*, and *telepathy*. Serfs are semi-nomadic and organize themselves into quasi-military "brigades", dressing in old military or police uniforms recovered from the Tombs of the Ancients. The "general" of each brigade holds his power by means of an ancient weapon, although serfs

prefer to fight only with their mental mutations, and any given one is 90% likely to do so.

SEROON LOU:

No. Appearing: 3-18
Armor Class: 8
Movement: 3
Hit Dice: 8

This deep green carnivorous aquatic plant can reach a length of up to 30 meters. It is semi-intelligent and the top of its stalk projects as much as 3 meters above the water, while its mobile roots allow it to walk slowly about the bottom. At the top of the stalk is a large eye, shaded by several leaves. The eye directs the use of its 11-20 manipulation vines. The seroon lou will attack just about anything, grasping rocks and clubs with its vines and bludgeoning its victims to death. It drags its prey to the bottom to be assimilated by its roots. The seroon lou often hides among the more peaceful narl ep, and, except for its darker color, looks much the same.

SLEETH:

No. Appearing: 1-10
Armor Class: 5
Movement: 12
Hit Dice: 18

The sleeth is a 3 meter tall mutated lizard. It is very intelligent (intelligence and mental strength 17) with the following mental mutations: *telepathy*, *precognition*, and the special ability to negate any *force field* within 30 meters. They are completely resistant to *illusions* and have a poison resistance of 18. In any given group of 10, one will have an additional good mutation (choose randomly). Sleeths are a quiet, peaceful race, living in small communities or villages. They befriend all manner of mutants and delight in discussions of philosophy and religion. They can use all kinds of weapons.

SOUL BESH:

No. Appearing: 1
Armor Class: 8
Movement: 9
Hit Dice: 10

This is a flightless, mutated mosquito with *chameleon powers*. It often attains a length of over 1.3 meters and inhabits swamps, marshes, grasslands, and forests, where its powers of concealment enable it to ambush prey. It has a 2 meter long coiled proboscis, which it inserts (preferably into a sleeping victim) causing an immediate die (d6) of damage, and, in the same melee round, injects intensity 18 paralytic poison. On the next melee round, the soul besh begins sucking blood at a rate of 12 hit points per melee turn. The exoskeleton of the soul besh, when boiled down in a large cauldron, will yield 150 cc of syrupy antidote to intensity 18 poison. 10 cc is the required dose for humans.

TERL:

No. Appearing: 1-4
Armor Class: 5
Movement: Telekinetic Flight
Hit Dice: 9

This 2 meter long mutated barracuda is covered with brightly colored feathers instead of scales. Consequently, it mates and hatches its young in water, but spends most of the rest of its life living in trees. It is able to breathe both in water and air and travels by means of *telekinetic flight*. It is not particularly intelligent, but is a dangerous predator, using both *cryogenesis* and its *sonic attack ability* simultaneously to kill its prey. If these two methods of attack fail, it can bite for 2 dice (d6) of damage, but will usually retreat to find an easier kill. Its feathers reflect heat and laser attacks, and it is able to detect and avoid areas of radiation.

WIN SEEN:

No. Appearing: 2-7
Armor Class: 9
Movement: N/A
Hit Dice: 13

The win seen is a creeping tangle of vines whose runners can spread over a very large area (up to 20 meters in diameter). It is difficult to tell where one plant ends and the next one begins, as all plants in a colony are connected to one another. The yellow-green aquatic variety floats freely around the surface of lakes and ponds, emits a *sonic attack* whenever it is touched, and is covered with intensity 14 contact poison. The blue-green land win seen has the above defenses plus an attraction odor that encourages carnivores to live nearby (referee should pick a few likely ones). Although not

intelligent, the land variety exhibits a crude form of magnetic control, forcing all ferrous objects (of up to 50 kg wt) within 50 meters of the plant to the ground for up to 25 melee turns. The plant must be damaged before it will utilize this power. A single win seen, chopped, and cooked down in a large pot for several days, will yield about 100ccs of antidote for intensity 14 poison, with 10 ccs being the required dose for a human.

YEXIL:

No. Appearing: 1-4
Armor Class: 6
Movement: 4/15
Hit Dice: 10

This flying creature, of indeterminate origin, has a wing span of 8 meters and stands 3 meters tall. It is a slow-witted but friendly beast which ambles around the ground on 2 long hairy legs, but is a magnificent sight in the air with its beautiful orange fur-lined wings outstretched. At the end of each wing is a well shaped hand. Atop its long neck rests a lion-like head with large eyes and large mandibles. In combat, the yexil can bite for 3 dice of damage, or shoot a laser beam through its eyes that does 5 dice (d6) of damage out to 25 meters. Its body is also covered with orange (and black) fur which is resistant to very little (but is resistant to cold attacks). The yexil is omnivorous, but its most favorite foods (it is a gourmet) are manufactured clothing — cotton, synthetics, leather, etc. The snappier the outfit, the better it tastes. The yexil will often trade what it considers worthless items of technology (such as pistols, bombs, or grenades) for good clothes to eat.

ZARN:

No. Appearing: 1
Armor Class: 7
Movement: Teleportation (up to 200 meters)
Hit Dice: 4

The zarn is a dangerous little orange parasitic beetle that, when full grown, attains a length of only 10 centimeters. It will attack any living creature, regardless of size. On one melee turn it spits intensity 16 paralytic contact poison, up to a maximum range of 5 meters. On the next melee turn, although only semi-intelligent, it teleports to a different location (maximum range 200 meters). After teleporting, it will spit poison again, continuing this routine until a victim has been paralyzed. Note: the spittle is so toxic that the saving throw for poison must be made each melee turn for each area of spittle that is not washed off the victim's skin. Once its victim is paralyzed the zarn bores through the skull and lays 4-24 eggs in its brain. Paralysis lasts one full week. The eggs will hatch in four days, consume the brain, and emerge on the fifth day as little zarn. Zarn eggs may only be removed surgically.

ZEETHH:

No. Appearing: 1-100
Armor Class: 10
Movement: None (teleporting seeds)
Hit Dice: 1

Each Zeethh is a sturdy blade of mutated purple grass which grows to a height of 1.5 meters. Its tassles (which grow continuously all summer long) are filled with 1-6 spiked seeds. Each melee round that warm blooded creatures are within 20 meters of zeethhs, the plants will attempt to teleport one-quarter of their seeds *into* those creatures. Here's how to handle large scale zeethh combat:

1. Multiply the number of zeethhs present by 3...this yields the total number of seeds available.
2. One fourth of the original total of seeds will be teleported each melee turn.
3. The number of seeds to be teleported is divided by the number of targets (warm-blooded creatures within 20 meters). The quotient is the number of seeds which attack each target.
4. Treat the zeethhs as having a mental strength of 12. Roll a mental attack (see the MENTAL ATTACK MATRIX) for each seed.

Seeds which do not get into a body simply vaporize. Each seed teleported into a body does 2 dice (d6) of damage to its new host. While inside a creature, these seeds secrete a dissolving juice that does an additional point of damage per day per seed for up to 7 days. If by then the creature is not dead, the seeds die. All damage caused by these seeds will not heal until the seeds die or are

removed surgically (see *Rejuv Chamber* under ARTIFACTS & EQUIPMENT). If a host (full of viable seeds) dies, the seeds inside it will sprout in less than an hour, and grow large enough to have a tassel in three days. All adult zeeths replace teleported seeds at a rate of one per day.



CRYPTIC ALLIANCES

As if the monsters and creatures of GAMMA WORLD weren't fearsome enough, many of them have banded together into secret or semi-secret organizations called CRYPTIC ALLIANCES. Some are remnants of organizations that existed in the Shadow Years... some are of very recent origin. All such groups should be based in specific areas of the map and any adventurers approaching within a certain radius (established by the referee) should have a 75% chance per day of encountering representatives of that particular group. This chance is in addition to the basic encounter chance listed on the ENCOUNTER TABLE. Societies of very advanced or powerful individuals should be limited in size so that the adventurers will have at least some small chance against them. The possibilities for cryptic alliances are many and varied, limited only by the referee's imagination. A suggested list of basic groups follows. The referee should feel free to add or change them as he sees fit. Even changing the names and some of the characteristics of some of these groups will keep the players guessing...

BROTHERHOOD OF THOUGHT

This group was founded by a biochemist who survived the holocaust and was amazed to find that non-human mutations often had brains of a quality equal to or greater than humans. He gathered a small group of followers, and their goals were to unify all intelligent creatures in a world of enlightened coexistence and freedom of choice (noble old thoughts!). They have some ties with other cryptic alliances, such as the "Seekers", and oppose the aims of both the "Purists" and the "Friends of Entropy". The Brotherhood of Thought may be found in forests, mountains, and hills, usually in tiny villages. They maintain a very low profile, traveling in groups of three — one human, one humanoid, and one mutated animal, to better spread the word of their cause. In dangerous or populated areas, they use a secret sign to contact each other. This sign is a tracing of the infinity symbol across the forehead as though casually brushing hair.

SEEKERS

The Seekers are a group of humans and mutants that all appear completely human. They travel and work in large populated areas, trying to get humans and mutants of all types to work together. They consider mutated animals to be inferior, but don't press the

issue, and sometimes even accept their help. They are filled with an all-consuming hatred of the technology that brought about the destruction of civilization and seek to eradicate all traces of it from the face of the earth. They can be found among other human factions, or by themselves. The membership is usually very rich, in terms of the local means of exchange (they do not hate domars). Their secret sign consists of scanning the horizon using both hands to shade the eyes.

KNIGHTS OF GENETIC PURITY

"Purists" are Pure Strain Humans who wish to destroy all mutated humans. Unaccountably (or fortunately), they do not realize that animal and vegetable mutants are not "pure" either. "Purists" usually fight with sword and lance, on any available mount. A large number of them also have ancient energy weapons. They are very open about their hatred and wear a bright red square, printed, painted, or emblazoned in some way on the fronts of their garments or armor. Large groups of "Purists" have been known to hire out as mercenaries — as long as the job involves the slaughter of humanoid mutants.

FRIENDS OF ENTROPY

Calling themselves the "Red Death," their goal is to bring about the extinction of all life and the cessation of all mechanical operations. They are especially interested in destroying all equipment of robotic nature. Theirs is a nomadic society (since nobody wants them around), and they travel in small groups, spying out populated areas to raid or attack. Whenever possible, they steal babies of both humans and mutants and bring them up as the next generation of the "Red Death". Their secret signal consists of the cleaning of the blade of a dagger with a red cloth, followed by thrusting the dagger through that cloth.

THE IRON SOCIETY

This is a group of human mutants bent on the destruction of all non-mutated Pure Strain Humans. Its groups are scattered about GAMMA WORLD, especially near radiated areas. The Iron Society is very powerful in battle because its members use both mutated powers and ancient weapons of all sorts. They obviously will not mingle with humans, but can be found in societies of other mutants.

ZOOPREMISISTS

This group consists of non-humanoid, thinking mutant animals, who believe that the time has come for the "beasts" to rule the world. They have a secret police of highly trained, dangerous mutants that terrorize any who oppose them. Fortunately, Zoopremisists attract only a lunatic fringe of the thinking mutant animals, and their power is not yet very great. They can be found secreted in any large mass of mutants. Their agents are all telepathic and signal each other in that manner.

HEALERS

This is a quasi-monastic order, founded by a medical technician during the Shadow Years. They wander continually, caring for the sick and wounded without regard for race, creed, or biological origins. The membership is both human and mutated and all have a mysterious ability to approach and befriend non-intelligent creatures. They use many medical devices of the Ancients, as well as any number of natural herbs and medicines. Healers are so respected by all (except the "Red Death"), that they are rarely attacked, even by the most bloodthirsty creatures.

RESTORATIONISTS

These are a group of primarily human and humanoid mutants who have recovered large amounts of information about the past and are seeking to rebuild the lost civilization. Restorationists are usually armed with weapons from the past and frequently have robotic units working with them. They shun the other moderate cryptic alliances and work single-mindedly towards their goal.

THE FOLLOWERS OF THE VOICE

These are beings of all types who worship computers, believing that machines created the world and can again restore peace and order. They are always encountered near installations that have computers whose logic circuits agree, at least in part, with their philosophies. In some instances, the large computers, such as the think tank, have taken over their followers, and rule with dictatorial powers. Roving bands of the Followers of the Voice are occasionally encountered as they roam vast areas in search of computers and similar machinery to use as "shrines" for their strange religious rituals.

THE RANKS OF THE FIT

This is a military-religious order, bent on controlling the world. Any means to this end is acceptable. It was founded by an enormous mutated bear, who wrote the organization's guidelines after reading certain history books, and possibly *Mein Kampf*, *Animal Farm*, and several biographies of Napoleon Bonaparte. All forms of life may join, but only mutated intelligent animals may hold positions of power. Seeking to establish a form of "Code Napoleon" throughout the world, "The Ranks of the Fit" have brought large groups of people and several cities under their well organized military fist. Although their armies are equipped mostly with crossbows and spears, no independent corps is allowed to operate without some very heavy weapons of the past, and the members will fight to obtain more. Their banner is the Tricolor with a gammadion superimposed.

THE ARCHIVISTS

This group is generally made up of various small humanoids who believe that all artifacts are sacred. These they store away in deep caves, where the artifacts are polished and worshipped. The members usually possess strong attack and defense mutations and will not appear in groups of less than 10. They will seek to buy items that they consider valuable, but are not above stealing if the price is too high. They especially like robots, which they deactivate and mount as statues of gods to protect their underground temples.

THE RADIOACTIVISTS

These are worshippers of a radiation god which they reverently call the "Radiant Devine Glory". These cultists are those with high radiation resistance and many are mutated, as initiation requires that they spend a week in a radioactive area. Radioactivists are often seen traveling the desolate areas of GAMMA WORLD, searching for new "holy lands".

THE CREATED

This is a special cult, open only to androids. Its members believe that only machine-created "life", such as computers, cyborgs, robots, and androids are worthy of continued survival. Of course they believe that androids should be the ruling class, even in the world of machines. Androids often pass as humans in human and humanoid societies, subverting their efforts and stealing technological devices for the "Created."

HAZARDS

Two principal threats to continued life on GAMMA WORLD are poison and radiation. Both may be encountered naturally, or in combat with other creatures. Both are measured in terms of "intensity" which may range from 3 to 18 points.

Poison: Several types of poison are mentioned in these rules. Unless otherwise specified, the poison must somehow get into the bloodstream of a being in order to take effect (i.e. via puncture, cut, injection, ingestion, etc). Contact poison works merely upon touching exposed skin. When a being is poisoned, cross-index the intensity of the poison with the constitution of the individual on the following matrix:

		POISON MATRIX																	
		Strength of Poison																	
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
C O N S T I T U T I O N	18	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D		
	17	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	
	16	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	
	15	-	-	-	-	-	-	-	-	-	1	2	3	D	D	D	D	D	
	14	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	
	13	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D	
	12	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	
	11	*	*	*	*	*	1	2	D	D	D	D	D	D	D	D	D	D	
	10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	
	9	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	
	8	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	
	7	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	
	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	

The number obtained indicates how many dice of damage the poison victim sustains. * indicates no effect. D indicates that the victim dies (or is paralyzed if the poison is paralytic), no matter how many hit points it possessed.

Each numerical intensity poison has its own specific antidote, i.e.: antidote for intensity 14 poison, etc. If this is administered to the victim within 2 melee rounds after obtaining a "D" result, he will survive, sustaining only 2 dice (d6) of damage. If another type of antidote is used (different intensity antidote for a different poison), the chance of it working is a base 50%, modified by 10% plus or minus for each intensity level it differs from the specific poison. For example, if a character is poisoned by a weapon with poison intensity 16 and suffers a "D" on the chart, an antidote may save him. If the antidote is for level 16 this is certain, since it is the antidote for that particular poison. If the antidote is for poison intensity 14, then there is a 30% chance it will work; if the antidote was for poison intensity 18, there is a 70% chance it will be effective.

Because of the large number of poisonous creatures in GAMMA WORLD, most inhabitants will wear light body armor of some sort, and often carry poison tipped weapons. When a player carries a poisoned weapon, it is necessary for him to take measures to insure that he is not poisoned by his own weapon, such as wearing heavy gloves, or carrying poison darts in special pouches, etc.

Radiation: There are many ways to encounter radiation in GAMMA WORLD. Large areas of the referee's map should be coded as having residual radiation of various intensities. In some places, only metal objects contain radiation. Many creatures use blasts of radiation (either directed in beams or with area effect) as a mode of attack or defense. The effects of radiation are figured in terms of exposure for one melee round. The referee must be sure that creatures suffering the effects are within the effective range limitations of the radiation source. Cross-index the intensity of the radiation with the constitution of the victim on the following matrix:

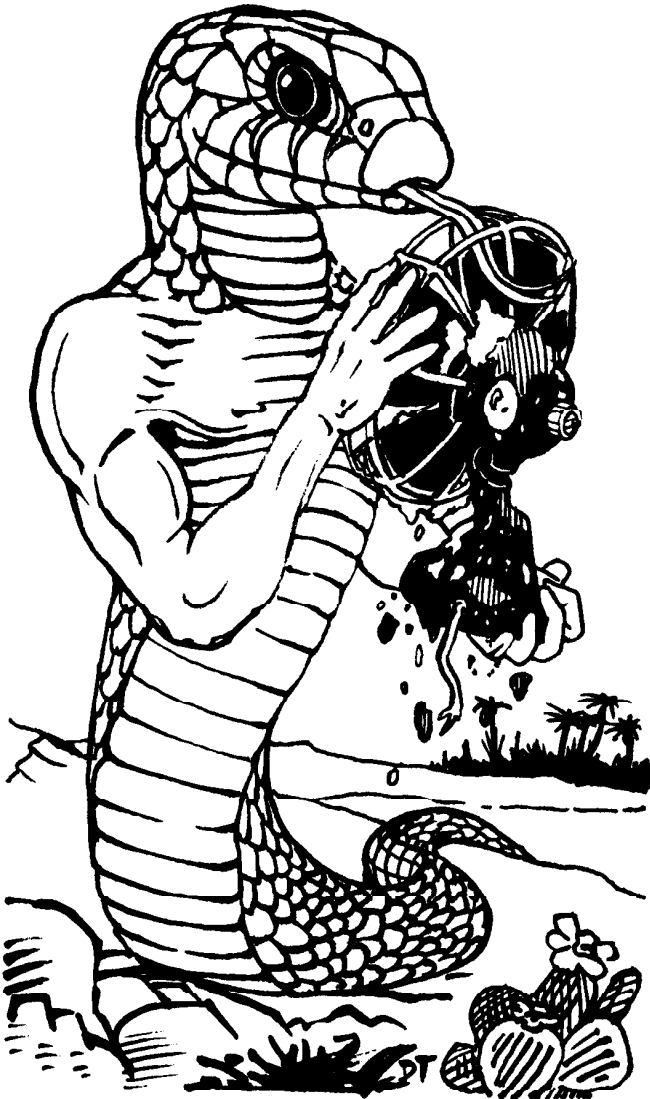


RADIATION MATRIX

Radiation Intensity Level

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
18	0	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D
17	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D
16	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D
15	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D
14	0	1	2	3	4	5	6	7	8	M	D	D	D	D	D	D
13	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D
12	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D
11	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D
10	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D
9	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D
8	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D
7	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D
6	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D
5	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

The number obtained indicates how many dice (d6) of damage the radiation victim sustains. M indicates that the victim has received a new mutation (roll for one randomly on either the physical or mental mutations chart). D indicates that the victim has a 20% chance of receiving a mutational defect (determine randomly) and an 80% chance of death. Any new mutation will manifest itself in one week of game time. There is no known antidote for radiation.



ARTIFACTS AND EQUIPMENT

Various artifacts and equipment from the past, in differing states of repair, will be found among the ruins of the former civilization of GAMMA WORLD. Because the Shadow Years were devoted to wholesale destruction, weapons and items of a military nature are found in great numbers. This is not to say that players won't find non-military items. The referee is encouraged to give the players a healthy mix of the 24th century version of such items as: toasters, typewriters, lawn mowers, powered hand tools, erector sets, portable radios and TVs, smoke detectors, hair dryers, eyeglasses, cigarette lighters and so on. Remember that the characters that the players represent probably have no idea what most of these items are, or what they can do. When player-characters find any artifact, the referee should carefully word his description of the object, or give them a sketch (if the object is unidentifiable to their 20th century minds), bearing in mind their ignorance of the technology of the past.

The referee may select and place all artifacts in his "Ancient Areas," or he may use the following tables to randomly determine what artifacts to put into play. Percentile dice (2d10) are first rolled to determine the general category of the artifact. Then proceed to the specified table and roll the appropriate die to find the specific artifact to be put in the game. Robotic units are described in a separate section (see ROBOTIC UNITS).

Most descriptions of artifacts are general in nature. In some instances, it is up to the referee to define exact sizes for the artifacts of his own "world" — as well as provide descriptions for other such items not mentioned in this booklet.

ARTIFACT

CATEGORY:

01-10%	Pistol
11-20%	Rifle
21-30%	Other Energy Weapon
31-40%	Grenade
41-50%	Bomb or Missile
51-60%	Armor
61-70%	Vehicle
71-80%	Miscellaneous Energy Device
81-90%	Robotic Unit
91-100%	Medical Equipment

Pistols (1d6)

1. Slug Thrower
2. Needler
3. Stun Ray
4. Laser Pistol
5. Mark V Blaster
6. Black Ray Gun

Rifles (1d4)

1. Stun Rifle
2. Laser Rifle
3. Mark VII Rifle
4. Fusion Rifle

Energy Weapons: (1d4)

1. Vibro Dagger
2. Vibro Blade
3. Energy Mace
4. Stun Whip

Grenades: (1d6)

1. Gas
2. Chemical Explosive
3. Fragmentation
4. Energy
5. Photon
6. Torc

Bombs or Missiles: (2d8)*

1. Small Damage Pack
2. Concentrated Damage Pack
3. Fission Bomb
4. Fusion Bomb
5. Concussion Bomb
6. Matter Bomb
7. Negation Bomb
8. Neutron Bomb
9. Trek Bomb
10. Mutation Bomb
11. Micro-Missile

12. Mini-Missile
13. Surface Missile
14. Neutron Missile
15. Negation Missile
16. Fission Missile

Miscellaneous Energy Devices: (1d12)

1. Portent
2. Energy Cloak
3. Control Baton
4. Communication Sender
5. Medi-kit
6. Anti-grav Sled
7. Ultra-violet and Infra-red Goggles
8. Chemical Energy Cells
9. Solar Energy Cells
10. Hydrogen Energy Cell
11. Atomic Energy Cells
12. Energy Cell Charger

Medical Equipment: (1d12)

1. Pain Reducer
2. Mind Boosters
3. Sustenance Dose
4. Interra Shot
5. Stim Dose
6. Cur-in Dose
7. Suggestion Change
8. Accelera Dose
9. Anti-radiation Serum
10. Rejuv-chamber
11. Stasis Chamber
12. Life Ray

Armor: (1d10)

1. Sheath Armor
2. Powered Plate Armor
3. Powered Alloyed Plate Armor
4. Plastic Armor (unpowered)
5. Energized Armor
6. Inertia Armor
7. Powered Scout Armor
8. Powered Battle Armor
9. Powered Attack Armor
10. Powered Assault Armor

Vehicles: (1d8)

1. Civilian Internal Combustion
2. Military Alcohol Combustion
3. Turbine Car
4. Hover Car
5. Flit Car
6. Environmental Car
7. Bubble Car
8. Others

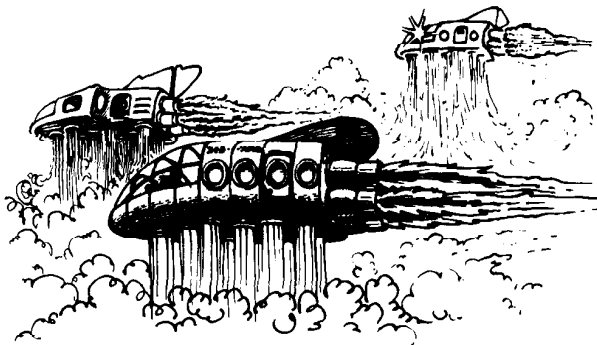
Robotic Units: (2d6)**

1. Light Cargo Lifter
2. Heavy Cargo Lifter
3. Small Cargo Transport
4. Large Cargo Transport
5. Ecology Bot (Agricultural)
6. Ecology Bot (Wilderness)
7. Engineering Bot (Standard)
8. Engineering Bot (Light Duty)
9. Engineering Bot (Heavy Duty)
10. Medical Robotoid
11. General Household Robotoid
12. Security Robotoid
13. Supervisory Borg
14. Defense/Attack Borg
15. Warbot
16. Death Machine
17. Permanent Cybernetic Installation
18. Think Tank

*The first d8 indicates the base 1-8. On the second d8, if 1-4 is rolled the first die is read normally; if 5-8 is rolled add 8 to the number rolled on the first die.

