

# GAMMA WORLD<sup>®</sup>

## REFEREE'S SCREEN and Mini Module

Included in this package are a durable referee's screen and a mini-module. The screen contains the most commonly needed reference tables in an easy-to-use format.



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### ARMOR TABLE

TYPE	AC	CODE	COST	KILO	VALUE
Chainmail	4	~II	40	17	200
Chainmail Barding	4	~II	80	25	300
Duralloy Shield	+	~II	180	1	400
Energized Armor	2	EIII	750	20	RANK
Fiber Armor	6	~I	15	6	200
Force Shield	4	EIII	*	1	300
Furs or Heavy Skins	8	~I	3	3	50
Inertia Armor	2	EIII	1100	30	RANK
Leather Armor	6	~I	20	9	300
Unarmored Characters	10	*	*	*	NONE
Partial Carapace	6	*	*	*	NONE
Powered Alloyed Plate	2	EIII	1200	40	RANK
Powered Assault Armor	1	EIII	*	500	RANK
Powered Attack Armor	1	EIII	*	450	RANK
Powered Battle Armor	2	EIII	*	300	RANK
Powered Plate Armor	3	EIII	1000	100	RANK
Powered Scout Armor	2	EIII	*	250	RANK
Plastic Armor	3	EII	360	10	500
Ring Mail	4	~II	35	20	200
Sheath Armor	4	AI	120	12	300
Shield	+	~I	10	5	100
Steel Plate Armor	4	~II	60	28	RANK
Steel Plate Barding	4	~II	120	40	RANK
Studded Leather Armor	5	~I	25	11	350
Studded Leather Barding	5	~II	50	16	400
Total Carapace	4	*	*	*	NONE

### TRANSPORT TABLE

TYPE	CLASS	CODE	COST	SPEED	VALUE
Bubble Car (flying)	2/300	GIII	*	1050kph	RANK
Bubble Car (diving)	2/300	GIII	*	100kph	RANK
Canoe	8/30	~I	50	Varies	200
Cart	7/20	~II	50	5kph	100
Chariot	6/40	~II	80	5kph	500
Civilian Ground Car	4/100	GIII	4000	180kph	RANK
E Car (flying)	4/250	GIII	*	500kph	RANK
E Car (hovering)	4/250	GIII	*	150kph	RANK
E Car (diving)	4/250	GIII	*	75kph	RANK
Flit Car (hovering)	4/250	GIII	*	200kph	RANK
Flit Car (flying)	4/250	GIII	*	400kph	RANK
Hover Car	4/150	GIII	5000	300kph	RANK
Large Boat	6/400	~II	200	30kph	5000
Large Raft	7/80	~I	80	Varies	NONE
Military Ground Car	3/400	GIII	5500	160kph	RANK
Small Boat	7/50	~I	100	Varies	250
Small Raft	7/60	~I	50	Varies	NONE
Turbine Car	4/100	GIII	4500	140kph	RANK
Wagon	7/80	~II	80	5kph	300

### PLANT MUTATION TABLE

DIE ROLL	PLANT MUTATION	DIE ROLL	PLANT MUTATION
01	Dark Dependency (D)	41-45	Mobility
02	Heat Reaction (D)	46-48	Increased Sense
03	Temperature Sensitivity (D)	49-56	New Sense
04	Low Fertility (D)	57-67	Modified Vines and Roots
05-06	Attraction Odor (D)	68-69	Divisional Body Segments
07-08	Daylight Stasis (D)	70-74	Modified Leaves
09-10	Light Dependency (D)	75-79	Size Increase/Decrease
11	Texture Change	80-84	Throwing Thorns
12	Beguiling	85-86	Thorns/Spikes
13-14	Radiated Fiber	87-88	Explosive Fruit/Seeds
15-16	Spore Cloud	89	Sonic Blast
17-18	Allurement	90	Bacterial Symbiosis
19-20	Symbiotic Attachment	91	Anti-Life Leech
21-22	Dissolving Juices	92	Death Field Generation
23-24	Chameleon Powers	93	Electrical Generation
25-26	Contact Poison Sap	94	Energy Negation
27-28	Aromatic Powers	95	Heat Generation
29-30	Absorption	96	Seed Mobility
31-32	Adaptation	97	Wings/Gas Bags
33-35	Berries	98-99	Roll an extra mutation
36-40	New Body Parts	100	Pick any one mutation



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**PC MUTATION**

<b>HUMAN</b>	<b>ANIMAL</b>	<b>PHYSICAL MUTATION</b>	<b>MENTAL MUTATION</b>
01	01	No Nerve Endings (D)	Attack Reversal (D)
02-03	02	Poison Susceptibility (D)	Mental Block (D)
04-05	03	Dark Dependency (D)	Seizures (D)
06-07	04	Arterial Weakness (D)	Fear Impulse (D)
08	05	Diminished Sense (D)	Hostility Field (D)
09	06-08	Energy Sensitivity (D)	Mental Defenselessness (D)
10	09-10	Doubled Pain (D)	Multiple Damage (D)
11	11	Heat Reaction (D)	Energy Sensitivity (D)
12-14	12	Insanity (D)	Periodic Amnesia (D)
15	13-15	Attraction Odor (D)	Unconscious Summoning (D)
16-17	16-17	Anti-Charisma (D)	Empathy (D)
18-19	18-19	Body Structure Change (D)	Beguiling
20	20	Fat Cell Accumulation (D)	Confusion
21	21	Increased Metabolism (D)	Psychometry
22	22	Inhibiting Field (D)	Directional Sense
23	23-24	Water Dependency (D)	Intuition
24	25	Weight Decrease (D)	Precognition
25-26	26	Vision Defect (D)	Summoning
27	27-28	Light Dependency (D)	Absorption
28	29-30	Skin Structure Change (D)	Time Suspension
29	31	Narcolepsy (D)	Reflection
30	32	Bacterial Suscept. (D)	Devolution
31-33	33	Phobia (D)	Genius Capability
34	34	Poor Dual Brain (D)	Repelling Force
35	35	Poor Respiration (D)	Mass Mind
36	36	Actual Metamorphosis	Magnetic Control
37-38	37-38	Kinetic Absorption	Heightened Brain Talent
39	39	Sound Imitation	Heightened Intelligence
40	40	Bodily Control	Density Control (Others)
41	41	Horns or Antlers	Light Manipulation
42-45	42-46	Heightened Phys. Attrib.	Mental Blast
46-47	47	Heightened Sense	Mental Shield
48-52	48-51	Heightened Precision	Mental Control of Body
53-54	52-54	Modified Body Parts	Mental Multiplier
55-57	55-57	Multiple Body Parts	Mental Control
58	58-59	Over-Sized Body Parts	Mental Paralysis
59-60	60-62	New Body Parts	Fear Generation
61	63	Regeneration	Force Field Generation
62	64	Quills or Spines	Illusion Generation
63	65	Radar/Sonar	Molecular Sense
64	66	Ultravision	Molecular Disruption
65	67	Shorter	Repulsion Field
66	68	Electrical Generation	Plant Control
67	69	Gills	Stunning Force
68	70	Taller	Telepathy
69	