**The first d6 indicates the base 1-6. On the second d6, if 1 or 2 is rolled the first die is read normally; if 3 or 4 is rolled add 6 to the

number rolled; and if 5 or 6 is rolled add 12 to the number rolled on the first die.



ARTIFACT CONDITION: Artifacts of the Ancients will be found in various conditions, due to their disuse or exposure to the elements. When players find an artifact, the referee should immediately determine its condition (though not necessarily tell the players the result) by rolling two dice (2d6) and consulting the following table:

Die Roll	Condition of Artifact	Chance of Functioning
2-5	Obviously Broken	0%
6-7	Poor	20%
8-9	Fair	40%
10	Good	60%
11	Excellent	80%
12	Perfect	100%

The percentage chance of functioning for each artifact need not be determined until the players do something to the artifact that might cause it to function.

ARTIFACT USE AND OPERATION: Once players have found an artifact, they will not automatically know what it is for, or how it works. It is quite possible that one will fiddle with an artifact for weeks and never determine what it is, or, in the other extreme, detonate a bomb, eliminating everything within 100 meters. The three following charts are used to simulate experimentation with artifacts.

Place a marker on the space marked "S". Generate a number between 1 and 10, and move the marker to the next space indicated. When the marker has been successfully moved to the space marked "F", the player has determined what the artifact is for, and how to use it. Moving to a space marked with a skull and crossbones means that the player has hurt himself or one or more of his companions (if it is possible to harm anyone with the item). He has, in any case, failed to determine how to work the artifact and must start again at "S".

Five rolls on any of the above charts requires that the player do nothing else but concentrate on and manipulate the artifact for one hour (each additional player concentrating adds one die roll per hour). Players may spend as much time as they wish trying to figure out artifacts, but if a session is interrupted, or stopped for some reason, the player must begin again at start. Players with very high or low intelligence, and certain mutations, are given minuses or allowed plusses on the die rolls.

If a result calls for harm, or if a player discovers the use of an artifact and tries it out, the referee must roll percentile dice, according to the artifact's chance of functioning, to see whether anything happens. It is possible to determine the use of an artifact, even if it does not work (because of its condition). The referee must roll percentile dice again: if it is possible for the artifact to short out, or explode, it does so on a result of 1-10, causing damage (to be determined by referee), otherwise no harm comes to anyone.

Chart A is for simple items such as pistols, bombs, and other items with only a few simple switches or operating mechanisms. Chart B is for medical machinery, robotic devices, and other equipment with multiple controls and indicators. Chart C is for very complex devices, such as computers, think tanks, or portions of a space ship.

Bear in mind the fact that most inoperative artifacts only require new or recharged batteries to make them work. (Equipment was well made in the 24th century). Experience is awarded for figuring out how to work artifacts, regardless of whether or not they actually do work. Experience is also awarded for a robotic unit for *mastering* it or for *defeating* it in combat.

CHART A

- pistols
- rifles
- energy weapons
- grenades
- bombs
- missiles
- defensive armor
- portent
- energy cloak
- control baton
- communication sender
- anti-grav sled
- u/vir goggles
- etc.

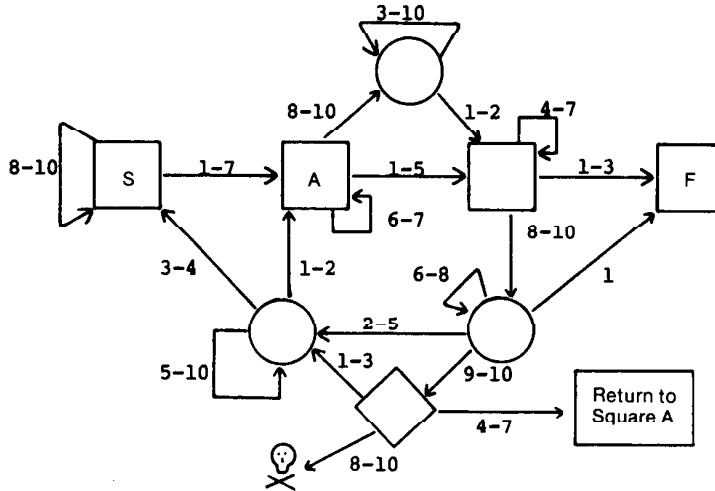


CHART B

- offensive armor
- combustion vehicles
- turbine car
- hover car
- flit car
- medi-kit
- energy cell charger
- robotic units
- rejuv-chamber
- stasis chamber
- etc.

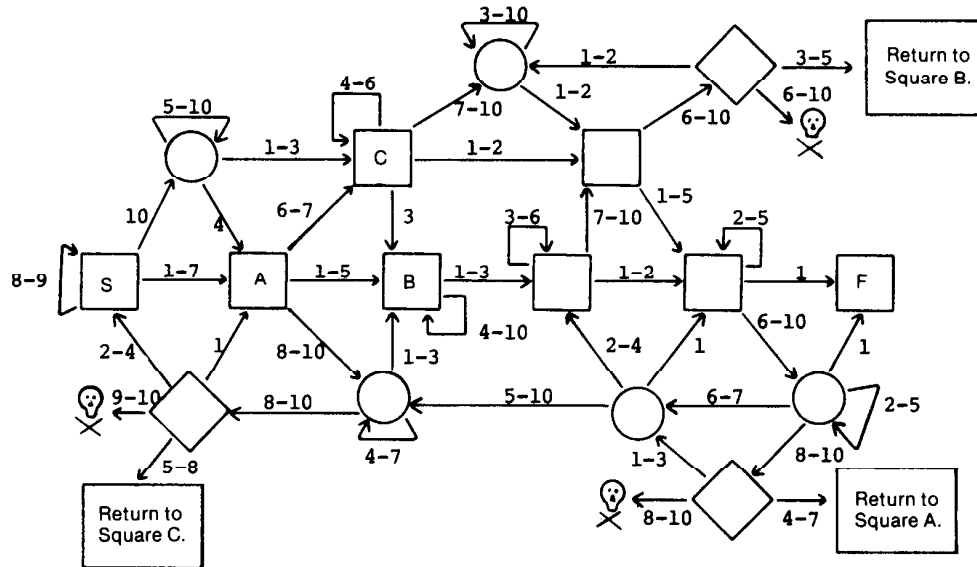
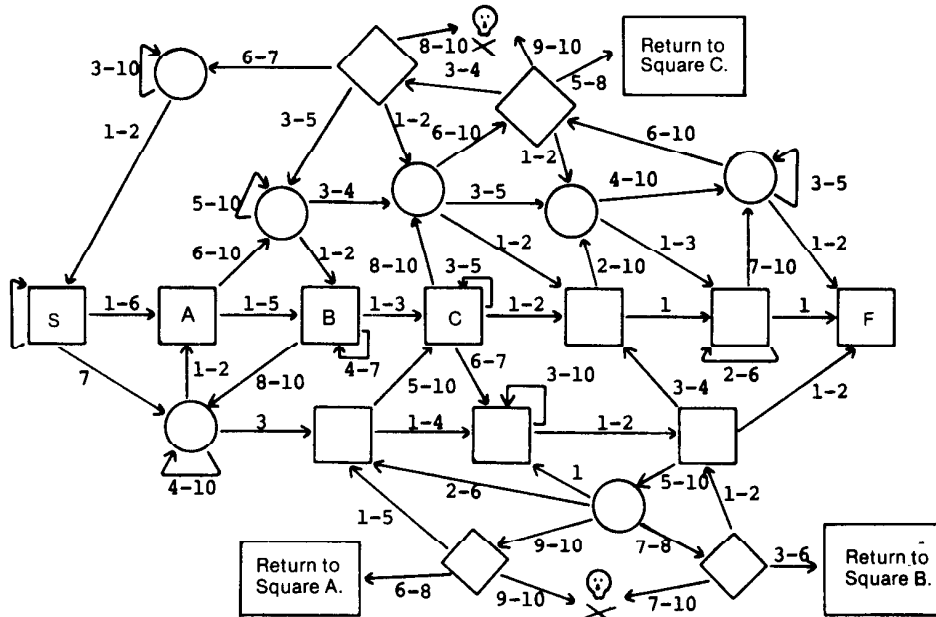


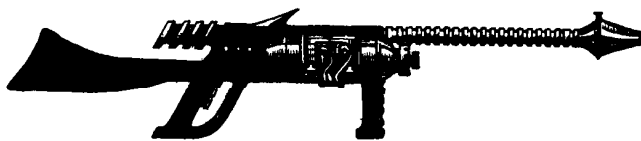
CHART C

- environmental car
- bubble car
- permanent cyb. inst.
- think tank
- life ray
- main building computer
- broadcast power station
- etc.



PISTOLS

- 1. SLUG THROWER**
Maximum Range: 20, 40, or 60 meters
Effective Range: 10, 20, or 30 meters
Projectile: Rubber Slugs (15-50 in clips)
Damage Inflicted: 1, 2, or 3 dice (d6) (stunning damage)
Power Source: Hydrogen Energy Cell
Battery Life: 5 clips (may fire only 1 slug per melee turn)
These weapons were used by the various police forces in riot suppression and crowd control. When cumulative stunning damage reaches one-half of the target's original total hit points, the victim falls unconscious for 1-6 minutes. When the victim awakens, any stunning damage taken is added back on to his hit point total.
Slug throwers come in three calibers (hence the various statistics above), ranging from the tiny .17 derringer, to the huge .75 prison special (with a .38 caliber in between). The referee determines what size the players have found, and if there is any ammunition present.
- 2. NEEDLER**
Maximum Range: 100 meters
Effective Range: 50 meters
Projectile: Poison or Paralysis Darts (in clips of 10)
Damage Inflicted: Paralysis (int. 12) or Poison (int. 17)
Power Source: Chemical Energy Cell
Battery Life: 3 clips (may fire 1 dart per melee turn)
This soundless weapon can fire either poison or paralysis darts. If paralysis takes effect the victim can do nothing but breathe for up to 20 minutes, less one minute for each point of the victim's constitution.
- 3. STUN RAY**
Maximum Range: 50 meters
Effective Range: 25 meters
Projectile: Ray
Damage Inflicted: Stun (see below)
Power Source: Solar Cell
Battery Life: 10 shots
If this ray hits, the target will be stunned for 20 minutes less one minute for each point of the victim's constitution. While stunned, only the victim's involuntary muscles (heart, lungs, etc.) will function.
- 4. LASER PISTOL**
Maximum Range: 200 meters
Effective Range: 100 meters
Projectile: Beam
Damage Inflicted: 5 dice (d6)
Power Source: Hydrogen Energy Cell
Battery Life: 10 shots
Class 2 armor will automatically deflect (do not roll any hit dice) the first hit with this weapon. Class 1 armor will automatically deflect the first two hits in this manner. Subsequent hits, however, will do full damage.
- 5. MARK V BLASTER**
Maximum Range: 150 meters
Effective Range: 75 meters
Projectile: Disrupting Ray
Damage Inflicted: 7 dice (d6) (makes 10 cm hole when applicable)
Power Source: Hydrogen Energy Cell
Battery Life: 5 shots
This pistol makes a 10 cm diameter hole out to its maximum range in whatever it hits, provided the target is killed, does not have a force shield, or is inanimate (such as a wall). It does not cause 10 cm holes in living creatures until they are no longer living.



- 6. BLACK RAY GUN**
Maximum Range: 50 meters
Effective Range: 25 meters
Projectile: Death Ray
Damage Inflicted: instant death to living targets not protected by force field/otherwise no effect
Power Source: Chemical Energy Cell
Battery Life: 4 shots
This is the ultimate hand-held weapon. It does no damage to inanimate (non-living) targets.

RIFLES

- 1. STUN RIFLE**
Maximum Range: 200 meters
Effective Range: 100 meters
Projectile: Ray
Damage Inflicted: Stun (see below)
Power Source: Solar Cell
Battery Life: 5 shots
If this rifle hits, the target will be stunned for 20 minutes less one minute for each point of the victim's constitution. While stunned, only the victim's involuntary muscles (heart, lungs, etc.) will function.
- 2. LASER RIFLE**
Maximum Range: 600 meters
Effective Range: 300 meters
Projectile: High intensity light beam
Damage Inflicted: 6 dice (d6)
Power Source: Hydrogen Energy Cell
Battery Life: 5 shots
Class 2 armor will automatically deflect the first hit with this weapon. Class 1 armor will automatically deflect the first two hits. Subsequent hits will do full damage.
- 3. MARK VII BLASTER RIFLE**
Maximum Range: 450 meters
Effective Range: 225 meters
Projectile: Disrupting Ray
Damage Inflicted: 8 dice (d6) (makes 10cm hole when applicable)
Power Source: 2 Hydrogen energy cells
Battery Life: 5 shots
This rifle makes a 10cm diameter hole out to its maximum range in whatever it hits, provided the target is killed, does not have a force shield, or is inanimate (such as a wall or door). It does not cause 10 cm holes in living creatures until they are no longer living.
- 4. FUSION RIFLE**
Maximum Range: 700 meters
Effective Range: 350 meters
Projectile: 2 beams of intensity 18 radiation
Damage Inflicted: As determined on Radiation Hazard Matrix
Power Source: Atomic Energy Cell
Battery Life: 10 shots
This rifle must be connected to a converter by a 1.5 meter cable. The converter and the atomic energy cell are both carried in a special pack which fits on the user's (provided he is reasonably human in shape) back.

ENERGY WEAPONS

Note that these are hand-held weapons, and their range is limited to the reach of the user.

- 1. VIBRO DAGGER**
Damage Inflicted: 10 points
Power Source: Hydrogen Energy Cell
Battery Life: 30 minutes
This weapon is, in fact, a force field in the shape of a 20 cm long knife. It will cut anything except another force field.
- 2. VIBRO BLADE**
Damage Inflicted: 25 points
Power Source: Hydrogen Energy Cell
Battery Life: 20 minutes
Much like the vibro dagger, the blade is a force field in the shape of a sword, and will cut anything except another force field.
- 3. ENERGY MACE**
Damage Inflicted: 30 points
Power Source: Chemical Energy Cell
Battery Life: 15 minutes
This is basically an energized club. It cannot damage targets protected by energy shields.

4. STUN WHIP

Damage Inflicted: Stun
Power Source: Chemical Energy Cell
Battery Life: 30 minutes

If this 3 meter long energized whip hits, the target will be stunned for 20 minutes, less one minute for each point of the victim's constitution. While stunned, only the victim's involuntary muscles (heart, lungs, etc.) will function.

GRENADES

There are several different types of grenades, but all will explode on the melee round after being activated (by pulling the pin). A grenade may be thrown 3 meters for every point of physical strength possessed by the thrower. The referee should keep in mind that the chance of functioning for a grenade (see ARTIFACT CONDITION) is not determined until it is activated. In other words, it could be a dud.

1. TEAR GAS GRENADE

Area of effect: 10 meter radius
Cloud duration: 1-6 minutes (depends on wind)

All beings breathing this cloud are debilitated. Each melee turn spent in tear gas reduces a being's armor class by one point, and adds 2 points to that character's "to hit" dice rolls. For every 3 melee turns spent out of the tear gas cloud, a victim recovers his abilities in the above increments.

STUN GRENADE

Area of effect: 10 meter radius
Cloud duration: 1-4 minutes (depends on wind)

Each character in the gas cloud during a melee turn must make a poison saving throw (against a random intensity attack generated by the referee). A "D" result indicates that the victim will be stunned for 20 minutes, less one minute for each point of his constitution. While stunned, only a victim's involuntary muscles (heart, lungs, etc.) will function.

POISONOUS GAS GRENADE

Area of effect: 10 meter radius
Cloud duration: 1-6 minutes (depends on wind)

All beings must roll poison saving throws each melee turn they spend in the poison gas cloud. The referee determines the intensity of the poison each melee turn by rolling 3d6.

2. CHEMICAL EXPLOSIVE GRENADE

Area of effect: 10 meter radius
Damage Inflicted: 10 dice (d6) per target in blast area

3. FRAGMENTATION GRENADE

Area of effect: 10 meter radius
Damage inflicted: 5 dice (d6) per target in blast area

4. ENERGY GRENADE

Area of effect: 10 meter radius
Damage inflicted: 12 dice (d6) per target in blast area
This grenade does only half damage to armor classes 8 and 9.

5. PHOTON GRENADE

Area of effect: 10 meter radius
Damage inflicted: Instant death to all beings not protected by force fields or energy shields.

6. TORC GRENADE

Area of effect: 15 meter radius
Damage inflicted: Disintegrates everything (leaving a hole in the ground) not protected by force fields or energy shields.

BOMBS & MISSILES

The following list of bombs and missiles consists almost entirely of tactical weapons. Strategic bombs and missiles, such as an ICBM, cruise missile, or jets, rockets, satellite launchers and their bombs are virtually nonexistent. They were all either used, or were primary targets during the Shadow Years. Although they are pretty much beyond the scope of this game, the referee should feel free to devise and include any strategic weapons he wants.

Bombs and missiles will have various fusing devices (proximity, impact, heat seeking, time delay, etc.) as chosen by the referee. Missiles, of course, may or may not be found along with the required launch and guidance equipment.

1. SMALL DAMAGE PACK

Description: Small canvas bag of plastic explosive, wt. 5 kg.
Area of effect: 10 meter radius
Damage inflicted: 6 dice (d6) per target in blast area

2. CONCENTRATED DAMAGE PACK

Description: Large canvas pack (fits on the back of a human) of plastic explosive, wt. 20 or 40 kg.
Area of effect: small-30 meter radius, large-50 meter radius
Damage inflicted: small-10 dice (d6), large-12 dice (d6) per target in blast area.

3. FISSION BOMB

Description: Various. Most common — black steel sphere, 50 cm in diameter
Area of Effect: 1 kilometer radius
Damage inflicted: Clean bomb — 200 points to all targets in blast area. Dirty bomb — 300 points to all targets in blast area, plus a blast intensity 15 radiation which requires 3 saving throws per target within that area.

4. FUSION BOMB

Description: A small, hand-sized, disc-shaped metal can.
Area of Effect: 50 meter radius
Damage inflicted: 75 points to all targets in blast area.

5. CONCUSSION BOMB

Description: A small cannister, fitted with hooks for mounting on any of several delivery systems.
Area of effect: 50 meter radius gas cloud...lasts 2-12 minutes
Damage inflicted: Stunning
Each character in the gas cloud must make a poison saving throw (against intensity 15 poison). A "D" result indicates that the victim will be stunned for 20 minutes, less one minute for each point of his constitution. While stunned, only a victim's involuntary muscles (heart, lungs, etc) will function.

6. MATTER BOMB

Description: Disc-shaped, various sizes (determined by referee)
Area of effect: 10 meter radius
Damage inflicted: 75 points to all targets in blast area
These bombs come in all sizes, and the referee may devise statistics for larger ones (like the kind that do 1000 points of damage).

7. NEGATION BOMB

Description: 10cm aluminum sphere
Area of effect: 30 meter radius
Damage inflicted: Energy drain
All energy sources in the blast area are completely drained, unless protected by force fields. All force fields in the blast area are reduced by one half their current value. Note: this bomb will even stop a robot operating on broadcast power (if it had no energy shield) for 4-24 minutes. It does not affect living matter.

8. NEUTRON BOMB

Description: 60 cm duralloy spheres, usually resting in a wheeled cradle to facilitate loading into aircraft or spacecraft.
Area of effect: 500 meter radius
Damage inflicted: 100 points to all targets in blast area and death to most living things.
Any living creature without a force field, or whose force field is destroyed by the blast (100 pts.) is instantly killed, if in blast area.

9. TREK BOMB

Description: 25 cm black plastic box, wt. 25kg
Area of effect: 30 meter radius
Damage inflicted: Disintegration
Everything in the blast area not protected by a force field is disintegrated. All force fields in blast area sustain 30 points of damage.

10. MUTATION BOMB

Description: Pear-shaped red plastic case, wt. 10kg.
Area of effect: 30 meter radius
Damage inflicted: Mutations
Percentile dice must be rolled for each living creature not protected by a force field in the blast area: 01-60% = receive one random mutational defect, 61-100% = receive a blast of intensity 12 radiation.

11. MICRO MISSILE

Description: 10 cm long, streamlined cylinder, fitted into a plastic handgrip/launcher.

Maximum Range: 1 kilometer
Effective Range: 500 meters (visual sighting)
Area of effect: 10 meter radius
Damage inflicted: 7 dice (d6) per target in blast area

12. MINI MISSILE

Description: 35 cm long, streamlined cylinder. Requires shoulder held, bazooka-type launcher.
Maximum Range: 2 kilometers
Effective Range: 1 kilometer (visual sighting)
Area of effect: 20 meter radius
Damage inflicted: 50 points per target in blast area

13. SURFACE MISSILE

Description: 3 meter long, streamlined cylinder.
Maximum range: 80 kilometers (may be fired at aerial target)
Effective range: 40 kilometers
Area of Effect: 100 meter radius
Damage inflicted: 150 points per target in blast area
This missile must be launched from an electronic turret, either affixed to a military installation, or vehicle, and directed by computers and radar at the launch site.

14. NEUTRON MISSILE

This is simply a surface missile with a neutron bomb for a warhead.

15. NEGATION MISSILE

This is a surface missile with a negation bomb for a warhead.

16. FISSION MISSILE

This is a surface missile with a fission bomb for a warhead.

NOTE: If any missile fails to hit what it was aimed at, it will still explode (if it functions at all) somewhere nearby. Referee is to determine where a miss will explode.

ARMOR

All armor of the Ancients was made for Pure Strain Humans. Creatures, or player characters with any mutations altering the basic human body-shape will probably not be able to wear such armor. Certain mutants and cryptic alliances have the capability to manufacture specialized armor for mutants, but this is rare and is left for the referee to devise and include in the game as he sees fit.

DEFENSIVE ARMOR

1. SHEATH ARMOR

Armor Class when worn: 4
Force field: None
Locomotion provided: None
Power source: None
Battery life: N/A

This is basically police riot control armor, consisting of a well padded breast plate, helmet, gloves, thigh and shin guards. It provides reasonable protection against primitive weapons.

2. POWERED PLATE

Armor class when worn: 3
Force field: None
Locomotion provided: 20 meters per melee turn
Power source: Atomic energy cell
Battery life: 50 hours constant use

This is the earliest form of powered armor and was quite obsolete by the time of the destruction of the Apocalypse.

3. POWERED ALLOYED PLATE

Armor class when worn: 2
Force field: None
Locomotion provided: 30 meters per melee turn
Power source: Atomic energy cell
Battery life: 45 hours of constant use

4. PLASTIC ARMOR

Armor class when worn: 3
Force field: None
Locomotion provided: None, but does not encumber wearer
Power source: None
Battery life: N/A
Made to provide inexpensive protection against beam weapons, plastic armor has proved tough enough to stand up against most forms of attack.

5. ENERGIZED ARMOR

Armor class when worn: 2
Force field: None
Locomotion provided: Jet assisted jumps of up to 200 meters per melee turn
Power source: Atomic energy cell
Battery life: 40 hours of constant use

6. INERTIA ARMOR

Armor class when worn: 2
Force field: Partial (see below)
Locomotion provided: Jet assisted jumps of up to 200 meters per melee turn
Power source: 2 Atomic energy cells
Battery life: Requires both cells for 60 hours of constant use
The partial force field generated in this unit will protect the wearer from black rays, radiation, poison gases, etc. but absorbs only one half of all damage sustained (up to 25 hit points maximum absorption per melee turn).

OFFENSIVE ARMOR

Offensive armor was the culmination of the science of battle armor, and as such, is usually the most complicated equipment the player characters will encounter. Each suit is more like a space capsule into which the wearer must crawl. All types are equipped with various sophisticated sub-systems which must be activated before the suit is fully operational, that include: 2 way radios (part of a world-wide satellite communications network); complete life support systems with a 72 hour oxygen supply (the air circulating and conditioning unit may function independently without draining the battery); a medi-kit (see MISCELLANEOUS ENERGY DEVICES); sound, ultra-violet, and infra-red sensors; and a self-destruct mechanism, activated by the death of the wearer.

7. POWERED SCOUT ARMOR

Armor class when worn: 2
Force field: Absorbs up to 20 hit points each melee turn
Locomotion provided: Anti-grav flight at 250 meters per melee turn
Power source: 2 atomic energy cells
Battery life: 54 hours of constant use

8. POWERED BATTLE ARMOR

Armor class when worn: 2
Force field: Absorbs first 30 hit points sustained each melee turn
Power source: 2 atomic energy cells
Battery life: 48 hours of constant use
Locomotion provided: Anti-grav flight at 100 meters per melee turn
The hydraulic system of this suit allows the wearer to lift up to 1.5 metric tons and still be able to leap a distance of 25 meters per melee turn. A sunday punch delivered by the fist of this unit inflicts 8 dice of damage (d6)

9. POWERED ATTACK ARMOR

Armor class when worn: 1
Force field: Absorbs first 40 hit points sustained each melee turn
Locomotion provided: Anti-grav flight at 150 meters per melee turn
Power source: 2 atomic energy cells
Battery life: 42 hours of constant use
The hydraulic system of this suit allows the wearer to lift up to 2 metric tons and still be able to leap a distance of 25 meters in a melee turn. There is a laser pistol built into the forefinger of each hand (powered independently, see *laser pistol*), a micro missile launcher and a clip of 20 missiles built into the helmet, and a grenade launcher with a bolt of 15 (referee decides type) grenades, attached to the left shoulder. A punch delivered by the fist of this unit does 9 dice (d6) of damage to its target.

10. POWERED ASSAULT ARMOR

Armor class when worn: 1
Force field: Absorbs the first 50 hits points sustained per melee turn
Locomotion provided: Anti-grav flight at 200 meters per melee turn
Power source: 3 atomic energy cells
Battery life: 48 hours of constant use
Except for the changes noted above, this armor contains all equipment listed under powered attack armor.

VEHICLES

The list of vehicles given here only begins to describe the great variety available to the Ancients, and the referee is encouraged to devise many more.

1. CIVILIAN INTERNAL COMBUSTION

Much like the cars and trucks of today, these vehicles run on alcohol or fossil fuel. When in good working order they will all be extremely fuel efficient. Usually a separate fuel source will be required, as any left in the tanks will long since have evaporated.

2. MILITARY ALCOHOL COMBUSTION

This category includes the 24th century version of the jeeps, trucks, armored personnel, and cargo carriers used by the military. Some will be wheeled, others tracked, and many utilize a limited anti-grav device which keeps them just above the surface. The purity of the alcohol available determines the speed of these vehicles (along with the referee).

3. TURBINE CARS

These holdovers from the 23rd century were still in limited use. They are all wheeled, and powered by an efficient turbine which burns fossil fuels. A solar cell on the roof powers the lights, radar, and climate control systems.

4. HOVER CAR

The most common passenger vehicle of the 24th century rides on a cushion of air and travels at speeds up to 300 kilometers per hour. It utilizes a steam turbine powered by an atomic energy cell. It will travel up to 600 kilometers on 50 liters of water, and the atomic cell will last up to 20,000 kilometers.

5. FLIT CAR

This combination air/ground vehicle utilizes anti-grav circuits and an atomic energy cell. In *hover mode* (just above the ground) it can travel up to 200 kilometers per hour. In *flight mode*, it can travel up to 400 kilometers per hour with a service ceiling of 16 kilometers. The battery will power it for 200 hours on the ground or 100 hours of flight.

6. ENVIRONMENTAL CAR

Use of this vehicle was restricted to only a few government agencies and they will be rare in GAMMA WORLD. Able to fly, travel on the ground, move over and under water, and in *outer space* (good for one round trip to the moon), the environmental car is powered by its own nuclear reactor and anti-grav circuits. Each fuel cylinder will power it for 4 weeks of earth use or 1 week in outer space. Airspeed: 500 kph; Groundspeed: 150 kph; Underwater speed: 75 kph.

7. BUBBLE CAR

This ultimate transportation vehicle was affordable by only the world's richest governments and is extremely rare in GAMMA WORLD. Powered by solar cells, and utilizing an anti-grav circuit that is extremely energy efficient, bubble cars can carry up to 20 passengers, or 3 metric tons of cargo into deep space or the darkest depths of the oceans. They recharge themselves as long as at least 10 hours out of each 72 are spent in direct sunlight (earth orbit or less). They are equipped with an energy field that will absorb the first 25 hit points of damage sustained each melee round. The energy shield and backup power are provided by an atomic energy cell which will last for 24 hours of constant use. Air speed: ten times the speed of sound!

8. OTHER

Anything the referee desires, such as railroad transports, cargo ships (water), helicopters, police vehicles, and so on may be included in the game where appropriate.

MISCELLANEOUS ENERGY DEVICES

1. PORTENT

This is a backpack-sized unit which generates a 4 man energy shield, used to keep out the elements, powered by 2 solar cells. The cells hold enough charge for 24 hours constant use and may be recharged during day while the bearer is marching. If attacked, the energy shield will absorb 5 points of damage and then burn out.

2. ENERGY CLOAK

This powered cloak and cowl can completely cover the wearer. Designed for wear at social events, it is a blaze of scintillating colors when in operation. The unexpected side effect is that the cloak (when powered) is completely resistant to laser beams. It is powered by a chemical energy cell that will last through 12 hours of constant use.

3. CONTROL BATON

A 4th or 5th stage military command item (see I.D. DEVICES), this baton can, at a touch, completely activate or *deactivate* any powered suit of armor. It can also (through use of a directional antenna) lead the user to any suit of powered armor within a radius of 1 kilometer. It identifies the user to any robotic unit as command personnel, allowing the user to command units at a specific location such as a military base or government building.

4. COMMUNICATIONS SENDER

These are short range two-way radios or TVs with ranges up to 100 kilometers. They are powered by chemical and solar energy cells. Hundreds of varieties, military and civilian, can still be found.

5. MEDI-KIT

This portable unit, small enough to hang on a belt, allows even a novice to give himself, or others, major first-aid and medical treatment. A small but sophisticated computer, coupled with several microwave sensors, analyzes and treats all manner of medical problems. To use the medi-kit, merely place the device over the wounded area, touching the flesh. The unit will take a blood sample, inject any antidotes, antibiotics, or antitoxins necessary (and contained in the kit), suture any wounds, give verbal instructions on how to perform any operations beyond its capabilities (such as setting broken bones), and finally spray on an antiseptic dressing that promotes healing.

Powered by a chemical energy cell, it will function about as long as there are supplies inside the unit (there are about 4 treatments therein for any given problem). The medi-kit was very common and any military installation of the Ancients is likely to have a large supply of them.

Keep in mind the fact that medi-kits were designed and programmed by and for human beings. The farther away from Pure Strain Human stock the patient, the less likely his chances of successful treatment by a medi-kit.

6. ANTI-GRAV SLED

A platform approximately 2 meters wide by 3 meters long, the anti-grav sled is powered by an atomic energy cell good for up to 100 hours of continuous operation. It can support loads up to 25 metric tons as it floats roughly 50 centimeters above the ground. The sled may be pushed manually when supporting light loads, but inertia is such a problem that a separate powered, towing or pushing device must be used for cargoes over 2 metric tons.

7. ULTRA-VIOLET & INFRA-RED GOGGLES

These goggles enable the wearer to detect heat and light sources normally invisible to the naked eye.

8. CHEMICAL ENERGY CELL

These rechargeable batteries come in many sizes and power all manner of devices. They will lose their charge after 1-6 years of disuse.

9. SOLAR ENERGY CELL

These are chemical energy cells equipped with, or attached to, a solar panel that recharges them when exposed to bright light.

10. HYDROGEN ENERGY CELL

These are rechargeable batteries, less common, and more expensive than chemical energy cells. They do not lose their charge through disuse.

11. ATOMIC ENERGY CELL

Although bulky because of its shielding, this 12 kilogram nuclear battery will hold its charge for up to 1000 years if not used. It is used to provide the power for many devices, both civilian and military. It may only be recharged by replacing its fuel cylinder.

12. ENERGY CELL CHARGER

When connected to the appropriate power source (line or broadcast), this small unit will recharge practically any chemical or hydrogen energy cell. Although no times are specified, it takes twice as long to recharge hydrogen energy cells as it does to recharge chemical energy cells.

MEDICAL SUPPLIES AND EQUIPMENT

The various medical supplies of the 24th century can still be found in an occasional ruined hospital, military aid station, or trauma center. The following list is just a brief summary of the more standard items in the military first aid kit. They will be identified with universal symbols, as well as detailed instructions, so that,

once players have identified a particular drug, or device, they will recognize it when they see it again.

1. PAIN REDUCER

When this drug is administered, the recipient will feel no pain for 4 hours, and will be able to sustain 1 extra hit point for each point of his constitution. When the drug wears off, the patient loses these additional hit points (and dies if this leaves no hit points remaining).

2. MIND BOOSTER

This adds a plus 3 to the recipient's mental strength for 1 hour. The patient must then have total rest for 4 hours or lose 3 points of intelligence permanently.

3. SUSTENANCE DOSE

One dose provides a full day's required nourishment and short-circuits any hunger signals to the brain for a 24 hour period.

4. INTERRA SHOT

This "truth serum" opens the recipient's subconscious to direct interrogation. When the drug wears off (in ten minutes) the recipient will not remember having been questioned.

5. STIM DOSE

This drug temporarily adds 3 points to the recipient's physical strength, and 1 point to his dexterity for a period of 1 hour. After use, the patient must rest for 4 hours or lose permanently 1 point of physical strength.

6. CUR-IN DOSE

This miracle antidote negates the effects of any poison or drug.

7. SUGGESTION CHANGE

This hypnotic drug knocks the user unconscious for a few seconds. When he awakens, he will fix on the first person he sees and follow unquestioningly any suggestions made by that person for up to 4 hours.

8. ACCELERA DOSE

Each application of this drug will restore 1-10 (d10) lost hit points to the user.

9. ANTI-RADIATION SERUM

If administered immediately after exposure to radiation, this drug will restore any hit points lost to radiation. Note that this drug only restores hit points; it will not cure death.

10. REJUV-CHAMBER

This large hospital appliance (looks like an iron lung) is used to repair any type of medical problem. The patient is placed inside the chamber and percentile dice are rolled. A patient who has lost up to one half of his original hit points has a 100% chance of having all lost hit points restored, with a 75% chance for a patient with one-fourth remaining, and a 50% chance for a patient with less than one-fourth of his original hit points remaining. Note, however, that a patient may only use a rejuv-chamber once per month. Each additional use of the rejuv-chamber in a one month period gives the patient a 30% chance of death through system-shock.

11. STASIS-CHAMBER

This machine is similar in appearance to the rejuv-chamber. However, this device places the patient in suspended animation until authorized personnel program the chamber to release him.

12. LIFE RAY

This miraculous device, introduced just before the start of the wars, is able to revitalize the dead. When used, there is a 50% chance that it will bring new life to the dead, if used within 24 hours of the victim's death. This device allows only one attempt to raise a given individual. If this fails, no further attempts may be made. A character resurrected by the Life Ray must reroll all ability traits. He does, however, retain his memory.

Needless to say, life ray machines are quite rare.

STANDARD DEVICES, UNITS, AND MATERIALS

This section has been kept separate from the other listings of materials of GAMMA WORLD because these items are found in almost all areas of the planet.

I.D. DEVICES

There were many means of identification in use prior to the Shadow Years, and they varied from place to place. The referee should pick one type and use it consistently. There were color

coded wrist bands, lettered dog tags, radiated rings, recorded voice patterns, and many other ways of informing men and machines of one's identity, status, and authority. All of these devices had one thing in common. They all had differing degrees of authority — from the common citizen to the highest military and civilian leaders. A widely-used system of the "stages" of I.D.'s is detailed below:

FIRST STAGE — ordinary citizens

SECOND STAGE — civil service (military, emergency, etc.)

THIRD STAGE — scientific and medical

FOURTH STAGE — law enforcement (military and civilian)

FIFTH STAGE — military command and civil authorities

Each stage includes all the privileges of those under it. If a second stage I.D. is needed, for example, a third stage I.D. will be acceptable.

The color keying used often varied more than the stage system. Also, it was not unusual for the same color to be used at more than one stage, with a second color or some other differentiating markings used to denote higher stages. Common colorings are:

Blue — military

Brown or Yellow — common citizens

Gray or Green — scientific and technical

Red — law enforcement

Red and Blue — civil authorities

Red and White — emergency

White — medical

MAIN BUILDING COMPUTERS

Nearly all buildings of the 24th century had all security and maintenance functions supervised and controlled by computers. Such computers had a limited number of logic circuits that allowed them to deal with natural abnormalities (fire, structural damage, cleaning, etc.) and unauthorized intruders (usually handled by calling on a security robot).

HALL MONITORS

These are multi-lens cameras with audio pickups used in most high-security areas and to monitor city traffic. The lenses are equipped with infra-red sensors for night time, and the unit will usually broadcast to security installations within a one-mile radius of its location.

COM UNIT

These small, hand-sized communication units are used by various professions to communicate with other similar units and computers programmed for reception of their signals. The operation of most com units is limited to a particular function. Security units, for instance, will communicate only with other security units and computers programmed for security functions. Units for various civil and military commanders can usually communicate with several types of com units — selectively or simultaneously.

COMPUTER TERMINAL

Most computer terminals are of a standard design — a small video display screen above a common typewriter keyboard. Special purpose terminals, such as those serving military or security installations, are different, with unique keys, display terminals, and other function-related devices. All data put into or received from a computer terminal has, by definition, passed through the computer itself. Only Pure Strain Humans and Mutants with no physical mutations may use an unprogrammed computer terminal.

RADIOACTIVE MATERIAL

Various stores of radioactive material will be found throughout GAMMA WORLD, as they had many medical, technical, and military uses. These materials may be solid, liquid, or gaseous in form, and may be found in various types of containers. The isotopes of these materials will have half-lives ranging from fractions of a second to thousands of years. They will range from the common Strontium and Uranium isotopes to the rare and very unstable Kaskium 269.

DURALLOY

This material will be found in nearly all engineering areas. The metal is very thin and forged in triangular sheets one meter on a side that weigh only 150 grams each. This standard working piece of metal has holes drilled in each corner and two clamps spaced evenly in the middle to aid in working with the piece, since normal tools will not affect it. In spite of its light weight, it is the strongest metal known. Though the Ancients cast, cut, welded, and otherwise worked duralloy, their methods are unknown.

BROADCAST POWER

In the period just before the Shadow Years, power was no longer transmitted through wires but broadcast through the air like radio

or television signals. Most of the robotic devices of the cities function on broadcast power, though some (especially security and emergency service robots) have emergency power sources. A broadcast power station usually consists of a nuclear power plant to produce the power and a specially designed broadcast tower similar to a micro-wave relay tower. The broadcast range varies with the terrain, but 400 kilometers is an average. Few of these stations survived destruction, as they were prime military targets. The referee will want to place these carefully, if he decides to have any in the area in which the players will be adventuring.

ENERGY FIELDS

Many devices, particularly powered armors and robotic units, have an *energy field* of some sort as part of their defense. The terms *energy field*, *energy shield*, *force field*, and *force shield* all refer to the same thing and are interchangeable. Energy fields will take a certain number of hit points before collapsing. This number must be exceeded in one melee turn to destroy the energy field. Damage to the field is not cumulative. For example, an energy field which will take 25 hit points of damage can absorb that much damage every melee turn until 26 or more points of damage are taken in one melee turn. This final damage destroys the energy field and burns out the field generator, but still does no damage to the protected being or device. Succeeding hits will damage whatever was protected by the field. In rare instances, whole buildings and entire installations were protected by such fields.

TRADE, VALUE, AND EXCHANGE

During the course of a campaign, adventurers may wish to dispose of articles found during their explorations, or trade for items they require but have not found. The most common way to handle this need is to allow trading at larger population settlements in the world. Much of the trading is left to the referee's discretion. However, the following guidelines for trade values and availability of items are suggested.

ITEMS	DOMARS	GOLD
Standard cut and thrust weapons	50	10
Heavier and larger weapons	75	15
Shield	50	10
Armor	300	60
Bow	75	15
Quiver of 15 arrows	10	2
Crossbow	100	20
Case with 15 crossbow bolts	10	2
Clothing, back pack, woven goods, etc.	5	1
Traveling supplies (rope, lantern, etc.)	5	1
Special food stores (wine skin, dried foods), per week	5	1
Unusual items (mirrors, oil flasks, etc.)	15	3
Hiding beasts (non-horselike)	200	40
Riding beasts (horselike)	300	60
Riding equipment (saddle, saddle bags, etc.)	75	15
Small carts, wagons, and rafts	250	50
Large carts, wagons, and rafts	400	80
Small boats and canoes	500	100
Large boat with sail and oars	1000	200

Working artifacts from ancient times are rare and highly prized. It will usually be impossible to purchase them. They may be sold by players, but they attract so much attention that they may be stolen before the sale can be completed.

Barter is also used throughout GAMMA WORLD, and high quality items may be traded for their full value in goods. Worn items will buy less.

VALUE

Values given on the trade table are in *domars* and gold. The domar was the basic monetary unit of the world before the holocaust. It is a small lightweight coin, inlaid with colors and symbols denoting various denominations, and nearly indestructible. Since the nature of the domar makes it impossible to counterfeit, it is still used widely as a means of exchange. However, since it is possible that the ruins of an ancient bank may be found in the wilderness, there is the possibility of "new" domars being released into the economy of a settlement by adventurers. Because this new influx could destroy the value of a settlement's trade goods, merchants will prefer gold, other precious metals, and gemstones for large purchases. Merchants will be suspicious of strangers with large quantities of domars, but a sack of gold always talks their language. Precious metals and gems were used for little other than jewelry and ornamentation before the Black Years and will be correspondingly rare. One "gold piece" (a piece of gold



(weighing one ounce) is usually equal in trading value to 5 domars.

HEALING OF BODY DAMAGE

When a player or any other character suffers damage which results in loss of accumulated hit points, it is necessary for that injured being to rest and regain those lost hit points. Hit points can generally be regained at the rate of 1 point per day of *rest* — which means the player undertakes no extensive traveling or strenuous activity. A judge can adjust the rate according to his discretion, if desired, depending upon the type of wound and the situation. Of course, use of certain Ancient medical devices, drugs, and some mutations, will heal body damage much more quickly.

RELATIVES

When a player character dies, it is logical to assume that someone will get his possessions. This can be handled by the referee in a number of ways depending on the situation. First, a "relative" of the deceased character might have claim on his possessions. If such a relative exists, the character's remaining possessions would be his. The referee might then allow the player to continue the game in the persona of this relative of his original character. This should only be allowed if the player was adventuring in or near his home. Otherwise, all the deceased's wealth passes into obscurity, out of the game. Obviously, if he is half-way across the continent there is no way any relatives would even know about his death.

Second, the player's possessions might be given to his most loyal follower. They might be divided among his followers or fellow players (or fought over by them). In any case, if the player character's body is irretrievably lost (dropped into a seemingly bottomless pit, vaporized, etc.) then all he carries will be lost with him.

Players whose characters are lost during the course of the campaign may return with a new character at the discretion of the referee. However, prior knowledge of certain areas gained by the previous character should not be used to advantage by the player. To insure this, the referee may choose to start him in a different area of GAMMA WORLD.

LANGUAGES

Because so many of the mutants of GAMMA WORLD use telepathy, and so few Pure Strain Humans are left, a common language has evolved among all *speaking* beings and creatures. Of course, there are most likely tribal languages that differ from area to area, but nearly everyone will know this common tongue; it is the language of trade, commerce, and diplomacy.

Main computer installations will have assimilated enough of this new language to understand it fully and will continually update robots' speech patterns so that they will be usable by humans with proper authority. Small computers not integrated with the main computers, specialized installations, robots deactivated during the Shadow Years, and so forth, will not respond to any but the language in which they were programmed. It is sometimes possible, however, to either interface these units with main computers or (with proper authority and sufficient knowledge) to reprogram them.

ROBOTIC UNITS

Prior to the Black Years, millions of robotic units existed in the service of man. These units ranged from simple household servos to extremely sophisticated and complex military and scientific installations. Of course, a large number of these units were destroyed or disabled during the turmoil and destruction of the Shadow Years and the Black Years which followed. But an equally large number of units survived the holocaust completely unscathed: engineering units performing their appointed duties deep within the bowels of cities razed by *The Apocalypse*, agricultural and ecological units operating far from targeted areas, security units housed in their protected vaults, military units designed to withstand extreme punishment, scientific units operating within heavily shielded complexes — many such units and installations continue to function as programmed. When power sources began to give out, the proper notice was given to non-existent human authorities, and, eventually, they ground to a halt. Others, particularly isolated military and security units, were never activated, and stand ready to be commanded.

For purposes of definition within the game system, robotic units are divided into three operational modes — *programmed*, *wild*, and *controlled*. Non-operational units, if and when activated, will also fit into one of these operational modes. Note that there is normally no way in which players may determine into which of these modes a particular unit fits. Only the most obvious of the wild units will be thus apparent (such as a unit which goes around in a circle saying "Tra-la-lal!").

Programmed units are those powered and activated units still performing pre-assigned tasks. Because they lack a high-order logic system and human direction, they are oblivious to the changes that have transpired over the years. For example: a farming unit that still crawls up and down a field "planting" seeds from a long-empty hopper, a security robot still patrolling its section of highway according to programming and issuing traffic tickets to the same buffalo each day as they cross the road on the way to their watering hole or (most commonly) units which are responsible for checking identification of *anyone* — regardless of whether or not they have any.

Wild units are those units whose logic circuits and/or memory banks have been damaged. This damage will affect each unit differently, from simply omitting some aspect of its programming to totally irrational actions and failure to respond to any control. Units affected range from the smallest ID checkpoint to the main computer of an entire complex or city.

Controlled units are those units programmed or directed by another robotic unit or computer possessing high-order logic and discrimination circuitry, or by humans, humanoids, mutants, or androids. The actions of controlled units have been modified from their original programming. For example, a city's main computer may instruct its garbage collection units to shut down since there is no longer any garbage to collect, or a human may reprogram a *security robotoid* to act as his personal body guard.

All robotic units not under the direct control of player characters should be considered extremely dangerous. While player characters exploring the ruins of a partially-destroyed city may have sense enough to avoid a patrolling security robot, consider the following scenario:

The party finds the remains of an air-lock hatchway covering a shaft that leads down. Although the explorers don't know it, the shaft leads to an engineering passageway, and the ruined hatchway through which they entered was once a service entryway that required considerable identification and authorization of all personnel desiring entrance before it would unlock and open. Now, deep in the passageway, they encounter an engineering robotic unit going about its routine maintenance chores. As it approaches, they back towards the wall and try to hide. The unit stops in front of a character who has the misfortune to be hiding behind a loose section of the passageway's wall plate. As the rest of the party watches in horror, the engineering unit efficiently slides the plate back into place, ignites its fusion torch, and runs a neat weld around the edges! Its work in that particular area completed, the robot rolls off down the passageway to its next job. The remaining members of the party rush to the still-hot wall plate....At this point, we will mercifully draw a curtain on our hypothetical scenario.

With what has been said thus far on the subject of robotic units, it would seem that all sensible players would avoid robotic units at all costs. However, while a robotic unit can be an overpowering foe, it can also be an invaluable ally when controlled. Therefore, the risk of an encounter with a robotic unit is justified if it is possible to gain control of it.

It would be impossible to list all the possible robotic units of

GAMMA WORLD, and therefore only general robotic unit characteristics are listed and the task of actual design is left to the referee. A few examples of GAMMA WORLD robotic units are also given hereafter, and are recommended for campaign use as basic types or styles. Once encountered, players will probably learn their functions, and from that point on, the referee need only describe the unit as, say, "a basic Mark I security robot," or whatever it happens to be in his campaign. Until the players learn more about it, though, the referee need only describe how the unit looks and what, if anything, it is doing.

Experience is awarded for robotic units for *mastering* (learning how to control) them or for *defeating* them in combat. Use the table in the EXPERIENCE section as a guide for awarding experience points.

POWER SOURCES

Nearly all robotic units contain circuitry for the reception and use of broadcast power, with back-up energy systems for use in the event of a temporary interruption of broadcast power. When broadcast power is interrupted, the unit automatically switches to its back-up system. If the unit is in operation at the time of the interruption, it will continue to perform its assigned task until its internal power is exhausted. If the unit is not operating at the time of the broadcast power interruption, its internal power source will remain charged and the unit may be activated at any desired time.

While most robotic units are designed to function primarily on broadcast power, some units have been designed for applications when and where broadcast power would be unavailable or unreliable. These units (primarily designed for specialized military and scientific applications) rely solely on high-capacity onboard energy systems (usually a nuclear plant). These units occasionally require recharging or replacement of their power plants.

SENSORS

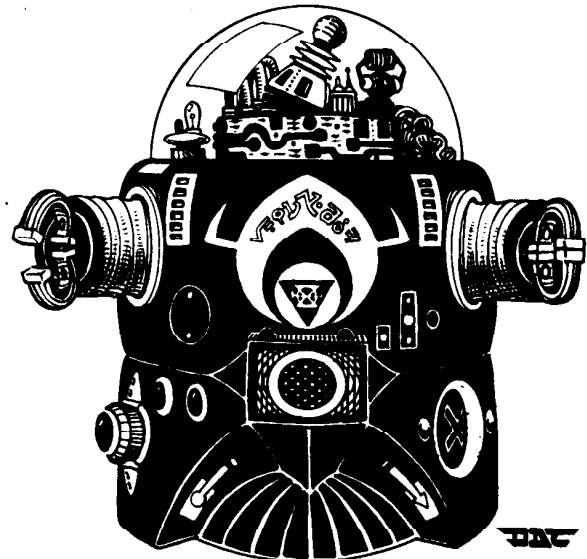
Sensors will vary from unit to unit, depending on the design and purpose of the unit. Generally, units designed for operation with or around humans will have sensors approximating human sight and hearing. Any additional sensors will depend upon the unit's purpose (microscopic visual sensors for a unit involved with detailed work or surgery, for example).

CONTROL

Common robotic units are generally controlled by vocal and/or electronic commands from authorized personnel. The key phrase here is "authorized personnel." Some units, such as household servos, have relatively simple logic circuits and will respond to commands from nearly anyone. On the other hand, some military or industrial units require detailed and complex recognition sequences, possibly involving supplemental authorization identification, such as a control baton or other appropriate ID.

CONSTRUCTION

Other than the standards of power sources, sensors, and control, the vast variety of robotic units makes physical description difficult. With the exception of the examples given hereafter, the specifics of robot design and construction are left up to the referee. A design checklist follows:



ROBOTIC UNIT DESIGN CHECKLIST

- Power Sources:** Primary Power: A. Broadcast power
B. Nuclear plant
Auxiliary Power: C. Hydrogen energy cell (replaceable)
D. Solar energy cell
E. Chemical battery (re-chargeable)
- Sensors:** A. Standard (visual and audio)
B. Infrared
C. Ultra-violet
D. Telescopic
E. Microscopic
F. Extra-sensitive Audio
G. Other Specialized (touch, taste, smell)
- Control:** A. Vocal (Stage I I.D. required)
B. Vocal (Stage II I.D.)
C. Vocal (Stage III I.D.)
D. Vocal (Stage IV I.D.)
E. Vocal (Stage V I.D.)
F. Vocal, Special (requires keyed I.D.)
G. Electronic, Standard (responds to standard electronic signals from a main computer, building computer, hand com unit, etc.)
H. Electronic, Special (responds only to designated commands from a particular control source)
- Construction:** A. Physical Design (size, shape, housing material, etc.)
B. Locomotion (most units use anti-grav support coils in conjunction with tractor and pressor beams for movement, though some are also equipped with wheels, treads, tracks, etc.)
C. Manipulation (most units will have one or more pairs of tentacles, mechanical arms, or other means of manipulating objects near them)
D. Function-related Equipment (all units will have specialized equipment related to their function attached to or stored inside the unit)
E. Armament (only military or security units possess weapons, which may include any listed in the ARTIFACTS AND EQUIPMENT section)

Special Note on Armament: Armament also includes armor class and hit dice. Most robotic units have an armor class of 3, though large amounts of external plastic or glass could lower this. Military and security units are made of duralloy and have an armor class of 2 or 1. In general, robotic units have one full hit die (6 points) per cubic meter of size. Household servos usually have fewer points, military and security units have more dice. The condition of the unit will affect the number of points per die it actually has. The amount of damage done to a unit directly affects the functioning of its devices. When one-fourth of its hit points are lost, one-fourth of its abilities are also lost (sensors, locomotion, armament, etc.). The referee should determine randomly what is affected by combat damage, and describe to the players any visible damage (loss of tentacles, that the unit is no longer moving, and so on).

COMMON ROBOTIC UNITS

The following robotic units are the suggested standard designs for common units in GAMMA WORLD:

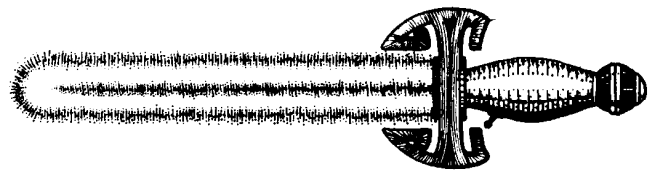
Light Cargo Lifter
Heavy Cargo Lifter
Small Cargo Transport
Large Cargo Transport
Ecology Bot (Agricultural)
Ecology Bot (Wilderness)
Engineering Bot (Standard)
Engineering Bot (Light Duty)
Engineering Bot (Heavy Duty)
Medical Robotoid
Security Robotoid
General Household Robotoid
Supervisory Borg
Defense/Attack Borg
Warbot
Death Machine
Permanent Cybernetic Installation
Think Tank

This list does not include such "everyday" robotic units as I.D. checkpoints, bank tellers and store clerks, automated taxis, and so on, because such units rarely pose any direct threat or difficulty to players (unless of course they are so *foolish* as to *refuse* to present their I.D.'s...).

The listed units are detailed below, but some general points can be covered. The cargo units and the *death machine* must be set in action by another power; they are not self-directed. The "bots" have programmed duties (such as patrolling a particular area) and are capable of only very limited independent actions within the parameters of their programming. *Robotoids* are generally humanoid in appearance, except that they are made of metal, of course.



The *borgs**, the *permanent cybernetic installation*, and the *think tank* are special cases. Coupled to their electronic logic circuitry is an organic component — a brain — which allows them much more freedom and initiative than other units. These are not true human brains, but work in a similar manner. Unfortunately, they are similar enough to have picked up quirks in their operation in the decades since the Black Years. The units often have strange desires (to collect plants or weapons, or to conquer the world), fears (of animals, certain colors, or other thinking machines), or hates (radiation, mobile beings, humans), or loves... These units may also be subject to certain forms of weapons and mental attacks once their shields are down.



Light Cargo Lifter

Power Sources: Broadcast power, 12-hour chemical battery
Sensors: Standard, infrared
Control: Vocal (Stage I I.D.), standard electronic
Construction: 3 meters wide, 6 meters long, 1 meter high; equipment is mounted on a low 3 x 1 meter platform at the front of the unit. Treads move cargo at 24 KPH; anti-grav pods move the unit only when unloaded, at 48 KPH. There are three manipulative devices — a 5 meter long crane arm with 3-fingered claw mounted front center can lift 900 kilograms, 2 tentacles 5 meters long can lift 100 kilos each, and a tractor/pressor beam can move 450 kilos at a 10 meter range. Load capacity is 2500 kilos on a 3 x 5 meter area. 18 hit dice (90 hit points) armor class 3.

Heavy Cargo Lifter

Power Sources: Broadcast power, 8-hour chemical battery
Sensors: Standard, infrared
Control: Vocal (Stage I I.D.), standard electronic
Construction: 6 meters wide, 12 meters long, 1.5 meters high; equipment mounted on a low 6 x 2 meter platform at front. Treads move cargo at 16 KPH; anti-grav pods move the unit only when unloaded, at 48 KPH. There are three manipulative devices — a 10 meter long crane arm with 3-fingered claw mounted front center can lift 4000 kilos, 4 tentacles 7 meters long can lift 500 kilos each, and a tractor/pressor beam can move 1800 kilos at a 25 meter range. Load capacity is 9000 kilos on a 6 x 10 meter area. 72 hit dice (360 hit points), armor class 3.

*"Borg" is a corruption of the word "cyborg," which, in turn is derived from "cybernetic organism" — that is, a computer with an organic, or living, component (a brain).

Small Cargo Transport

Power Sources: Broadcast power, solar cell
Sensors: Standard, infrared, ultraviolet
Control: Vocal (Stage I I.D.), standard electronic
Construction: 3 meters wide, 6 meters long, 1.5 meters high; equipment mounted on a low 3 x 1 meter platform at front. Treads move cargo at 40 KPH; anti-grav pods move cargo at 24 KPH, and the unloaded unit at 48 KPH. Two tentacles 5 meters long can lift 100 kilos each; a tractor/pressor beam can move 450 kilos at a 10 meter range. The unit can be electronically coupled with other cargo movers to move in convoy. Load capacity is 4500 kilos on a 3 x 5 meter area. 18 hit dice (90 hit points), armor class 3.

Large Cargo Transport

Power Sources: Broadcast power, solar cell, 8-hour chemical battery
Sensors: Standard, infrared, ultraviolet
Control: Vocal (Stage I I.D.), standard electronic
Construction: 6 meters wide, 12 meters long, 2 meters high; equipment mounted on a low 6 x 2 meter platform at front. Treads move cargo at 36 KPH; anti-grav-pods move cargo at 24 KPH, and the unloaded unit at 48 KPH. Four tentacles 7 meters long can lift 500 kilos each; a tractor/pressor beam can move 1800 kilos at a 25 meter range. The unit can be electronically coupled with other cargo movers to move in convoy. Load capacity is 16,000 kilos on a 6 x 10 meter area. 72 hit dice (360 hit points), armor class 3.

Ecology Bot (Agricultural)

Power Sources: Broadcast power, solar cell, 72-hour chemical battery
Sensors: Standard, infrared, ultraviolet, microscopic
Control: Vocal (Stage II I.D.), standard electronic, programmed
Construction: 3 meters wide, 4.5 meters long, 1.5 meters high; ovoid shape. Anti-grav pods move the unit plus up to 900 kilos of excess weight at 50 KPH. Two tentacles 5 meters long can lift 100 kilos each, and these are also equipped with touch sensors on the ends, electric paralysis devices, and manipulative 3-fingered claws. Special devices include extensive soil analysis equipment, horticultural tools (plow, disc, rake, mower, etc.), liquid spray nozzles with a 10 meter range (water, herbicide, insecticide, fertilizer), and minor power tools (flame gun, vibrosaw). 12 hit dice (60 hit points), armor class 3.

Ecology Bot (Wilderness)

Power Sources: Broadcast power, solar cell
Sensors: Standard, infrared, ultraviolet, microscopic, extra-sensitive audio, telescopic
Control: Vocal (Stage II I.D.), standard electronic, programmed
Construction: 3.5 meters wide, 5 meters long, 1.5 meters high; ovoid shape. Anti-grav pods move the unit plus up to 1000 kilos of excess weight at 96 KPH. Two tentacles 7 meters long can lift 250 kilos each. 4 tentacles 5 meters long can lift 100 kilos each, and all are equipped with touch sensors on the ends, electric paralysis devices, and manipulative 3-fingered claws. Special devices include soil, water, and air analysis equipment, liquid spray nozzles with a 10-meter range (limited fertilizer, herbicide, insecticide, defoliant), minor power tools (sonic torch, laser torch, flame gun, vibrosaw), capture equipment (including paralysis field with 30 meter radius, 3 weighted throwing nets with bazooka-type launcher and 20 meter range, small expandable capture cage), and minor surgical tools necessary for field veterinary operations. 16 hit dice (80 hit points), armor class 3.

Engineering Bot (Standard)

Power Sources: Broadcast power, 12-hour hydrogen cell
Sensors: Standard, infrared, ultraviolet, microscopic
Control: Vocal (Stage II I.D.), standard electronic, programmed
Construction: 1.5 meters wide, 3 meters long, 2 meters high. Anti-grav pods move the unit plus up to 2000 kilos at 24 KPH. Two 5 meter long crane arms lift 1500 kilos each, 4 tentacles 5 meters long lift 250 kilos each, and a tractor/pressor beam can move 500 kilos at a 10 meter range. The unit has stock parts and repair materials, a sonic torch, micro-laser, atomic torch, power wrenches, and other power tools. Its sealed body allows it to function underwater or in a vacuum. 9 hit dice (45 hit points), armor class 3.

Engineering Bot (Light Duty)

Power Sources: Broadcast power, 18-hour hydrogen cell
Sensors: Standard, infrared, ultraviolet, microscopic
Control: Vocal (Stage II I.D.), standard electronic, programmed
Construction: 1 meter wide, 2 meters long, 1 meter high. Anti-grav pods move the unit at 96 KPH; it has no load capacity. Two 3 meter long tentacles can lift 150 kilos each, plus 2 special tentacles 2 meters long can lift 100 kilos each and are equipped with special

manipulative devices on the ends to allow them to use tools designed for humans. A tractor/pressor beam can move 500 kilos at a 10 meter range. The unit has stock parts and repair materials, a sonic torch, micro-laser, power wrenches, and other power tools. Its sealed body allows it to function in low water pressure (30 meters or less in depth) and in a near-vacuum. 6 hit dice (30 hit points), armor class 3.

Engineering Bot (Heavy Duty)

Power Sources: Broadcast power, 90-hour hydrogen cell
Sensors: Standard, infrared, ultraviolet, telescopic
Control: Vocal (Stage II I.D.), standard electronic, programmed
Construction: 20 meters long, 7 meters in diameter, cigar-shaped. Treads can move the unit plus up to 9000 kilos at 32 KPH; anti-grav pods move the loaded unit at 30 KPH, the unloaded unit at 40 KPH. Four 20 meter long crane arms can lift 5000 kilos each, 8 tentacles 20 meters long can lift 800 kilos each, and 4 pairs of special tentacles 5 meters long are equipped to handle human tools. A tractor/pressor beam can move 2000 kilos at a 30 meter range. Standard equipment includes a great variety of materials to make repairs on such structures as bridges, remote relay towers, isolated installations, and the like. It also has several batteries of sonic torches, lasers, atomic torches, and heavy-duty power tools. Its body is sealed to allow it to function at great ocean depths or in near-vacuum. 40 hit dice (200 hit points), armor class 2.

Medical Robotoid

Power Sources: Broadcast power, 24-hour hydrogen cell
Sensors: Standard, microscopic
Control: Vocal (Stage III I.D.), standard electronic, programmed
Construction: 2 meters tall, humanoid shape. The unit moves by walking, and also has anti-grav devices in the soles of its feet to allow it to move at 96 KPH while carrying up to 200 kilos. Two arms and 2 tentacles are equipped to handle precision surgical tools. Equipment includes extensive medical analysis equipment, vibro-scalpels, sonic sterilizers, various medicines, life support mechanisms, and other emergency medical equipment. 9 hit dice (36 hit points), armor class 3.

Security Robotoid

Power Sources: Broadcast power or nuclear plant
Sensors: Standard, infrared, ultraviolet
Control: Vocal (Stage IV I.D.), special electronic, programmed
Construction: 2.5 meters tall, humanoid shape. The unit moves by walking, and also has anti-grav devices which allow it to move 400 kilos at 96 KPH. Two arms with 2 padded tentacles 3 meters long with paralyzing devices can lift 200 kilos each. Two tractor/pressor beams can each move 200 kilos at 30 meters. Weaponry includes 4 paralysis rods with 3 meter extensions, a slug projector with 10 clips of slugs and a grenade launcher with 50 meter range with up to 4 sleep grenades and 5 tear-gas grenades. The units are programmed to subdue all life forms acting violently towards one another. Command circuits allow it to summon medical robotoids or engineering bots as necessary. 12 hit dice (72 hit points), armor class 2.

General Household Robotoid

Power Sources: Broadcast power, 4-hour chemical battery
Sensors: Standard, infrared
Control: Vocal (Stage I I.D.), programmed
Construction: 1.5 meters tall, humanoid shape. This unit moves by walking, and has two arms with 2 tentacles 1 meter long which can handle any small objects. Special equipment includes cleaners, polishers, insecticides, disinfectants, cleaning and maintenance tools, storage bin, trash compacter, incinerator unit, vacuum hose, and other such household cleaners and repair implements. 5 hit dice (20 hit points), armor class 4.

Supervisory Borg

Power Sources: Nuclear plant
Sensors: Standard, infrared, ultraviolet
Control: Self-controlled, or obeys Stage V I.D.
Construction: 2 meters tall, humanoid trunk on a 1 meter square base. Anti-grav pods move the unit at 96 KPH. Humanoid arms can manipulate all human tools and devices and lift 200 kilos each. Verbal and radio circuits allow it to control all units as a Stage IV I.D., AND ITS COMMANDS CAN ONLY BE SUPERSEDED BY HUMANS WITH Stage V I.D. and special authorization, or by permanent cybernetic installations. It can communicate with and question think tanks. 15 hit dice (75 hit points), armor class 2.

Defense/Attack Borg

Power Sources: Nuclear plant

Sensors: Standard, infrared, ultraviolet, telescopic
 Control: Self-controlled, Stage V I.D., special electronic
 Construction: 3 meter diameter sphere with 1 meter turret on top. Anti-grav pods move the unit at 96 KPH. Two tentacles 5 meters long can manipulate many devices, and are equipped with 10 meter diameter paralysis fields. Twin tractor/pressor beams can move 500 kilos each at 50 meters. This unit is usually assigned to a *supervisory borg* or a *permanent cybernetic installation*. Weaponry includes 3 laser batteries of 5 "guns" each (range and damage — up to 500 meters, short range, 20 dice (20d6) damage per battery; up to 1000 meters, medium range, 15 dice (15d6) damage; up to 1500 meters, long range, 10 dice (10d6) damage), 2 energy grenade launchers (short/medium/long range is 100/300/500 meters) with 2-40 (2d20) grenades each, 2 micro-missile launchers with 2-40 (2d20) missiles each, and 1 photon grenade launcher (250 meter range) with 1-20 (1d20) grenades. 200 hit *points*, 100 point energy screen, armor class 1.

Warbot

Power Sources: Nuclear plant
 Sensors: Standard, infrared, ultraviolet at 3 kilometer range
 Control: Only by a specific *permanent cybernetic installation*
 Construction: Vaguely turtle-shell shaped; 9 meters long, 5 meters wide, 3 meters high. Anti-grav pods move the unit at 150 KPH. Weaponry includes 4 micro missile launchers, 6 torc grenade launchers with 500 meter range and 1-100 (2d10) grenades each, 4 black ray cannons with 200 meter range, 8 batteries of 3 Mark VII blaster rifles each, 25 matter bombs with 1 launcher with 200 meter range, 6 laser batteries of 5 "guns" each (range and damage — up to 750 meters, short, 20 dice (20d6) per battery; up to 1500 meters, medium, 15 dice (15d6); up to 3000 meters, long, 10 dice (10d6) of damage). The unit has energy screens that will take 200 points of damage, defending at armor class 1. The unit itself has 500 hit *points*, armor class 1.

Death Machine

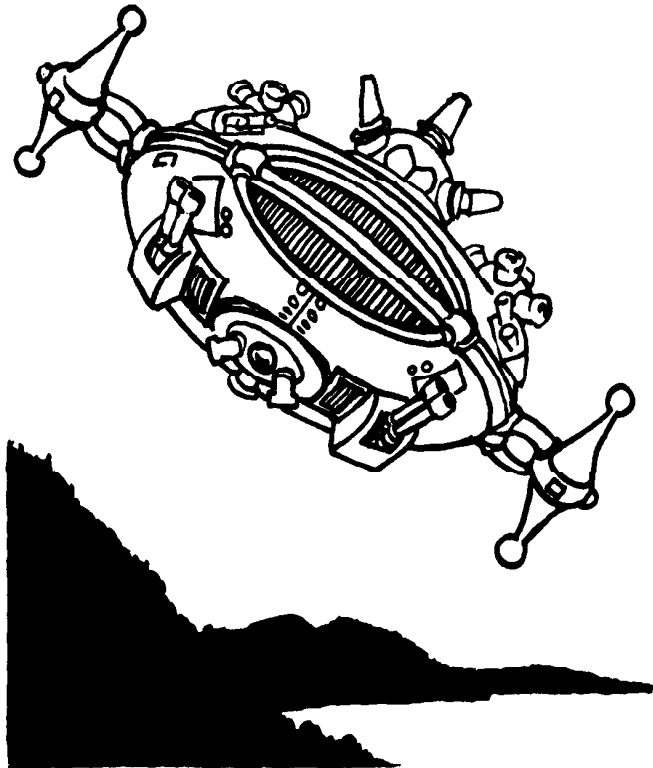
Power Sources: Nuclear plant
 Sensors: Standard, infrared, ultraviolet at 10 kilometer range
 Control: Only by a specific *permanent cybernetic installation*
 Construction: 20 meters long, 9 meters wide, 4 meters high, with many knobby projections all over. Anti-grav pads move the unit at 150 KPH. Weaponry includes 2 blaster cannons (short/medium/long range and damage — 750 meters, 100 hit points/1500 meters, 75 hit points/3000 meters, 50 hit points), 6 black ray cannons with 300 meter range, 16 batteries of 4 Mark VII blaster rifles each, 4 trek guns (damage as the bomb with 200 meter range), 8 laser batteries of 5 "guns" each (range and damage — up to 750 meters, short, 20 dice (20d6) per battery; up to 1500 meters, medium, 15 dice; up to 3000 meters, long, 10 dice (10d6) of damage), 6 mini-missile launchers with 1-100 (2d10) missiles each, 5-50 (5d10) fusion bombs with a launcher with 3000 meter range, and a special energy damping field which effectively "kills" robotic units within 50 meters by preventing the flow of energy through their wires, otherwise doing 200 points of damage to energy screens of other units. Its own energy screens take 400 points of damage, at armor class 1. The unit has 750 hit *points*, armor class 1.

Permanent Cybernetic Installation

Power Sources: One or more full size nuclear power plants
 Sensors: Via various subsidiary units (such as supervisory borgs)
 Control: Authorized Stage V I.D., special electronic
 Construction: Usually building-sized. These units are designed to control large installations. They are highly advanced versions of the main building computers that are so common, with several organic brains to complement their electronic circuitry. These units usually control all other robotic units on the installation, and are defended by the various security and military units described above. It is extremely difficult to take over one of these units. It can communicate with and question *think tanks*.

Think Tank

Power Sources: One or more full size nuclear power plants
 Sensors: Standard, special radio frequency
 Control: Authorized Stage V I.D., special electronic
 Construction: Usually building-sized. These units have only one purpose — to plan for all possible contingencies and answer questions about the information they correlate. They were located only in very high-security areas such as space ports, secret military bases, etc. Each is defended by its own *permanent cybernetic installation* regardless of the existence of another such *installation* which runs the base on which the *think tank* is located. Persons with Stage IV and V I.D.'s can communicate with (not control) a *think tank*, as can *supervisory borgs* and *permanent cybernetic installations*.



EXPERIENCE

As player characters and creatures adventure in a GAMMA WORLD campaign, they will gradually gain a number of *experience points*. This is a numerical expression of a being's knowledge and ability to survive and advance in the environment in which it exists. For non-player characters and creatures the primary indication of experience is age. The assumption is that to survive for any great length of time in a hostile environment such as GAMMA WORLD would require both learning the pitfalls and dangers that exist and applying this knowledge in a successful manner. Experience for most non-player creatures is determined by the referee (usually at random, although it is recommended that a few highly experienced characters or creatures be placed to guard particularly valuable artifacts).

Experience for player-characters is of a similar nature as far as definition, but must be *earned* by the players as the game progresses. All new characters start the campaign with no experience. Players receive points for various specified actions during the game, and these points are added to the player's total. In addition, a referee may award extra experience for some significant or daring action by an individual.

The main advantage of experience is its effect on combat. Beings with high experience have better odds of success. This results in a spiral effect — successful combatants receive experience points which contribute toward making success in combat easier, which gives them more experience points, and so on.

Another advantage of increased experience is the award of additional points to a character's basic attributes. This is also a spiral process. For example, a player discovers (by use of his intelligence) the operation of some artifact, receives experience points equal to the value of the artifact, uses it as a weapon in successful combat, gains more experience, acquires a point to one of his basic attributes, which increases his chances to successfully operate more artifacts, and so on.

A final use of experience is as a determining factor in the referee's decisions. When all other factors are equal, a character with high experience will receive a more favorable response than a character with low experience.

After each session of play, or other interval specified by the referee, such as one game week, experience points are awarded in the following manner: 1) for combat, award of experience points is equal to the number of hit points of any hostile being or creature killed or subdued in combat, 2) for acquiring items of value and artifacts, a number of experience points is awarded equal to the value of the item in gold pieces, or for the assigned experience

value of artifacts, and 3) experience is awarded to an individual or an entire party by the referee for outstanding actions. Combat experience is divided equally among all participants. Experience is awarded for valuable items only to the character to whom it is given (that is, if the party finds a blaster and other items, each player gets a share of the finds, but only one player will get the experience for the blaster). Experience is not awarded for items which are bought — only for those which are found, stolen, or otherwise acquired during the course of an adventure. It is the referee's prerogative to raise or lower the number of experience points awarded depending on the circumstances. If, for example, one player sneaks out of the ruins with all of the loot while the rest of his party is being eaten by some fierce creature, he should gain some experience points for the items but not all of them.

The bonuses to combat are not gained automatically, nor are they gained every time experience is awarded. Every time experience is awarded, compare the *total* number of experience points (past experience plus just-acquired experience) with the table below. Each time a player equals or exceeds one of the numbers listed, a ten-sided die is rolled and the number generated is compared with the EXPERIENCE BONUS MATRIX below.

If a bonus is indicated for a basic attribute that is already 18, no bonus is received (and there is no further roll, either).

**EXPERIENCE POINTS REQUIRED
FOR BONUS**

3000
6000
12000
25000
50000
100000
200000
500000
1,000,000
each additional 1,000,000

EXPERIENCE BONUS MATRIX

Die Roll (d10)	Bonus
1.	+ 1 point to mental strength
2	+ 1 point to constitution
3	+ 1 point to dexterity
4	+ 1 point to charisma
5	+ 1 point to physical strength
6	+ 1 point to intelligence
7-8	+ 1 point on "to hit" roll in physical combat
9-10	+ 1 point per die of damage inflicted by non-weapon equipment

The following list gives suggested experience point values for the artifacts and devices of the Ancients. Players should not be awarded these points until they have correctly identified what they have found.

PISTOLS

Slug Thrower — 150, 200, 250
Needler — 400
Stun Ray — 500
Laser Pistol — 1000
Mark V Blaster — 1500
Black Ray Gun — 2000

GRENADES

Gas Grenade — 250
Chemical Explosive Grenade — 400
Fragmentation Grenade — 250
Energy Grenade — 450
Photon Grenade — 500
Torc Grenade — 750

VEHICLES

Civilian Internal Combustion — 500 +
Military Alcohol Combustion — 500 +
Turbine Car — 750
Hover Car — 900
Flit Car — 1200
Environmental Car — 1750
Bubble Car — 2500
Other — Ref's Discretion

RIFLES

Stun Rifle — 1000

Laser Rifle — 2000
Mark VII Rifle — 3000
Fusion Rifle — 4000

ENERGY WEAPONS

Vibro Dagger — 150
Vibro Blade — 300
Energy Mace — 500
Stun Whip — 400

ARMOR

Sheath Armor — 300
Powered Plate — 650
Powered Alloy — 1000
Plastic — 500
Energized — 1250
Inertia — 1500
Powered Scout — 2000
Powered Battle — 2000
Powered Attack — 2400
Powered Assault — 2800

BOMBS & MISSILES

Small Damage Pack — 300
Concentrated Damage Pack — 600,700
Fission Bomb — 1700
Fusion Bomb — 1000
Concussion Bomb — 750
Matter Bomb — 800
Negation Bomb — 1250
Neutron Bomb — 1500
Trek Bomb — 1800
Mutation Bomb — 1500

ROBOTIC UNITS

Light Cargo Lifter — 900
Heavy Cargo Lifter — 2000
Light Cargo Transport — 1000
Heavy Cargo Transport — 2100
Ecology Bot (Ag) — 800
Ecology Bot (Wild.) — 900
Engineering Bot (Std.) — 1200
Engineering Bot (Lt.) — 900
Engineering Bot (Hvy.) — 2000
Medical Robotoid — 2500
Security Robotoid — 2200
General Household Robotoid — 700
Supervisory Borg — 1000
Defense/Attack Borg — 2600
War Bot — 5000
Death Machine — 10,000
(Taking over a permanent cybernetic installation or think tank is reward enough!)

MISCELLANEOUS ENERGY DEVICES

Portent — 500
Energy Cloak — 400
Control Baton — 750
Communications Sender — 300
Medi-Kit — 800
Anti-Grav Sled — 500
UV & IR Goggles — 150
Chemical Energy Cell — 50
Solar Energy Cell — 100
Hydrogen Energy Cell — 150
Atomic Energy Cell — 250
Energy Cell Charger — 500

MEDICAL EQUIPMENT

Pain Reducer — 100
Mind Booster — 100
Sustenance Dose — 100
Interra Shot — 100
Stim Dose — 100
Cur-in Dose — 100
Suggestion Change — 100
Accelerate Dose — 100
Anti-Radiation Serum — 100
Re-juv Chamber — 2500
Stasis Chamber — 2500
Life Ray — 4000

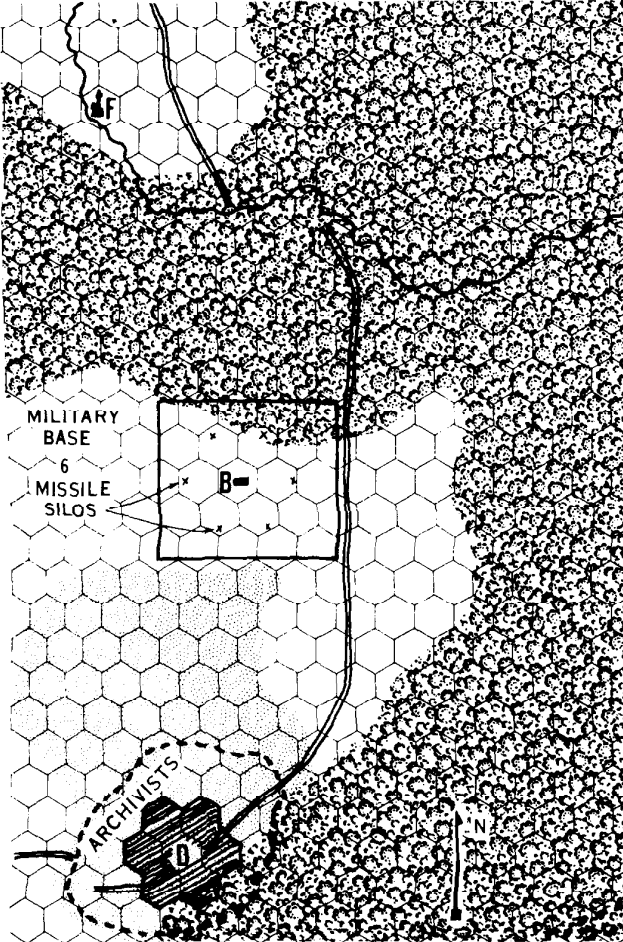
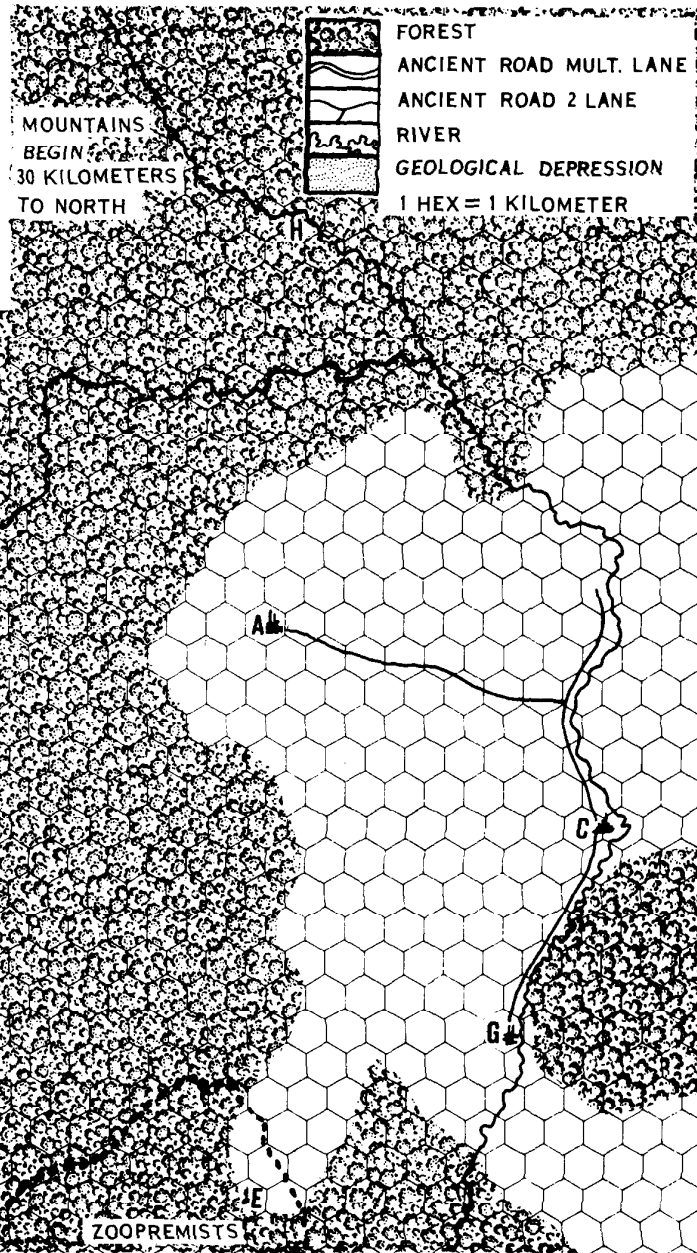
ID DEVICES

Per Stage — 200

EXAMPLE OF PLAY

SAMPLE WORLD DESIGN

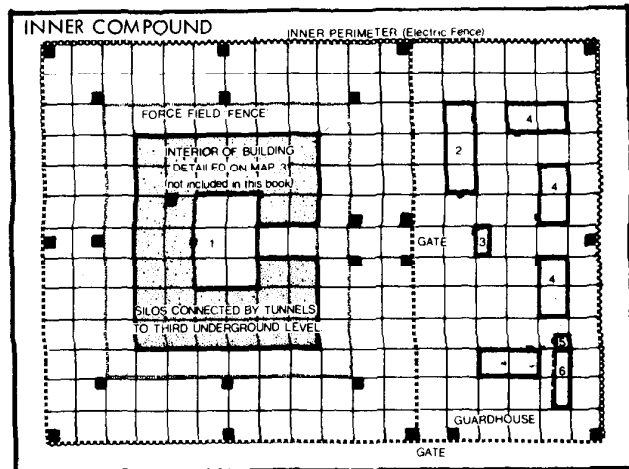
Let's follow a hypothetical referee (we'll call him Omar) through the steps of planning and laying out his GAMMA WORLD campaign. The first step is to choose an area of the country from the map provided. The referee can either mark directly on the map or transfer the geographical features to blank hex paper and enlarge the scale. The second method allows the referee to add more detail, such as ruins, towns and villages, farmlands, special points of interest, and so on. When completed, a section of the map might look something like this:



Omar has wisely planned ahead for future games in the campaign by including several points of potential interest and conflict in the form of Ancient ruins, small villages composed of groups of other surviving humans, a city on the river for trade purposes, and several areas of possible hazard for the unwary. Adventures in one game session will provide players with clues (sometimes true, sometimes false) to the existence of new places to explore in future sessions.

The referee should exercise great care in placing every feature on his or her campaign map. Some things to consider are: where player-characters will start the game (in a village, town, city, forest, or what), how much information they will have, how easily humans, mutated humans, and mutants will be able to meet, whether there will be one or more areas of ruins, how extensive these ruins will be, of what type they will be (military, civilian metropolitan, scientific, etc.), the prevailing terrain (mountain, flatland, swamp, hilly), and so forth. As Omar has done, all special areas should be keyed with letters or numbers.

Omar must now draw up detailed maps of these special areas. One ruin of the Ancients (keyed "B" on the map above) is the nearly intact remains of what was once a small military base. Using his imagination, he decides that it will have one floor or level above ground and several underground levels, including a few missile silos. He lays out a detailed map of each floor or level on separate sheets of graph paper. His above ground level looks like this:



Omar must then complete the rest of the maps for the military base, and then the detailed maps of the other ruins. As with the campaign map, rooms and areas should be keyed with letters or numbers so that the contents, creatures, and hazards of these places can be written out in a notebook. He also lays out a "street map" of a city of the Ancients (keyed "D" on the campaign map above) so he can keep track of the players' position when they explore the city. If they enter a particular building, the referee will turn to his detailed map of that building.

Another factor taken into account while drawing up the detailed maps was the use of standard devices and units used prior to the Shadow Years (computer data terminals, security devices, I.D. checkpoints, and the like). Using a 20th century analogy, one telephone is pretty much like another, and most residential doors and locks all operate in about the same manner. Standard devices and units are listed in these rules, and, while the referee is not bound to use them as listed, he should be consistent in whatever he uses. (But, as the referee, remember: while opening a door with an I.D. card or ring may be a simple task, *finding* the I.D. in the first place can be quite another matter. Residential doors, for example, are commonly keyed to specific I.D.'s.)

Initially, Omar has his players start in or near town "A" and its society, population, etc. are detailed, along with the characteristics and possessions of its leading inhabitants. At the start of the campaign he has only drawn up detailed maps of this town, of "B", "D", and "E", and of the trading city ("C"). The other areas he has left for later work, since the initial work should keep players in his campaign busy for a while. It is not necessary to have the entire continent mapped out before starting play of a campaign!

STARTING THE CAMPAIGN

Before starting, the referee checks the records of the player characters' basic attributes and possessions to make sure all the information is correct. Players must be careful to indicate what items of equipment they are carrying on a particular adventure; failure to do so means the items were "left at camp" and cannot be used during that particular adventure. The referee then sets up his charts, maps, rules, and dice behind a screen so that the players at the table are unable to "accidentally" see what lies in store for them. When all is in order, the referee then starts the campaign by setting the first scenario. As an example, this is Omar's initial scenario (he reads this aloud to the players):

You are inhabitants of a small village of about 200 that is situated just inside the border of a great forest. You have grown up listening to the legends of the Ancients and of the Shadow Years, but since those years were long before your time, you consider them just that — legends. You are much more concerned with hunting for meat to supplement the meager living you scratch out of the soil, and with avoiding the dangerous creatures which prowl the area. It is now the time of the year, however, for your coming-of-age and for the "Trials," in which you will be judged by the village leaders and elders as worthy (or unworthy) of membership in the adult society of the village. Part of the "Trials" involves venturing forth into the wild lands outside and proving yourselves to be proficient hunters and fighters.

The sachem, the chief elder and leader of the village, possesses a device of Ancient technology (incomprehensible to you, other than its effects) that can kill at a great distance. You have seen this device used against a villager who attempted to steal it for his own. The sachem touched the device in some strange manner and a brilliant beam of light was projected, striking the villager and searing a small hole through his chest. He died almost instantly and the sachem warned the villagers about attempting any similar theft in the future.

There is an old tale, however, that the sachem returned from his own "Trials" with that very device. It is by means of the power which this device gives him that he was able to elevate himself to his present position. It is said that the sachem had come back from his "Trials" from the west — a taboo area. It is said that only gods can walk in the taboo area and live. The only thing the sachem had ever said about his "Trials" is that the strange device had come from one of the houses of the Ancient Gods.

This year's "Trials" are to be different. The sachem has decreed that any who desire to be an elder or to sit on the Council of Leaders must go to the taboo lands in the west.

To prove you have done this, you must bring back a stone from one of the houses of the Ancient Gods.

Therefore, at dawn you leave with your allowed weapons, a bow and six arrows, your knife, and food and water for one week. You have little choice; if you desire to rule, you must go west into unknown danger. But, the thought occurs to you, it would be nice to have a device like the sachem's....

Your total knowledge of the geography of the surrounding area is as follows: the forest extends north, west, and south at least two days' journey in each direction, there are mountains to the north, and about a day's travel to the east is a wide river, on the banks of which is a large city to which villagers sometimes travel in order to trade.

This is just a sample scenario, but it usually works best when starting a campaign to give the players a definite task or assignment to fulfill. The players now have a little knowledge of the world in which they live, and a given task to perform, rather than wandering aimlessly. The initial scenario should be enough to get the campaign going. The discoveries the players make while completing their initial task will supply them with plenty of things to do. The referee may occasionally want to inject a little variety in the game by presenting the players with another scenario. Suppose, for example, that after several games a rivalry develops between the young adventurers who return from the taboo lands and the ruling elders. The next time the group gets together the referee informs the players that a raiding party of strange mutated animals has attacked the village from the woods to the south, which were formerly thought to be uninhabited. What are the players to do? They could ally themselves with the elders, attempt to oust them, seek an alliance with the strangers, or flee. Their decision will affect the entire course of the campaign, and the referee must anticipate all possibilities.

EXAMPLE OF A REFEREE MODERATING AN ADVENTURE

This example illustrates a small portion of a hypothetical GAMMA WORLD adventure, using Omar and his group of players. The adventurers, after traveling for several days, have passed through the forest to the other side and discovered the remains of the small military base there. They avoided or destroyed all the security systems they have encountered with little personal injury, and have entered one of the buildings. They are still armed only with crossbows and have no armor, but one member has found an I.D. band in one of the guardhouses at the base's perimeter. Through much experimentation, they found that the I.D. band allowed them to open several doors (all of which opened into offices which contained nothing of value) but at last came to the elevator leading to the underground levels. Thinking the elevator was just another small room, they entered and found themselves trapped when the doors slid shut. The doors have just opened again, and the group, though unknown to them, is on the first level below ground. We pick up their adventure at this point. In the following dialogue, the referee is "R" and the spokesman for the group, the *caller*, is "C". The caller's fellow adventurers are characters named Molo, Drak, Phir, Tand, and Buta.

- R: "The doors slide open again. You are looking down a 6-meter wide corridor illuminated by strange glowing strips. The passage extends about 16 meters, then intersects with another corridor running perpendicular to it."
- C: "Hey, guys, this isn't the way we came in! Where are we?" (After a quick discussion, the players decide to exit the room before the doors shut again. Just after they leave the elevator doors shut.) "O.K., since we're stuck here, we might as well look around. I'll make a map so we can get back here if we want to. We walk down to the intersection, what do we see?" (The caller could have designated someone else to map.)
- R: "To the right, the corridor runs 6 meters wide, for 16 meters and ends in a door. To the left, it runs 33 meters and ends in another 'T' intersection. Along this corridor, there are three doors on the left and one on the right. The doors on the left are 6, 16, and 25 meters from you, and the one on the right is opposite the middle door. Each door has a small slot beside the doorknob, like the ones you have seen elsewhere in the building." (The players

- argue about what to do. One of them, playing a character named Drak, volunteers to try his I.D. band in the slot of the first door.)
- C: "We'll open the first door on the left. Drak will put his I.D. band in the slot and try to open the door. The rest of us will stand around the door in case something comes out."
- R: "As the door opens, 'god-lights' glow brightly." (The referee knows that the building's main computer sensed the door's opening and triggered the lighting circuits, but the players don't know this and the referee gives them no indication of it.) "The room is about 10 meters square and filled with racks or shelves of some sort, and all the shelves are filled with metal boxes of some sort."
- C: "All right, we'll go in, but leave Molo outside standing guard in the doorway."
- R: "As you enter, you notice a desk or table in the corner, a chair in front of it, a box-like device with many buttons and a small glass screen sitting on the desk, and a metal box like the ones on the shelves lies open on the floor, though it's turned in such a way that you cannot see its contents. Beside the metal box is the skeleton of a man." (This last disclosure causes much excitement among the group and many of the players suggest leaving at once.)
- C: "No, we're here to look into things like this. Who knows, we may find something valuable. First, let's look more closely at this skeleton. Is it bare bones?" (Note that if the players had not indicated they were searching the skeleton, the referee is not bound to tell them anything else. The extent of the players' observations and their thoroughness is dependent on the questions they ask.)
- R: "No, the bones are partially covered with some rotting cloth. Around the waist is a belt, and attached to the belt is a strange metallic object. On one wrist is a band something like Drak's grey one, but red in color."
- C: "Without touching anything, I'll move so I can see into that metal box you mentioned. What's there?"
- R: "Some foam-like padding, but otherwise it's empty."
- C: "Alright, Drak and Buta will go over and get one of the metal boxes off the shelf. Phir will search the rest of the room for anything else of interest. Tand has the highest intelligence, so he will examine this strange object on the skeleton's belt. Molo will remain on guard at the door. I'll take a look at this thing on the desk with the buttons and the screen." (The referee tells Phir there is nothing else of interest in the room. Drak and Buta bring the box over to the desk without mishap. The referee describes the strange object to Tand — it's actually a laser pistol. Tand announces his intention to try to operate the device and it goes off before any of the other players can stop him. The referee rolls the dice as explained under ARTIFACT USE and determines that the pistol works and that Tand has determined how to operate it. The referee announces that a bright red beam burns a hole in the doorframe, narrowly missing Molo. Tand tries it again, aiming for the chair, and burning a hole in the back of the chair and the wall beyond.)
- C: "Well done, Tand! Now we..."
- R: "Wait a minute! A loud siren has just sounded and a red light is blinking above the screen on the box-like thing on the desk." (The referee knows that the building's main computer has sensed the firing of the laser pistol and suspects fire or sabotage.)
- C: "Something is wrong! Does Molo see or hear anything?"
- R: "He sees nothing, but reports hearing a humming noise growing louder from down the hall towards the far intersection."
- C: "Tand, take your device and stand at the door with Molo. Phir can get the I.D. band off the skeleton. The rest of you forget the boxes and get your weapons ready!" (The party follows orders without arguing this time, as the referee announces the humming is getting louder.) "Open the door! We're going into the room across the hall!" (They enter the room.) "Everybody face the door and be ready!"
- R: "The siren has stopped. You hear the humming noise get very loud outside your door, then it fades away, but not entirely." (The referee knows that a security robot is investigating the room the players have just left. Also, nearby functioning security robotoids are now on full alert. Fortunately for the party, the monitor units in this section of the hallway are not functioning, or they would have been detected long ago.)

What is the fate of these heroic adventurers? What was in those mysterious metal boxes? Will the security units discover them? Where do they go from here? They will, of course, press onward — but toward what strange fate they do not know. . . . You may one day meet these hardy adventurers as you explore the mysteries of GAMMA WORLD!

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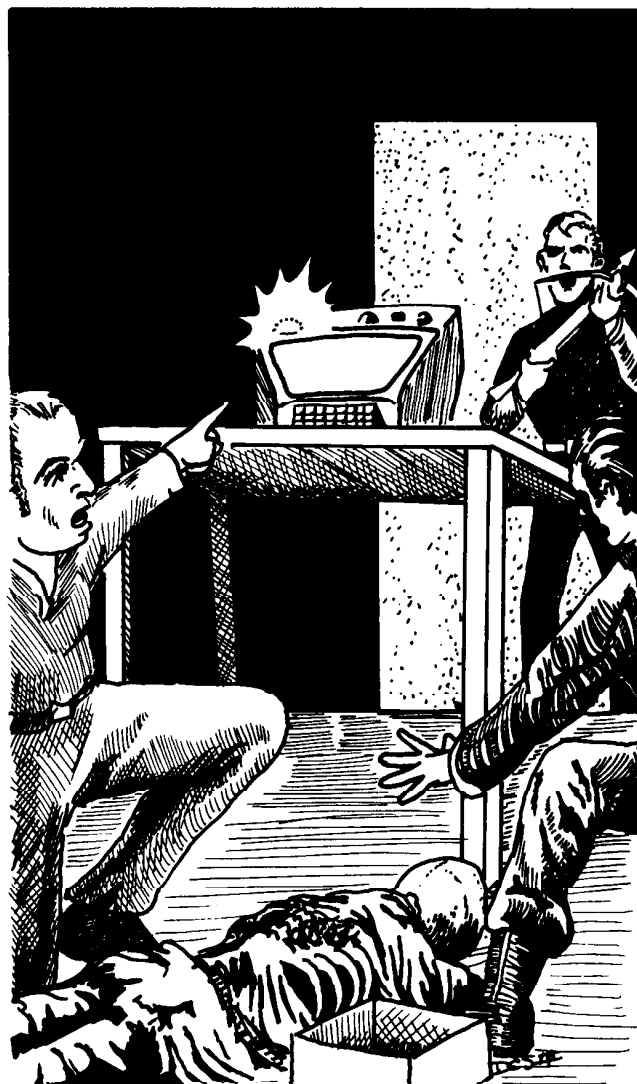
Any questions on these rules should be addressed to:

GAMMA WORLD Questions
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POB 756
Lake Geneva, WI 53147

Enclose a self-addressed, stamped envelope in order to insure a reply. Do not include any other correspondence or orders with your questions. Remember, however, that these rules are designed as guidelines for creating your own GAMMA WORLD, and can be interpreted in various ways — and the referee is always the final authority in his or her campaign.

GAMMA WORLD posters (featuring the box cover illustration and suitable for framing) are available for \$2.00 plus \$1.00 postage.

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NOTES

PHYSICAL ATTACK MATRIX I

Target's Armor Class	Attacker's Weapon Class															
Class	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	19	19	18	15	13	16	14	18	18	16	16	16	12	14	14	12
2	17	18	17	14	12	15	13	17	16	15	15	15	11	13	13	11
3	16	16	16	12	10	15	12	16	15	14	15	15	08	12	13	11
4	15	14	15	12	10	15	11	15	14	13	15	15	08	11	13	18
5	14	13	14	12	10	15	10	14	13	12	14	15	08	11	13	11
6	13	12	13	12	10	15	09	13	12	11	11	15	08	10	13	11
7	12	11	12	12	10	13	08	12	11	10	10	11	08	10	13	11
8	11	10	11	12	10	13	07	11	10	09	09	09	08	09	13	11
9	10	09	10	12	10	07	06	10	09	08	07	06	08	08	08	11
10	09	08	09	11	09	06	05	09	08	07	06	05	08	08	08	10

PHYSICAL ATTACK MATRIX II

Target's Armor Class	Attacker's Number of Hit Dice						
Class	1	2-3	4-5	6-8	9-10	11-14	15&up
1	20	19	18	17	16	15	14
2	19	18	17	16	15	14	13
3	18	17	16	15	14	13	12
4	17	16	15	14	13	12	11
5	16	15	14	13	12	11	10
6	14	13	12	11	10	09	08
7	13	12	11	10	09	08	07
8	12	11	10	09	08	07	06
9	11	10	09	08	07	06	05
10	10	09	08	07	06	05	04

WEAPON CLASS TABLE

Class	Description
1	Clubs, hammers, lances, maces, spears
2	Axes, daggers, flails, morning stars
3	Pole arms, swords
4	Vibro dagger
5	Vibro blade, energy mace
6	Stun whip
7	Robotic tentacles
8	Grenades, javelins
9	Arrows, crossbow bolts, sling projectiles
10	Pistol slugs
11	Needler
12	Stun ray pistols and rifles
13	Laser pistols and rifles
14	Mk V Blaster and Mk VII rifle
15	Black ray pistol
16	Fusion rifle, micro missile, mini-missile

WEAPONS DAMAGE TABLE

Weapon Type	Damage Potential		Effective Range in Meters (Missile Weapons Only)
	Man-sized or Smaller Opponents	Larger Opponents	
Arrow	1-6	1-6	100
Axe, Battle	1-8	1-8	
Axe, Hand or Throwing	1-6	1-4	20
Club	1-6	1-3	10
Crossbow			
Bolt	1-4	1-4	120
Dagger	1-4	1-3	20
Flail	2-7	2-8	
Javelin	1-6	1-6	40
Lance, Mounted	1-6	1-10	
Mace	2-7	1-6	
Morning Star	2-8	2-7	
Pole Arms	1-8	1-12	
Sling Bullet	2-5	2-7	100
Sling Stone	1-4	1-4	80
Spear	1-6	1-8	20
Sword, Long	1-8	1-12	
Sword, Short	1-6	1-8	
Sword, Two-handed	1-10	3-18	

GAMMA WORLD

Reference Sheets
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MENTAL ATTACK MATRIX

Defender's Mental Strength	Attacker's Mental Strength															
Strength	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	10	09	08	07	06	05	04	03	02	A	A	A	A	A	A	A
4	11	10	09	08	07	06	05	04	03	02	A	A	A	A	A	A
5	12	11	10	09	08	07	06	05	04	03	02	A	A	A	A	A
6	13	12	11	10	09	08	07	06	05	04	03	02	A	A	A	A
7	14	13	12	11	10	09	08	07	06	05	04	03	02	A	A	A
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	A	A
9	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	A
10	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02
11	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03
12	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04
13	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05
14	NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06
15	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07
16	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08
17	NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09
18	NE	NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10

A = Attack is automatically successful; no roll is needed.
NE = No effect; attack is impossible.

FATIGUE FACTORS MATRIX

Weapons	Melee Turn								
	11	12	13	14	15	16	17	18	19
Any Axe				-1	-2	-3	-4	-5	-6
Any Bow					-1	-2	-3	-4	-5
Club						-1	-2	-3	-4
Dagger								-1	-2
Flail			-1	-2	-3	-4	-5	-6	-7
Javelin							-1	-2	-3
Lance, Mounted				-1	-2	-3	-4	-5	-6
Mace				-1	-2	-3	-4	-5	-6
Morning Star				-1	-2	-3	-4	-5	-6
Pole Arms			-1	-2	-3	-4	-5	-6	-7
Sling								-1	-2
Spear							-1	-2	-3
Sword, Long or Short					-1	-2	-3	-4	-5
Sword, Two-handed	-1	-2	-3	-4	-5	-6	-7	-8	-9

ARMOR Armor Class	Melee Turn					
Class	15	16	17	18	19	20
10						
9					-1	-2
8				-1	-2	-3
7			-1	-2	-3	-4
6			-1	-2	-3	-4
2-5	-1	-2	-3	-4	-5	-6

ARMOR CLASS TABLE

Class	Description
10	No protection
9	Shield only
8	Furs or skins
7	Furs or skins and shield
6	Cured hide or plant fiber armor, partial carapace
5	Cured hide or plant fiber armor and shield
4	Sheath* and piece metal armors, total carapace
3	Powered plate and plastic armors*
2	Powered alloy, energized, inertia, powered scout & battle armors*
1	Powered attack & assault armors*

*For a description see ARTIFACTS AND EQUIPMENT section.

COMMON ITEMS — TRADE VALUES

ITEMS	DOMARS	GOLD
Standard cut and thrust weapons	50	10
Heavier and larger weapons	75	15
Shield	50	10
Armor	300	60
Bow	75	15
Quiver of 15 arrows	10	2
Crossbow	100	20
Case with 15 crossbow bolts	10	2
Clothing, back pack, woven goods, etc.	5	1
Traveling supplies (rope, lantern, etc.)	5	1
Special food stores (wine skin, dried foods), per week	5	1
Unusual items (mirrors, oil flake, etc.)	15	3
Riding beasts (non-horselike)	200	40
Riding beasts (horselike)	300	60
Riding equipment (saddle, saddle bags, etc.)	75	15
Small carts, wagons, and rafts	250	50
Large carts, wagons, and rafts	400	80
Small boats and canoes	500	100
Large boat with sail and oars	1000	200

ARTIFACT TABLES

ARTIFACT CONDITION:

Die Roll	Condition of Artifact	Chance of Functioning
2-5	Obviously Broken	0%
6-7	Poor	20%
8-9	Fair	40%
10	Good	60%
11	Excellent	80%
12	Perfect	100%

ARTIFACT CATEGORY:

01-10%	Pistol
11-20%	Rifle
21-30%	Other Energy Weapon
31-40%	Grenade
41-50%	Bomb or Missile
51-60%	Armor
61-70%	Vehicle
71-80%	Miscellaneous Energy Device
81-90%	Robotic Unit
91-100%	Medical Equipment

Pistols (1d6)

1. Slug Thrower
2. Needler
3. Stun Ray
4. Laser Pistol
5. Mark V Blaster
6. Black Ray Gun

Rifles (1d4)

1. Stun Rifle
2. Laser Rifle
3. Mark VII Rifle
4. Fusion Rifle

Energy Weapons: (1d4)

1. Vibro Dagger
2. Vibro Blade
3. Energy Mace
4. Stun Whip

Grenades: (1d6)

1. Gas
2. Chemical Explosive
3. Fragmentation
4. Energy
5. Photon
6. Torc

*Bombs or Missiles: (2d6)**

1. Small Damage Pack
2. Concentrated Damage Pack
3. Fission Bomb
4. Fusion Bomb

5. Concussion Bomb
6. Matter Bomb
7. Negation Bomb
8. Neutron Bomb
9. Trek Bomb
10. Mutation Bomb
11. Micro-Missile
12. Mini-Missile
13. Surface Missile
14. Neutron Missile
15. Negation Missile
16. Fission Missile

Miscellaneous Energy Devices: (1d12)

1. Portent
2. Energy Cloak
3. Control Baton
4. Communication Sender
5. Medi-kit
6. Anti-grav Sled
7. Ultra-violet and Infra-red Goggles
8. Chemical Energy Cells
9. Solar Energy Cells
10. Hydrogen Energy Cell
11. Atomic Energy Cells
12. Energy Cell Charger

Medical Equipment: (1d12)

1. Pain Reducer
2. Mind Boosters
3. Sustenance Dose
4. Interra Shot
5. Stim Dose
6. Cur-in Dose
7. Suggestion Change
8. Accelera Dose
9. Anti-radiation Serum
10. Rejuv-chamber
11. Stasis Chamber
12. Life Ray

Armor: (1d10)

1. Sheath Armor
2. Powered Plate Armor
3. Powered Alloyed Plate Armor
4. Plastic Armor (unpowered)
5. Energized Armor
6. Inertia Armor
7. Powered Scout Armor
8. Powered Battle Armor
9. Powered Attack Armor
10. Powered Assault Armor

Vehicles: (1d8)

1. Civilian Internal Combustion
2. Military Alcohol Combustion
3. Turbine Car
4. Hover Car
5. Flit Car
6. Environmental Car
7. Bubble Car
8. Others

*Robotic Units: (2d6)***

1. Light Cargo Lifter
2. Heavy Cargo Lifter
3. Small Cargo Transport
4. Large Cargo Transport
5. Ecology Bot (Agricultural)
6. Ecology Bot (Wilderness)
7. Engineering Bot (Standard)
8. Engineering Bot (Light Duty)
9. Engineering Bot (Heavy Duty)
10. Medical Robotoid
11. General Household Robotoid
12. Security Robotoid
13. Supervisory Borg
14. Defense/Attack Borg
15. Warbot
16. Death Machine
17. Permanent Cybernetic Installation
18. Think Tank

POISON MATRIX

		Strength of Poison																	
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
C O N S T I T U T I O N	18	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D		
	17	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	
	16	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	
	15	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D
	14	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D
	13	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D
	12	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D
	11	*	*	*	*	*	1	2	D	D	D	D	D	D	D	D	D	D	D
	10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D
	9	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D
	8	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D
	7	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

RADIATION MATRIX

		Radiation Intensity Level																	
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
C O N S T I T U T I O N	18	0	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D	
	17	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D
	16	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D
	15	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D
	14	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D
	13	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D
	12	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D
	11	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D
	10	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D
	9	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D
	8	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D
	7	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	6	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	5	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

ENCOUNTERS TABLE

Die Roll	Terrain						
1	Clear	Mountains	Forest	Desert	Water Areas	Ruins	Radioactive Zones
2	Yaxil	Podog	Win Seen	Obb	Crep Plant	Badder	Sert
3	Horl Choo	Kep	Kai Lin	Sep	Seroon Lou	Arn	Blight
4	Centisteed	Zeethh	Horl Choo	Hisser	Ber Lep	Serf	Hisser
5	Perth	Ert	Gren	Soul Besh	Win Seen	Yexil	Android
6	Zeethh	Hoop	Herp	Sleeth	Narl Ep	Orlen	Blaash
7	Hoop	Arn	Obb	Parn	Terl	Ark	Zarn
8	Sleeth	Yexil	Hisser	Podog	Menarl	Android	Robotic Unit
9	Brutorz	Blight	Ert Telden	Yexil	Fleshin	Robotic Unit	Tribesmen
10	Zarn	Crep Plant	Robotic Unit	Blaash	Cren Tosh	Hoop	Parn
11	Hopper	Android	Arn	Kep	Barl Nep	Tribesmen	Cryptic
12	Robotic Unit	Cal Then	Soul Besh	Kai Lin	Ert Telden	Sleeth	Alliance
13	Badder	Parn	Centisteed	Perth	Fen	Cryptic	No Encounter
14	Arn	Robotic Unit	Blaash	Serf	Keeshin	Alliance	
15	Herp	Orlen	Pineto	Tribesmen	Herkel	No Encounter	
16	Blaash	Tribesmen	Ark	Android	Ert		
17	Rakox	Hisser	Perth	Robotic Unit	Android		
18	Android	Herp	Sep	Cal Then	Badder		
19	Tribesmen	Zarn	Serf	Blight	Robotic Unit		
20	Podog	Sep	Badder	Zarn	Tribesmen		
	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance	Cryptic Alliance		

METRIC/ENGLISH CONVERSIONS

DISTANCE/LENGTH:

- 1 kilometer (km) = 1000 meters (m) = .62 mile
- 1 meter = 100 centimeters (cm) = 3.28 feet = 1.09 yards
- 1 centimeter = 10 millimeters (mm) = .39 inch
- 1 mile = 1.61 kilometers
- 1 yard = 3 feet = .91 meter
- 1 inch = 2.54 centimeters = 25.4 millimeters

Approximations:

- 1 kilometer = 5/8 mile
- 1 mile = 1-3/5 kilometers
- 1 meter = 1 yard
- 1 inch = 2.5 centimeters

WEIGHT:

- 1 metric ton (m ton) = 1000 kilograms (kg) = 1.1 tons
- 1 kilogram (or kilo) = 1000 grams (g) = 2.2 pounds
- 1 gram = .035 ounce
- 1 ton = 2000 pounds = .91 metric ton
- 1 pound = 32 ounces = 450 grams
- 1 ounce = 28.3 grams

CAPACITY:

- 1 liter (l) = 1000 milliliters (ml) = 1.06 quarts = 33.8 ounces
- 1 milliliter = 1 cubic centimeter (cc) = .034 ounce
- 1 cubic centimeter = .06 cubic inch
- 1 quart = 32 ounces = .95 liter

1 ounce = 29.6 milliliters

1 cubic inch = 16.39 cubic centimeters = .55 ounce

Approximations:

- 1 cubic meter = 1000 liters = 35 cubic feet = 261.88 gallons
- 1 cubic foot = 7.48 gallons = 28,322 cubic centimeters = 28.43 liters

SPEED:

- 1 kilometer per hour (kph) = .62 miles per hour (mph)
- 1 mile per hour = 1.61 kilometers per hour

TABLE OF APPROXIMATIONS

kph	to mph	mph	to kph
2	1	2	3
5	3	5	8
10	6	10	16
16	10	15	24
20	12	20	32
24	15	25	40
32	20	30	48
40	25	40	64
48	30	50	80
50	31	55	89
60	37	60	96
75	47	75	121
96	60	80	129
100	62	100	161

MONSTER & TREASURE LISTINGS

These lists of the creatures and "treasures" of GAMMA WORLD can be used by the referee when a situation calls for a random encounter or when he is setting up his campaign and placing the creatures for "set" encounters. *Feel free to modify the strengths or numbers of creatures if they are too tough for your players.* The "treasures" — which are not always valuable, or whose value is not always readily apparent — can be similarly used (and modified if desired, especially in regard to working condition). To randomly select a creature, simply locate the table that corresponds to the type of terrain in the appropriate area and roll percentile dice (2d10). This will give a listing, with the number of creatures encountered shown in parentheses. The last 15 listings under each table indicate encounters with various aquatic creatures and plants; this simply means the players have come upon a stream, pool, oasis, swamp or similar body of water. If you, as referee, do not allow for such a body of water on your campaign map, you need simply roll again. Treasures can be randomly chosen by rolling percentile dice again. Remember that when describing treasures to players, you should cloak your description in such a way that their identity will not be readily apparent to them (additionally, several items on the list are totally unrelated to anything known to 20th Century minds, so these will be totally mystical unless you decide upon further details...).

The following abbreviations are used in the listings:

HP: number of hit points each creature can take

AC: armor class of the creature

Move: movement rate for the creature, ground/flying/swimming

AT: types of attacks, such as with weapons, teeth, claws, mutations, etc.

MU: additional physical and mental mutations (other than those affecting movement and combat)

m: meters

Note that as a rule only intelligent creatures will have treasure with them, though some creatures are themselves considered valuable. (See the section under ENCOUNTERS for a complete description of each creature.) When an artifact is indicated, roll on the artifacts table in the rules.

CLEAR OR DESERT TERRAIN

01. **Zam** (1) HP: 13; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
02. **Hoppers** (6) HP: 14, 2 × 13, 3 × 11, AC: 9; Move: 12, hop 24; AT: none; MU: *chameleon powers*.
03. **Obb** (1) HP: 43; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws for 3d6 damage each; MU: total resistance to radiation, light (laser), and heat attacks.
04. **Blaash** (4) HP: 60, 56, 54, 41; AC: 8; Move: 6/15; AT: radiate intensity 18 radiation (5m radius); MU: none.
05. **Sep** (3) HP: 60, 47, 46; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand, detect surface creatures at 50m range.
06. **Hoops** (15) HP: 60, 3 × 57, 55, 4 × 51, 3 × 50, 47, 2 × 43; AC: 9; Move: 18; AT: bows and slings, at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*. 1 artifact, 1 treasure.
07. **Podogs** (5) HP: 2 × 17, 16, 15, 12; AC: 5; Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
08. **Steeth** (6) HP: 75, 64, 63, 56, 51, 49; AC: 5; Move: 12; AT: all have sword and bow, leader has 5 *sleep gas grenades*; MU: *telepathy, precognition*, negate any force field (30m radius).
09. **Yexll** (2) HP: 42, 35; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
10. **Tribesmen** (30) HP: 72, 8 × 58, 21 × 52; AC: 8; Move: 9; AT: crossbows and javelins; MU: none. 2 treasures.
11. **Ecology Bot-Wilderness** (1) HP: 80; Move: 96 kph; AT: see listing in rule book; MU: in a *wild* state.
12. **Knights of Genetic Purity** (7) HP: 80, 75, 3 × 67, 59, 58; AC: 5; Move: 9; AT: lances and swords, strongest has *vibro blade*; MU: none. 2 artifacts. Mounted on **Podogs** (7) HP: 15 each; AC: 8; Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
13. **Zeeths** (63) HP: 2 each; AC: 10; Move: none; AT: teleport seeds into warm body for 2d6 damage each; MU: none.
14. **Worker Androids** (2) HP: 40 each; AC: 5; Move: 12; AT: swords; MU: none.
15. **Centsteed** (1) HP: 32; AC: 9; Move: 30; AT: none; MU: *force field*

generation, increased metabolism.

16. **Zam** (1) HP: 18; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
17. **Blighta** (3) HP: 50, 47, 35; AC: 9; Move: 2/10; AT: bite does 3d6 damage, constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee turns, totally resistant to radiation, heat, and sonic attacks.
18. **Hopper** (1) HP: 15; AC: 9; Move: 12, hop 24; AT: none; MU: *chameleon powers*. Trained, but loose.
19. **Serfs** (4) HP: 45, 40, 39, 38; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation, density control (others), life leech, death field generation, mental blast*, MU: *heightened strength, partial carapace, telepathy*. Strongest has *stun ray pistol*. 1 treasure.
20. **Small Cargo Transport** (1) HP: 90; AC: 3; Move: 48 kph; AT: none; MU: none. Non-operational.
21. **Kep** (1) HP: 80; AC: 2; Move: none; AT: squeeze roots do 5d6 damage; MU: none.
22. **Archivists** (13) HP: 72, 66, 4 × 61, 4 × 57, 56, 2 × 50; AC: 7; Move: 9; AT: *massmind, reflection, radiated eyes, pyrokinesis*; MU: *teleportation*. 2 artifacts, 3 treasures.
23. **Perth** (2) HP: 33, 30; AC: 4; Move: none; AT: emit radiation of random intensity if disturbed, emit 1-4 random radiations if damaged MU: none.
24. **Yexll** (1) HP: 38; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range) MU: totally resistant to cold attacks.
25. **Obb** (1) HP: 36; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws do 3d6 damage each; MU: totally resistant to radiation, light (laser), and heat attacks.
26. **Warrior Androids** (4) HP: 75 each; AC: 4; Move: 15; AT: *vibro blades*; MU: none. Led by **Thinker Android** (1) HP: 50; AC: 6; Move: 12; AT: *fusion rifle*; MU: none.
27. **Hori Choo** (1) HP: 60; AC: 5; Move: 6; AT: 21 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90 meter range); MU: none.
28. **Hoops** (8) HP: 84, 75, 60, 59, 4 × 52; AC: 9; Move: 18; AT: at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*. 2 artifacts.
29. **Tribesman** (40) HP: 80, 2 × 75, 7 × 69, 18 × 61, 12 × 57; AC: 7; Move: 9/12; AT: spears and bows; MU: *smaller* (1.2m), *wings, mass mind*,

- illusion generation*. 1 treasure.
30. **Kai Lin** (3) HP: 50, 47, 46; AC: 6; Move: 10; AT: *electrical generation, radiated eyes*; MU: *attraction odor, radiation resistant bark*.
31. **Rakox** (9) HP: 55, 50, 4 × 42, 3 × 37; AC: 6; Move: 9; AT: up to 3 of 8 horns do 1d6 damage each, double if *charge* move; MU: *partial carapace*.
32. **Sleaths** (5) HP: 79, 78, 69, 61, 60; AC: 5; Move: 12; AT: bows and spears; MU: *telepathy, precognition*, negate any force field (30m radius).
33. **Badders** (11) HP: 36, 32, 27, 4 × 24, 23, 3 × 19; AC: 4; Move: 12; AT: bite does 1d6 damage, javelins, and swords, leader has *stun whip*; MU: *empathy*. 1 treasure.
34. **Friends of Entropy** (20) HP: 66, 64, 58, 5 × 53, 7 × 47, 5 × 41; AC: 6; Move: 9; AT: clubs and battle axes, strongest has *radiated eyes*; MU: none. 2 treasures.
35. **Arms** (6) HP: 40, 32, 30, 23, 20, 19; AC: 9; Move: 3/16; AT: bite does 2d6 damage; MU: none.
36. **Hissers** (80) HP: 102, 90, 28 × 76, 30 × 62, 20 × 49; AC: 3; Move: 12; AT: scimitars (short swords), *sonic attack ability*; MU: *telepathy, mass mind*, totally resistant to laser and sonic attacks. 2 artifacts.
37. **Brutorz** (2) HP: 68, 47; AC: 7; Move: 18; AT: 2 forehoofs kick for 2d6 damage each, bite does 3d6 damage; MU: *precognition*. Trained, but loose.
38. **Cal Then** (1) HP: 30; AC: 9; Move: 4/12; AT: mandibles cause 10d6 crushing damage; MU: totally resistant to heat and cold attacks.
39. **Serfs** (2) HP: 30, 26; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation, density control (others), life leech, death field generation, mental blast*; MU: *heightened strength, partial carapace, telepathy*. 1 treasure.
40. **Herp** (1) HP: 62; AC: 3; Move: 10; AT: squirts acid stream for 15d6 damage (30m range); MU: wing case *reflects* sonic attacks.
41. **Parn** (4) HP: 30 each (plus 18 per antenna); AC: 6 (5 for the antennae); Move: 6/16; AT: 14 barbed spines do 2d6 each (50m range), each of the 4 antennae has a sword like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's armor class is reduced by 3 classes.
42. **Soul Besh** (1) HP: 21; AC: 8; Move: 9; AT: proboscis does 1d6 damage, injects intensity 18 poison, sucks blood for 12 hit points per melee turn; MU: *chameleon powers*.
43. **Zam** (1) HP: 20; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
44. **Podogs** (6) HP: 18, 15, 10, 9, 6, 5; Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
45. **Hoops** (12) HP: 62, 60, 4 × 41, 5 × 29, 27; AC: 9; Move: 18; AT: at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*. 1 artifact.
46. **Brotherhood of Thought** (3): **Pure Strain Human** (1) HP: 71; AC: 5; Move: 9; AT: sword and spear; MU: none. **Mutated Humanoid** (1) HP: 46; AC: 8; Move: 6/15; AT: dagger, siling; MU: *smaller* (.5m), *wings, light wave manipulation*. **Mutated Weasel** (1) HP: 90; AC: 6; Move: 15; AT: bite does 2d6, 2 claws do 1d6 each, *radiated eyes*; MU: *larger* (2.2m long), *heightened intelligence*.
47. **Yexil** (2) HP: 41, 34; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
48. **Tribesmen** (76) HP: 92 (leader), 3 × 76, 9 × 65, 63 × 46; AC: 6 (leader has AC5); AT: 2 scimitars (long sword), leader has *radiated eyes*; MU: tribesmen are *ambidextrous* and can use two weapons simultaneously.
49. **Horl Choo** (1) HP: 39; AC: 5; Move: 6; AT: 17 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90m range); MU: none.
50. **Security Robotoid-Mark II** (2) HP: 72 each; AC: 2; Move: 96 kph; AT: as *security robotoid*, plus has 2 built-in *laser rifles*; MU: none. This is identical to the *security robotoid* in the rule book, with the addition of the *laser rifles* plus a 30 point *energy shield* with armor class 1 and self-charging *solar batteries*. Both units are *wild*.
51. **Obb** (1) HP: 35; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws for 3d6 damage each; MU: total resistance to radiation, light (laser) and heat attacks.
52. **Hissers** (8) HP: 52, 7 × 43; AC: 3; Move: 12; AT: *life leech, sonic pistols* do 3d6 damage (effective range is 50m), powered by *hydrogen energy cell*, 20 shots per cell; MU: *telepathy, mass mind*, tqially resistant to laser and sonic attacks, 4 extra hydrogen energy cells.
53. **Parns** (2) HP: 40, 31 (plus 18 per antenna); AC: 6 (5 for the antennae);
- Move: 6/16 AT: 11 barbed spines do 2d6 each (50m range), each of the 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponents armor class is reduced by 3 classes
54. **Horl Choo** (1) HP: 83; AC: 5; Move: 6; AT: 27 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90 meter range); MU: none.
55. **Zeethhs** (47) HP: 2 each; AC: 10; Move: none; AT: teleport seeds into warm body for 2d6 damage each; MU: none.
56. **Perth** (5) HP: 39, 32, 28, 26, 25; AC: 4; Move: none; AT: emit radiation of random intensity if disturbed, emit 1-4 random radiations if damaged; MU:none.
57. **Podogs** (9) HP: 24, 5 × 17, 3 × 12; AC: 5; Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
58. **Rlighth** (3) HP: 36, 31, 28; AC: 9; Move: 2/10; AT: bite does 3d6 damage, constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee turns, totally resistant to radiation, heat, and sonic attacks.
59. **Serfs** (2) HP: 42, 38; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation, density control (others), life leech, death field generation, mental blast*; MU: *heightened strength, partial carapace, telepathy*.
60. **Rakox** (13) HP: 6 × 57, 7 × 51; AC: 6; Move: 9; AT: up to 3 of 8 horns do 1d6 damage each, double if *charge* move; MU: *partial carapace*.
61. **Arms** (4) HP: 41, 34, 33, 20; AC: 9; Move: 3/16; AT: bite does 2d6 damage; MU: none.
62. **Brutorz** (7) HP: 56, 55, 3 × 48, 41, 40; AC: 7; Move: 18; AT: 2 forehoofs kick for 2d6 damage each, bite does 3d6 damage; MU: *precognition*.
63. **Zoopremists** (8): **Hissers** (2) HP: 54, 49; AC: 3; Move: 12; AT: *repulsion field*; MU: *telepathy, mass mind*, totally resistant to laser and sonic attacks. **Hoops** (2) HP: 60, 42; AC: 9; Move: 18; AT: at touch can turn metal to rubber in 1m radius, *blaster rifles*; MU: *telepathy, mass mind*. **Obbs** (4) HP: 48, 41, 36, 35; AC: 10; AT: blast of intensity 16 radiation, 2 claws do 3d6 damage each; MU: total resistance to radiation, light (laser), and heat attacks. 3 treasures.
64. **Hoops** (12) HP: 60, 57, 4 × 54, 41; AC: 9; Move: 18; AT: a touch can turn metal to rubber in 1m radius, spears, and bows; MU: *telepathy, mass mind*. 1 (non-weapon) artifact.
65. **Seps** (3) HP: 85, 67, 64; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand, detect surface creatures at 50m range.
66. **Kai Lin** (2) HP: 35, 33; AC: 6; Move: 10; AT: *electrical generation, radiated eyes*; MU: *attraction odor, radiation resistant bark*.
67. **Badders** (9) HP: 30, 27, 4 × 24, 23, 20, 18; AC: 4; Move: 12; AT: bite does 1d6 damage, 8 have *slug pistols* with *explosive slugs* (30 per clip) doing 2d6 damage each, leader has *Mark V blaster pistol*; MU: *empathy*. 1 extra clip of slugs each, leader has 2 extra *hydrogen energy cells*.
68. **Cal Then** (1) HP: 26; AC: 9; Move: 4/12; AT: mandibles cause 10d6 crushing damage; MU: totally resistant to heat and cold attacks.
69. **Tribesmen** (34) HP: 72, 68, 63, 8 × 57, 13 × 52, 10 × 49; AC: 6; Move: 9; AT: swords, javelins (4 each) *electrical generation* of a special sort allows them to "charge" the javelins so that they deliver 2d6 electrical damage in addition to the normal 1d6 javelin damage; MU: *partial carapace, force field generation, mass mind*.
70. **Hoppers** (2) HP: 12, 11; AC: 9; Move: 12, hop 24; AT: none; MU: *chameleon powers*.
71. **Yexil** (4) HP: 41, 37, 36, 29; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
72. **Blaash** (8) HP: 52, 49, 48, 3 × 41, 40, 33; AC: 9; Move: 6/15; AT: radiate intensity 18 radiation (5m radius) MU: none.
73. **Soul Besh** (1) HP: 24; AC: 8; Move: 9; AT: proboscis does 1d6 damage, injects intensity 18 poison, sucks blood for 12 hit points per melee turn; *chameleon powers*.
74. **Herp** (1) HP: 63; AC: 3; Move: 10; AT: squirts acid stream for 15d6 damage (30m range); MU: wing case *reflects* sonic Attacks.
75. **Centsteed** (1) HP: 22; AC: 9; Move: 30; AT: none; MU: *force field generation, increased metabolism*.
76. **Engineering Bot-Heavy Duty** (1) HP: 200; AC: 2; Move: 40 kph; AT: see listing in rule book; MU: none. Unit needs new energy cells.
77. **Zam** (1) HP: 11; AC: 7; Move: Teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.

78. **Obb** (1) HP: 29; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws for 3d6 damage each; MU: total resistance to radiation, light (laser) and heat attacks.
79. **Hissers** (10) HP: 57, 56, 51, 3 × 47, 2 × 44, 2 × 42; AC: 3; Move: 12; AT: *sonic attack ability*, swords; MU: *mass mind, telepathy*, totally resistant to laser and sonic attacks. 1 treasure.
80. **Kep** (1) HP: 72; AC: 2; Move: none; AT: squeeze roots do 5d6 damage; MU: none
81. **Warrior Androids** (6) HP: 75 each; AC: 4; Move: 15; AT: swords; MU: none.
82. **Badders** (7) HP: 27, 25, 24, 20, 19, 18, 13; AC: 4; Move: 12; AT: bite does 1d6 damage, short swords and crossbows; MU: *empathy*.
83. **Sep** (1) HP: 91; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand, detect surface creatures at 50m range.
84. **Arns** (3) HP: 24, 22, 19; AC: 9; Move: 3/16; AT: bite does 3d6 damage; MU: none.
85. **Hoops** (12) HP: 45, 42, 3 × 40, 4 × 37, 36, 2 × 31; AC: 9; Move: 18; AT: javelins, at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*. 1 treasure.
86. **Fleshin** (1) HP: 23; AC: 8; Move: -5/9; AT: intensity 15 poison dorsal fin. can *shape change* into a *sleeth* with all that creature's abilities; MU: none.
87. **Seroon Lou** (7) HP: 26, 21, 20, 3 × 19, 16; AC: 8; Move: 3; AT: each has 13 *manipulation vines* which will do 1d6 clubbing damage each; MU: none.
88. **Crep Plant** (4) HP: 57, 53, 52, 47; AC: 3; Move: 1; AT: *death field generation, molecular disruption, life leech, mobility, 2 manipulation vines* each, *parasitic attachment*; MU: none.
89. **Herkel** (3) HP: 12, 10, 9; AC: 9; Move: -1/8; AT: bite does 6d6 damage, scales covered with intensity 18 contact poison; MU: none.
90. **Win Seen** (1) HP: 63, 52; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison; MU: none.
91. **Ert Telden** (4) HP: 37, 32, 29, 26; AC: Move: -1/9; AT: when removed from water bursts into flames doing 5d6 damage, 2nd round explodes doing 10d6 damage; MU: none.
92. **Fen** (9) HP: 52, 46, 38, 37, 36, 34, 2 × 30, 28; AC: 7; Move: 3/8/12; AT: tail *clubs* for 6d6 damage, tridents (as javelins); MU: totally resistant to radiation, poison resistance of 18, reflects heat and light (laser) attacks for 5 melee rounds, *shapechange*. 1 treasure.
93. **Keeshin** (1) HP: 42; AC: 3; Move: *telekinetic flight*; AT: *telekinesis, telekinetic arm, life leech, de-evolution, mental blast, cryokinesis, reflection*; MU: *force field generation*. Can use any two per melee round. 3 artifacts, 4 treasures.
94. **Narl Ep** (1) HP: 67; AC: 3; Move: none; AT: 16 squeeze vines do 2d6 damage each; MU: seeds emit *sonic blast* for 3d6 damage when cracked open.
95. **Cren Toeh** (1) HP: 48; AC: 3; Move: 12/11/2; AT: can *shapechange* into any type of lizard (such as a *sleeth*) with all that creature's abilities; MU: none. 3 treasures.
96. **Tribesmen** (62) HP: 12 each; AC: 6; Move: 4/15/12; AT: intensity 12 paralyzing poison, suck blood for 1d6 per melee round, daggers; MU: *light generation, wings, gills*. These .3 meter high humanoids are pale blue-green in color, long-limbed, and possess a retractable mosquito-like proboscis through which they feed. They build fantastically intricate underwater cities of stone. 7 treasures.
97. **Ber Lep** (5) HP: 56, 52, 43, 40, 38; AC: 6; Move: none; AT: none; MU: if injured, will teleport up to 30m away.
98. **Menari** (1) HP: 17; AC: 6; Move: 6/1/6; AT: none; MU: *heightened strength*.
99. **Bari Nep** (1) HP: 47; AC: 3; Move: -1/20; AT: secretes intensity 18 radioactive oil; MU: none.
100. **Tord** (4) HP: 34, 32, 21, 20; AC: 5; Move: *telekinetic flight*; AT: *cryokinesis* and *sonic attack ability* can be used simultaneously, bite does 2d6 damage; MU: none.
- MU: none.
03. **Tribesmen** (47) HP: 96, 92, 8 × 83, 21 × 76, 16 × 70; AC: 5; Move: 12; AT: large swords (as two-handed sword), large fan-like shields with sharp edges (1d6 damage), collectively emit cloud of intensity 10 noxious gas which causes nausea for two melee rounds and then unconsciousness; MU: *taller* (3m), *skin structure change* (a tough bark-like skin), *regeneration*.
04. **Badder** (20) HP: 36, 27, 4 × 25, 12 × 20, 18, 17; AC: 4; Move: 12; AT: bite does 1d6 damage, crossbows, swords; MU: *empathy*. 1 artifact, 2 treasures.
05. **Hoops** (14) HP: 47, 45, 3 × 41, 6 × 36, 34, 2 × 30; AC: 9; Move: 18; AT: slings, at touch can turn metal into rubber in 1m radius; MU: *telepathy, mass mind*. 1 treasure.
06. **Arks** (2) HP: 31, 30; AC: 4; Move: 15; AT: *telekinesis, weather manipulation, life leech, clubs*; MU: *fear impulse* (large winged creatures).
07. **Ecology Bot — Wilderness** (1) HP: 80; AC: 3; Move: 96kph; AT: see listing in rule book; MU: none.
08. **Centstead** (1) HP: 20; AC: 9; Move: 30; AT: none; MU: *force field generation, increased metabolism*.
09. **Blaash** (7) HP: 61, 57, 56, 51, 48, 47, 42; AC: 9; Move: 8/16; AT: radiate intensity 18 radiation (5m radius); MU: none.
10. **Blight** (2) HP: 32, 30; AC: 9; Move: 2/10; AT: bite does 3d6 damage, constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee rounds, totally resistant to radiation, heat and sonic attacks.
11. **Zeeth** (36) HP: 3 each; AC: 6; Move: none; AT: teleport seeds into warm body for 2d6 damage each; MU: none.
12. **Serfs** (4) HP: 36, 35, 31, 30; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation, density control (others), life leech, death field generation, mental blast*; MU: *heighted strength, partial carapace, telepathy*. 1 artifact.
13. **Kep** (1) HP: 62; AC: 2; Move: none; AT: squeeze roots do 5d6 damage; MU: none.
14. **Thinker Androids** (2) HP: 50 each; AC: 6; Move: 12; AT: *stun ray pistols*; MU: none.
15. **Healers** (4) HP: 72, 67, 64, 53; AC: 10; Move: 12; AT: none; MU: 2 have none, one has double-strength *force field generation* with a 5m radius, 1 has *precognition* and *planar travel*. They have two backpack-size *med-kits* powered by solar cells.
16. **Obb** (1) HP: 25; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws do 3d6 damage each; MU: totally resistant to radiation, light (laser), and heat attacks.
17. **Arns** (3) HP: 27, 22, 19; AC: 9; Move: 3/16; AT: bite does 2d6 damage; MU: none.
18. **Crep Plant** (6) HP: 52, 50, 49, 46, 41, 40; AC: 9; Move: 1; AT: *death field generation, molecular disruption, life leech, mobility, 1 manipulation vine* each, *parasitic attachment*; MU: none.
19. **Sep** (2) HP: 37, 32; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand, detect surface creatures at 50 meter range.
20. **Win Seen** (4) HP: 54, 52, 46, 41; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison, *magnetic control* (50m radius); MU: *attraction odor*.
21. **Grens** (5) HP: 87, 82, 76, 59, 56; AC: 4; Move: 12; AT: bows; MU: none.
22. **Cal Then** (1) HP: 27; AC: 9; Move: 4/12; AT: mandibles cause 10d6 crushing damage; MU: totally resistant to heat and cold attacks.
23. **Pinetos** (3) HP: 12, 9, 7; AC: 4; Move: 18; AT: tail does 1d6 damage to armor classes 8, 9, and 10; MU: none.
24. **Seekers** (2) HP: 86, 82; AC: 10; Move: 9; AT: daggers; MU: none. 100 domars.
25. **Yexil** (1) HP: 36; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
26. **Herp** (1) HP: 67; AC: 3; Move: 10; AT: squirts acid for 15d6 damage (30m range); MU: wing case *reflects* sonic attacks.
27. **Hissers** (46) HP: 91, 84, 7 × 77, 15 × 72, 12 × 65, 10 × 60; AC: 3; Move: 12; AT: spears, *sonic attack ability, time field manipulation*; MU: *mass*

MOUNTAIN OR FOREST TERRAIN

01. **Kai Lin** (3) HP: 32, 30, 24; AC: 6; Move: 10; AT: *electrical generation, radiated eyes*; MU: *attraction odor, radiation resistant bark*.
02. **Perth** (5) HP: 37, 31, 29, 22, 20; AC: 4; Move: none; AT: emit radiation of random intensity if disturbed, emit 1-4 random radiations if damaged;

- mind, telepathy*, 1 artifact.
28. **Zarn** (1) HP: 17; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
29. **Soul Besh** (1) HP: 43; AC: 8; Move: 9; AT: proboscis does 1d6 damage, injects intensity 16 poison, sucks blood for 12 hit points per melee round; MU: *chameleon powers*.
30. **Podog-trained** (1) HP: 21; AC: 5 (8 if ridden); Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
31. **Hori Choo** (1) HP: 37; AC: 5; Move: 6; AT: 15 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90m range); MU: none.
32. **Parn** (2) HP: 42, 39 (plus 18 per antenna); AC: 6 (5 for antennae); Move: 6/16; AT: 17 barbed spines per parn do 2d6 damage each (50m range), each of 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's armor class reduced by 3 classes.
33. **Supervisory Borg** (1) HP: 75; AC: 2; Move: 96 kph; AT: none; MU: none, the unit is *inoperative*, its "brain" in a comatose state, as its nuclear plant needs replacement.
34. **Orien** (1) HP: 69; AC: 7; Move: 15; AT: double *telekinesis*, double *will force*, has a special *stasis ray rifle* (50m range) which "freezes" the subject into a state of suspended animation for 2-6 hours (2d4); MU: 4 arms, *telepathy*, 4 extra *hydrogen cells* for rifle, as one cell is good for only 4 shots.
35. **Crep plant** (2) HP: 76, 68; AC: 3; Move: 1; AT: *death field generation molecular disruption*, *life leech*, *mobility*, 2 *manipulation vines* each, *parasitic attachment*; MU: none.
36. **Arms** (6) HP: 23, 22, 20, 19, 17, 13; AC: 9; Move: 9/16; AT: bite does 2d6 damage; MU: none.
37. **Arks** (4) HP: 41, 33, 32, 29; AC: 4; Move: 15; AT: *telekinesis*, *weather manipulation*, *life leech*, clubs; MU: *fear impulse* (large winged creatures).
38. **Porth** (3) HP: 40, 37, 29; AC: 4; Move: none; AT: emit radiation of random intensity if disturbed, emit 1-4 random radiations if damaged; MU: none.
39. **Centisteeds** (2) HP: 21, 20; AC: 9; Move: 30; AT: none; MU: *force field generation*, *increased metabolism*.
40. **Tribesmen** (42) HP: 67, 65, 10 x 60, 12 x 54, 18 x 49; AC: 6; Move: 10; AT: bows and spears; MU: none. Mounted on huge **Mutated Dragonflies** (21) HP: 27 each; AC: 5; Move: 3/15; AT: scorpion-like stinger in tail does 2d6 damage plus injects intensity 13 poison; MU: *larger* (10m long).
41. **Hori Choo** (1) HP: 80; AC: 5; Move: 6; AT: 18 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90m range); MU: none.
42. **Badders** (27) HP: 46, 40, 2 x 37, 7 x 32, 11 x 26, 5 x 13; AC: 4; Move: 12; AT: bite does 1d6 damage, crossbows, javelins, swords, leader (strongest) has *blaster rifle*, 3 sub-leaders have *laser pistols*; MU: *empathy*, 2 artifacts, 3 extra *hydrogen energy cells*, *energy cell charger*, this is a "lord" and his band on the move, migrating to the nearest town of the Ancients.
43. **Serfs** (2) HP: 32, 27; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation*, *density control (others)*, *life leech*, *death field generation*, *mental blast*; MU: *heightened strength*, *partial carapace*, *telepathy*.
44. **Zeeths** (26) HP: 2 each; AC: 10; Move: none; AT: teleport seeds into warm body for 2d6 damage each; MU: none.
45. **Hoops** (12) HP: 70, 66, 4 x 60, 57, 5 x 54; AC: 9; Move: 18; AT: slings, at touch can turn metal to rubber in 1 m radius; MU: *telepathy*, *mass mind*, 1 treasure.
46. **Parn** (3) HP: 32, 31, 17 (plus 18 per antenna); AC: 6 (5 for antennae); Move: 6/16; AT: 11 barbed spines per parn do 2d6 each (50m range), each of 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's armor class is reduced by 3 classes.
47. **Obb** (1) HP: 41; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation, 2 claws for 3d6 damage each; MU: totally resistant to radiation, light (laser), and heat attacks.
48. **Win Seen** (4) HP: 44, 39, 36, 30; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison, *magnetic control* (50m radius); MU: *attraction odor*.
49. **Kep** (1) HP: 97; AC: 2; Move: none; AT: squeeze roots do 5d6 damage; MU: none.
50. **Podogs** (5) HP: 20, 18, 14, 13, 9; AC: 5; Move: 15; AT: bite does 2d6 damage; MU: can imitate attackers' sounds to gain initiative.
51. **Blights** (2) HP: 32, 30; AC: 9; Move: 2/10; AT: bite does 3d6 damage; constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee rounds, totally resistant to radiation, heat, and sonic attacks.
52. **Herp** (1) HP: 54; AC: 3; Move: 10; AT: squirts acid for 15d6 damage (30m range); MU: wing case *reflects* sonic attacks.
53. **Tribesmen** (81) HP: 97, 8 x 84, 27 x 76, 36 x 73, 9 x 71; AC: 10; Move: 12; AT: 2 claws do 1d6 damage each, plus intensity 12 poison; MU: *heightened strength*, *infravision*, sensitive to light. These are night-dwelling carrion-eaters, often razing small villages; at dawn they *meld* their minds (similar to a *mass mind*) and erect an opaque energy field (30m diameter), which has the following powers: delivers a 4d6 electrical bolt to any within 5m, absorbs 100 points per melee round, and possess *chameleon powers* so as to make it almost undetectable at any great distance.
54. **Yexlls** (3) HP: 42, 37, 36; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
55. **Orien** (1) HP: 47; AC: 7; Move: 15; AT: double *telekinesis*, double *will force*, intensity 9 poison claws, *de-evolution*; MU: 4-arms, 2 heads, *telepathy*, 1 treasure.
56. **Hissers** (6) HP: 36, 35, 32, 2 x 31, 29; AC: 3; Move: 12; AT: *sonic attack ability*, 2 have *repulsion field*, 2 have *pyrokinesis*, 2 have *total heal (others)* — identical to *total heal* but is applied by the mutant to another being; MU: *mass mind*, *telepathy*. These "runts" are outcasts from their matriarchy and will aid any who befriend them.
57. **Sep** (2) HP: 69, 67; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand, detect surface creatures at 50m range.
58. **Zarn** (1) HP: 16; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
59. **Cal Then** (1) HP: 30; AC: 9; Move: 4/12; AT: mandibles cause 10d6 crushing damage; MU: totally resistant to heat and cold attacks.
60. **Kai Lin** (4) HP: 47, 42, 36, 35; AC: 6; Move: 10; AT: *electrical generation*, *radiated eyes*; MU: *attraction odor*, radiation resistant bark.
61. **Grens** (13) HP: 102, 96, 4 x 87, 5 x 85, 79, 74; AC: 4; Move: 12; AT: slings; MU: none.
62. **Soul Besh** (1) HP: 32; AC: 8; Move: 9; AT: proboscis does 1d6, injects intensity 18 poison, sucks blood for 12 hit points per melee round; MU: *chameleon powers*.
63. **Iron Society** (12) HP: 79 each; AC: 3; Move: 9/15; AT: bite does 2d6 damage, two intensity 7 poison claws do 1d6 damage each, three horns do 1d4 each, *radiated eyes*, a *selective sonic blast* that affects everything in a cone shaped area .5m wide near the mutant, 20m long, and 5m wide at the limit of the effect; MU: *planar travel*. These winged humanoids have tough scaly bodies and resemble medieval gargoyles.
64. **Badders** (17) HP: 36, 32, 4 x 27, 25, 4 x 21; AC: 4; Move: 12; AT: bite does 1d6 damage, swords, slug thrower with *damage slugs* doing 2d6 damage each (slugs not propelled by energy cell but by a chemical charge within each slug, six slugs to a clip); MU: *empathy*, 1 treasure, 2 extra clips of damage slugs (these don't fit into a normal *slug thrower*).
65. **Blaash** (5) HP: 47, 45, 38, 37, 31; AC: 8; Move: 6/15; AT: emit intensity 18 radiation (5m radius); MU: none.
66. **Worker Androids** (6) HP: 40 each; AC: 5; Move: 12; AT: swords; MU: none.
67. **Pinetos** (2) HP: 10, 7; AC: 4; Move: 18; AT: tail does 1d6 damage to armor classes 8, 9, and 10; MU: none.
68. **Hori Choo** (1) HP: 42; AC: 5; Move: 6; AT: 26 throwing spines do 3d6 damage each, tipped with intensity 9 poison (90m range); MU: none.
69. **Monitor** (1) HP: 60; AC: 3; Move: 96 kph; AT: *stun ray*; MU: none. This robotic unit has the duty of monitoring a wildlife preserve and is to prevent "animals" from harming "humans" and vice versa. An "animal" is any being which isn't totally human in appearance. For the *stun ray*, roll a random radiation (3d6) and compare to the creature's constitution on the RADIATION MATRIX; a "D" or "M" result indicates the creature is stunned for 1-6 hours. While stunned the Monitor will move the parties up to 10km away with a tractor beam (can lift up to 500kg).
70. **Tribesmen** (172) HP: 100 females with 2 each, 72 males with 1 each; AC: 10; Move: 3/18; AT: tiny daggers do 1d6 damage per 10 females attacking, 1d6 per 6 males attacking, males also shoot a poison (2m range) which is 1 poison intensity level per 6 attacking; MU: *shorter (3cm)*, *wings*. These small humanoids live a hive-type existence. Only the females have wings.

71. **Hissers** (15) HP: 62, 60, 4 × 57, 56, 3 × 51, 5 × 48; AC: 3; Move: 12/18; AT: javelins (6 each), *sonic attack ability*, 2 strongest have *radiated eyes*; MU: *wings, telepathy, mass mind*, totally resistant to laser and sonic attacks.
72. **Arks** (3) HP: 33, 32, 27; AC: 4; Move: 15; AT: *telekinesis, weather manipulation, life leech*, clubs; MU: *fear impulse* (large winged creatures).
73. **Herp** (1) HP: 112; AC: 3; Move: 10; AT: squirts acid for 15d6 damage (30m range); MU: wing case *reflects* sonic attacks.
74. **Pam** (1) HP: 60 (plus 18 per antenna). AC: 6 (5 for antennae) Move: 6/16; AT: 12 barbed spines do 2d6 each (50m range), each of 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's armor class is reduced by three classes.
75. **Grens** (5) HP: 67, 65, 59, 58, 54; AC: 4; Move: 12; AT: swords and bows; MU: none.
76. **Hoops** (3) HP: 46, 42, 41; AC: 9; Move: 12; AT: spears, at touch can turn metal to rubber in 5m radius; MU: *telepathy, mass mind*.
77. **Centisteed** (1) HP: 42; AC: 9; Move: 30; AT: none; MU: *force field generation, increased metabolism*. Trained by loose.
78. **Warrior Androids** (3) HP: 75; AC: 4; Move: 15; AT: swords, *needler pistols* with intensity 17 poison darts; MU: none.
79. **Sep** (1) HP: 36; AC: 5; Move: 10; AT: bite does 9d6 damage; MU: telekinetic travel through sand detects surface creatures at 50m range.
80. **Pinetos** (6) HP: 12, 11, 3 × 10, 9; AC: 4; Move: 18; AT: tail does 1d6 damage to armor classes 8, 9, and 10; MU: none.
81. **Win Seen** (2) HP: 42, 39; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison, *magnetic control* (50m radius); MU: *attraction odor*.
82. **Ranks of the Fit** (27) HP: 127; 2 × 112, 9 × 62, 12 × 58, 3 × 51; AC: 6; Move: 12/15; AT and MU: strongest is a *mutated bull* who is immune to radiation, heat, and sonic attacks, with *military genius capability, mental defense shield, wings, radiated eyes*, and a *selective sonic attack* (see #63 above); next two are *hissers* matriarchs with *sonic attack ability, planar travel*, and *mass mind*; the next nine are *humanoids* with *pyrokinesis* and *vibro blades*; the next twelve are *wolfoid* creatures each with two claws doing 2d6 damage each, *mass mind, wings, and life leech*; the last three are *pure strain humans* with two *chemical explosive grenades* each. 4 treasures and two non-weapon artifacts.
83. **Obb** (1) HP: 32; AC: 10; Move: 1/15; AT: blast of intensity 16 radiation; 2 claws for 3d6 damage each; MU: total resistance to radiation, light (laser), and heat attacks.
84. **Kai Lin** (1) HP: 26; AC: 6; Move: 10; AT: *electrical generation, radiated eyes*; MU: *attraction odor*, radiation resistant bark.
85. **Tribesmen** (71) HP: 70, 4 × 72, 18 × 67, 21 × 65, 26 × 62, 61; AC: 8; Move: 12; AT: swords and spears; MU: none. 1 non-weapon artifact and three treasures are religious objects.
86. **Ert** (1) HP: 14; AC: 9; Move: -/18; AT: bite acts as intensity 12 poison, turning victim to stone on "D" result; MU: none.
87. **Barl Nep** (1) HP: 42; AC: 3; Move: -/120; AT: secretes intensity 18 radioactive oil; MU: none.
88. **Seroon Lou** (4) HP: 34, 32, 27, 21; AC: 8; Move: 3; AT: each has 11 manipulation vines which do 1d6 clubbing damage each; MU: none.
89. **Ber Lep** (2) HP: 37, 32; AC: 6; Move: none; AT: none; MU: if injured will *teleport* up to 30m away.
90. **Herkel** (7) HP: 22, 20, 19, 15, 14, 12, 9; AC: 9; Move: -/18; AT: bite does 6d6 damage, scales covered with intensity 18 contact poison; MU: none.
91. **Narl Ep** (1) HP: 97; AC: 3; Move: none; AT: 22 squeeze vines do 2d6 damage each; MU: seeds emit *sonic blast* for 3d6 damage when cracked open.
92. **Ert Telden** (3) HP: 42, 41, 33; AC: 6; Move: -/19; AT: when removed from water bursts into flames doing 5d6 damage, 2nd round explodes doing 10d6 damage; MU: none.
93. **Fen** (8) HP: 52, 51, 46, 43, 42, 3 × 39, 37; AC: 7; Move: 3/8/12; AT: tail clubs for 6d6 damage, spears; MU: totally resistant to radiation, poison resistance of 18, *reflects* heat and light (laser) attacks for 5 melee rounds, *shapechange*, 2 treasures.
94. **Keeshin** (1) HP: 34; AC: 3; Move: *telekinetic flight*; AT: *telekinesis, telekinetic arm, life leech, de-evolution, mental blast, cryokinesis, reflection*; MU: *force field generation*, can use any two per melee round. 1 artifact, 2 treasures.
95. **Win Seen** (2) HP: 77, 64; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison; MU: none.
96. **Cren Tosh** (1) HP: 62; AC: 3; Move: 12/-/12; AT: can *shapechange* into any type of lizard (such as *sleeth*) with all that creature's abilities; MU: none.
97. **Crap Plant** (3) HP: 90, 87, 62; AC: 3; Move: 1; AT: *death field generation, molecular disruption, life leech, mobility, 3 manipulation vines* each, *parasitic attachment*; MU: none.
98. **Menarl** (1) HP: 22; AC: 6; Move: 6/-/6; AT: 10 spears; MU: *heightened strength*.
99. **Fleshin** (1) HP: 41; AC: 8; Move: -/5/9; AT: intensity 15 poison dorsal fin, can *shape change* into a *sleeth* with all abilities; MU: none.
100. **Tarl** (4) HP: 47, 42, 31, 30; AC: 5; Move: *telekinetic flight*; AT: *cryokinesis* and *sonic attack ability* can be used simultaneously, bite does 2d6 damage; MU: none.

RUINS OR RADIOACTIVE ZONES

- 01-02. **Warrior Androids** (4) HP: 75 each; AC: 4; Move: 15; AT: spears and swords; MU: none. 1 non-weapon artifact.
- 03-04. **Serfs** (3) HP: 47, 42, 33; AC: 6; Move: 12; AT: intensity 8 poison claws: *light wave manipulation, density control (others), life leech, death field generation, mental blast*; MU: *heightened strength, partial carapace, telepathy*.
- 05-06. **Tribesmen** (26) HP: 82, 73, 6 × 67, 12 × 64, 61, 5 × 58; AC: 8; Move: 12; AT: *sonic attack ability*, spears; MU: *heightened strength*, totally resistant to sonic attacks. 3 treasures.
- 07-08. **Blight** (1) HP: 71; AC: 9; Move: 2/10; AT: bite does 3d6 damage, constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee rounds, totally resistant to radiation, heat, and sonic attacks.
- 09-10. **Hoops** (19) HP: 90, 87, 4 × 81, 6 × 74, 7 × 72; AC: 9; Move: 18; AT: *slug throwers*, at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*. 1 treasure, 2 artifacts.
- 11-12. **Badders** (10) HP: 32, 31, 4 × 27, 3 × 24, 23; AC: 4; Move: 12; AT: pole arms and morning stars, bite does 1d6 damage; MU: *empathy*. 1 treasure.
- 13-14. **Yexil** (1) HP: 31; AC: 6; Move: 4/15; AT: bite does 3d6 damage, laser eye-beam does 5d6 damage (25m range); MU: totally resistant to cold attacks.
- 15-16. **Blaash** (8) HP: 81, 80, 76, 73, 62, 2 × 57, 54; AC: 8; Move: 6/15; AT: radiate intensity 18 radiation (5m radius); MU: none.
- 17-18. **Arks** (4) HP: 25 each; AC: 4; Move: 15; AT: *telekinesis, weather manipulation, life leech*, clubs; MU: *fear impulse* (large winged creatures).
- 19-20. **Hissers** (17) HP: 81, 74, 3 × 69, 67, 5 × 61, 57, 3 × 54, 52, 51; AC: 3; Move: 12; AT: strongest has *stun whip*, all have flails, *sonic attack ability, radiated eyes*; MU: *telepathy, mass mind*, totally resistant to laser and sonic attacks. 2 treasures.
- 21-22. **Followers of the Voice** (21) HP: 92, 87, 81, 4 × 75, 74, 6 × 69, 7 × 63; AC: 7; Move: 10; AT: pole arms, *repulsion field*; MU: *mass mind, mental defense shield*. 1 non-weapon artifact, 2 treasures, and a *com unit* in communication with 2 similar groups close by and with their "master" — the nearest *main building computer*.
- 23-24. **Zam** (1) HP: 18; AC: 7; Move: *teleport*, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
- 25-26. **Orien** (1) HP: 61; AC: 7; Move: 15; AT: intensity 11 poison claws, double *telekinesis*, double *will force*; MU: 4 arms, 2 heads, *telepathy*.
- 27-28. **Arns** (2) HP: 38, 31; AC: 9; Move: 3/16; AT: bite does 2d6 damage; MU: none.
- 29-30. **Sleeths** (9) HP: 77, 72, 2 × 67, 2 × 65, 61, 60, 58; AC: 5; Move: 12; AT: 2 *stun grenades* each; MU: *telepathy, precognition*, negate any force field (30m radius).
- 31-32. **Defense/Attack Borg** (1) HP: 200, 100 point *energy screen*; AC: 1; Move: 96 kph; AT: see listing in rule book, unit out of grenades and missiles; MU: none. This unit somehow got *general household robotoid* programming and goes about "cleaning up" a block-sized area!
- 33-34. **Pam** (4) HP: 32, 31, 27, 24 (plus 18 per antenna); AC: 6 (5 for antennae); Move: 6/16; AT: 12 barbed spines per pam do 2d6 damage each (50m range), each of 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's

armor class reduced by 3 classes.

- 35-36. Tribesmen** (36) HP: 67,64,6 × 61,59,7 × 58,2 × 55,11 × 49,7 × 42; AC: 8; Move: 6/12; AT: javelins, intensity 10 poison stings in tails; MU: wings, feed on all forms of energy by absorbing it (making them immune to laser, radiation, and heat attacks), take double damage from cold and sonic attacks. They will often attack merely to be fired upon so that they can "feed."
- 37-38. Hoops** (18) HP: 90,82,81,4 × 76,72,67,5 × 61,3 × 56,54; AC: 9; Move: 18; AT: plastic *stun rods* (stun as the pistol, but opponent must be touched) with 10 charges each, recharged by 12 hours of sunlight, hoops at touch can turn metal to rubber in 1m radius; MU: *telepathy, mass mind*.
- 39-40. Serfs** (4) HP: 47,42,38,37; AC: 6; Move: 12; AT: intensity 8 poison claws, *light wave manipulation, density control (others), life leech, death field generation, mental blast*; MU: *heightened strength, partial carapace, telepathy*.
- 41-42. Badders** (9) HP: 31,30,3 × 27,24,22,2 × 19; AC: 4; Move: 12; AT: maces, strongest has *energy mace*, bite does 1d6 damage; MU: *empathy*. 2 treasures.
- 43-44. Archvists** (12) HP: 62,11 × 46; AC: 6; Move: 12; AT: strongest has *heat generation and time field manipulation*, the 11 each have *new body parts* (pincers which do 3d6 damage) and *paralysis gas generation*; MU: all have a *partial carapace* and are immune to the paralysis gas. 4 treasures.
- 45-46. Hissers** (10) HP: 54,52,47,5 × 42,41,40; AC: 3; Move: 12; AT: javelins, slings, *sonic attack ability, planar travel*; MU: *mass mind, telepathy*. 2 treasures, 1 non-weapon artifact.
- 47-48. Sleeth** (1) HP: 97; AC: 5; Move: 12; AT: double strength *repulsion field, mental defense shield*; MU: *telepathy, precognition*, negate any force field (30m radius).
- 49-50. Orien** (1) HP: 67; AC: 7; Move: 15; AT: double *telekinesis*, double *will force, de-evolution*, intensity 8 poison claws; MU: 4 arms, 2 heads, *telepathy*.
- 51-52. Arks** (3) HP: 32,31,26; AC: 4; Move: 15; AT: *telekinesis, weather manipulation, life leech*, clubs; MU: *fear impulse* (large winged creatures).
- 53-54. Worker Androids** (2) HP: 40 each; AC: 5; Move: 12; AT: none, but may use *atomic torch* to do 5d6 damage plus intensity 5 radiation; MU: none. Repairing a *small cargo transport*.
- 55-56. Blaash** (6) HP: 42,41,2 × 40,38,37; AC: 8; Move: 6/15; AT: radiate intensity 18 radiation (5m radius); MU: none.
- 57-58. Radioactivists** (28) HP: 112,91,90,11 × 82,10 × 76,4 × 73; AC: 10; Move: 12 (the last four move 10/16); AT: pole arms, the second 2 both have *radiated eyes*, the 11 have *heat generation*, the 10 have *magnetic control*, the 4 have *wings and repulsion field*; MU: none. The strongest is the leader, a slightly crazy *Pure Strain Human* who is totally resistant to radiation.
- 59-60. Pam** (1) HP: 52 (plus 18 per antenna); AC: 6 (5 for antennae); Move: 6/16; AT: 13 barbed spines do 2d6 each (50m range), each of 4 antennae has a sword-like barb which does 3d6 damage; MU: fights so effectively with antennae that opponent's armor class reduced by 3 classes.
- 61-62. Zam** (1) HP: 12; AC: 7; Move: teleport, 200m range; AT: intensity 16 poison spittle (5m range); MU: none.
- 63-64. Medical Robotoid** (1) HP: 36; AC: 3; Move: 96 kph; AT: none; MU: none. Non-operational.
- 65-66. Arns** (3) HP: 33,31,27; AC: 9; Move: 3/16; AT: bite does 2d6 damage; MU: none.
- 67-68. Blights** (4) HP: 42,36,35,31; AC: 9; Move: 2/10; AT: bite does 3d6 damage, constricts for 5d6 damage; MU: may become *invisible*, flash of light on becoming visible blinds for 1-4 melee turns, totally resistant to radiation heat, and sonic attacks.
- 69-70. Tribesmen** (27) HP: 67,62,6 × 60,12 × 54,7 × 41; AC: 7; Move: 10, burrow 3; AT: *electrical generation, heat generation, light generation*; MU: totally resistant to electrical, heat and cold attacks, these humanoids can *shape change* into 2m long worm-like creatures and burrow into the ground, where they live in the sewers and subways of Ancient cities.
- 71-72. Terl** (2) HP: 31,30; AC: 5; Move: *telekinetic flight*; AT: *cryokinesis* and *sonic attack ability* can be used simultaneously, bite does 2d6 damage; MU: none.
- 73-74. Fleshin** (5) HP: 50,47,44,39,35; AC: 7; Move: -15/9; AT: intensity 15 poison dorsal fin, can *shape change* into a *sleeth* with all that creature's abilities; MU: none.
- 75-76. Menarl** (4) HP: 17 each; AC: 6; Move: -1/16; AT: 2 swords; MU: *heightened strength*.
- 77-78. Crep Plant** (8) HP: 74,72,70,67,2 × 61,60,56; AC: 3; Move: 1; AT: *death field generation, molecular disruption, life leech, mobility, 4 manipulation vines* each, *parasitic attachment*; MU: none.
- 79-80. Win Seen** (3) HP: 37,36,31; AC: 9; Move: none; AT: emits *sonic attack* when touched, intensity 14 contact poison; MU: none.
- 81-82. Cren Tosh** (1) HP: 92; AC: 3; Move: 12/-1/12; AT: can *shape change* into any type of lizard (such as a *sleeth*) with all that creature's abilities; MU: none.
- 83-84. Keeshin** (1) HP: 29; AC: 3; Move: *telekinetic flight*; AT: *telekinesis, telekinetic arm, life leech, de-evolution, mental blast, cryokinesis, reflection*; MU: *force field generation*. Can use any 2 per melee turn. 2 treasures.
- 85-86. Fen** (2) HP: 52,41; AC: 7; Move: 3/8/12; AT: tail clubs for 6d6 damage, javelins; MU: totally resistant to radiation, poison resistance of 18, *reflects* heat and light (laser) attacks for 5 melee rounds, *shapechange*. 2 treasures.
- 87-88. Narl Ep** (1) HP: 64; AC: 3; Move: none, AT: 17 squeeze vines do 2d6 each; MU: seeds emit *sonic blast* for 3d6 damage when cracked open.
- 89-90. Ert Telden** (2) HP: 40,37; AC: 6; Move: -1/19; AT: when removed from water bursts into flames doing 5d6 damage, 2nd round explodes doing 10d6 damage; MU: none.
- 91-92. Herkel** (4) HP: 22,19,18,14; AC: 9; Move: -1/18; AT: bite does 6d6 damage, scales covered with intensity 18 contact poison; MU: none.
- 93-94. Ber Lep** (1) HP: 90; AC: 6; Move: none; AT: none; MU: if injured, will *teleport* up to 30m away.
- 95-96. Seroon Lou** (7) HP: 40,37,2 × 36,2 × 31,30; AC: 8; Move: 3; AT: each has 16 manipulative vines which will do 1d6 clubbing damage each; MU: none.
- 97-98. Barl Nep** (1) HP: 62; AC: 3; Move: -1/20; AT: secretes intensity 18 radioactive oil; MU: none.
- 99-100. Ert** (1) HP: 15; AC: 9; Move: -1/18; AT: bite acts as intensity 12 poison, turning victim to stone on a "D" result; MU: none.

TREASURE LIST

- Ballpoint pen — good condition
- Lamp — fair condition
- Slot machine — excellent condition
- Film can — excellent condition; containing a one-reel Mickey Mouse cartoon.
- Wind-up alarm clock — poor condition
- Pencil sharpener — good condition
- Electric fan — good condition
- Pleasure globe — excellent condition: when grasped firmly, gives holder pleasurable sensations.
- Wristwatch — poor condition
- Cigarette lighter — good condition, no fluid
- Automobile battery — excellent condition, drained
- Jerrycan — fair condition: rusty, but intact and full of high octane petrol.
- Carton of soap bars — fair condition (crumbly, but usable)
- Pocket color television — fair condition, no batteries.
- Attache case — poor condition, locks rusted shut, contains insurance papers.
- Instant movie camera — obviously broken
- Stamp machine — poor condition
- Marble lionhead — obviously broken off larger statue.

19. Leather pouch — containing 10-60 domars (10d6)
20. Hand calculator — perfect condition, no batteries
21. Bicycle pump — good condition
22. Parking meter — perfect condition
23. Stopwatch — good condition
24. Microwave oven — fair condition
25. Traffic light — obviously broken
26. Plastic container (unopened) — contains 1 kg. household cleanser
27. Aluminum cylinder set — each contains remains of fine cigar
28. Metal charcoal grill — good condition
29. Home laser optics projector (for light shows) — poor condition
30. Magnetic compass — perfect condition
31. T5-3 Sempia module — working, but barely audible
32. Duralloy cylinder — 15cm diameter, 1 meter long, 1 cm thick
33. Dog whistle — perfect condition
34. Telescope — obviously broken.
35. Rusted can (unopened) — contains spoiled sauerkraut, intensity 10 poison
36. Plastic case (sealed) — contains 8 packets of single "hallucination pills", each giving 4 hours of mental entertainment when ingested
37. "Mama" doll — fair condition
38. Hearing aid — poor condition
39. Eyeglasses — obviously broken
40. Jeweled gold crown — good condition, but missing a large stone in back
41. Cedar chest (locked) — containing assorted "old fashioned" (from the late 21st century) ladies' dresses in fair condition
42. Rollerball trophy — fair condition
43. Partial control panel (from a military hover car) — looks good, but is totally useless
44. Powered carving knife — fair condition, no battery
45. Cash register — obviously broken
46. Cuckoo clock — excellent condition, weights missing
47. Riding lawn mower — fair condition, blade broken, no fuel
48. Bicycle — poor condition, tires flat and rotted, frame bent
49. Togulen machine (civilian) — poor condition, instructions worn off
50. Polarizing sunglasses — perfect condition
51. Locket — good condition, contains 2 photographs
52. Scout knife — fair condition, some blades rusted shut
53. Soft drink vending machine — poor condition, empty
54. Ceramic coffee cup — chipped, shows image of Director of Genetic Security fused on side
55. Tuba — unusable (mashed flat by a steamroller)
56. Perforated pollinator — obviously brqken
57. Jungle gym — fair condition, rusted
58. Three folding metal chairs — good condition, but giving off intensity 5 radiation
59. Mounted collection of military medals (from wars between 2047 and 2133) — contains 10-100 medals (10d10)
60. Small pewter belt buckle — with cryptic writing (TSR Hobbies)
61. Velkon tube apparatus — excellent condition, 3 charges remaining
62. Manual typewriter — obviously broken
63. Scissors — perfect condition
64. Chest of antique coins — worth 50-500 domars (5d10 x 10)
65. Pair of retractable detractors — poor condition, batteries leaked
66. Diamond ring — excellent condition
67. Saxophone — fair condition
68. Suitcase — good condition, locks rusty; contains synthetic furs (stole, coat, etc.)
69. Pocket radiation intensity indicator — excellent condition
70. Office copying machine — poor condition
71. 3-dimensional-animate-inanimator — perfect condition, never used, including rechargeable solar battery (built in).
72. Adjustable wrench — excellent condition
73. Fishing rod and reel — fair condition
74. 4-drawer filing cabinet — poor condition, rusted shut; empty
75. Binoculars — fair condition
76. 1859 Swiss Infantry Sabre — excellent condition, well polished blade
77. Chemical explosive in soft container, no fuses — good condition
78. Expansive foam fire extinguisher — good condition
79. Leather bag full of miscellaneous knobs and buttons — late model bubble-car parts
80. Small box of assorted small lead figurines, well painted — perfect
81. 3.5m circular stained glass window — intact
82. 4-wheeled cart, of recent construction — lined with hinged lead plates (all radition directed at occupants reduced by 8 points); can be pulled by four rakoxen
83. 5-litre can of liquid duralloy — hardens after three hours of exposure to air
84. Boxed engine tune-up kit for a 2302 Chrysler-General model 407 moonfler — good condition
85. Metal box containing 24 50 cal. machine gun cartridges
86. Samural sword — blade in good condition, grip rotted off
87. Steel drum — full of intensity 6 radioactive wastes, markings rusted off
88. Four handed sword — excellent condition, forged by *Oriens*
89. Paired Mnemoxing plates — obviously broken, but well polished
90. Plastic crate — contains scrap metal, at the bottom is a Mk. V blaster in poor condition
91. # 303 can of Martian Snow (regeneration grass) — looks and smells like rot; any creature brave enough to consume this rolls d10: 1-5 no effect, 6-9 add 2 pts. to constitution and 2d6 to total hit points, 10 lose 2 pts. from constitution and subtract 2d6 from total hit points; all effects are permanent. Only one dose per character!
92. Brass nameplate — excellent condition, bearing the words "R.O. Elumb, Chairman, Board of Directors"
93. Pocket elevator — poor condition, dead batteries.
94. 12-gauge Shot-gun — poor condition, barrel clogged
95. Plastic box — containing 10 clips of 60 .17 cal. slugs
96. 60cm. duralloy sphere resting on a wheeled cart (time capsule from 2076) — looks like a neutron bomb.
97. Coil of 00 gauge copper wire — 10-60 meters long (d6 x 10)
98. 5-Forked Breen/Gola — duralloy construction, one tine broken
99. Two-thirds of a metric ton of Mygnyl Chorts — still fresh in plastic packets.
100. Solid duralloy scale model of the starship *Savage Dictator* on .6m x .3m x 6cm walnut base.

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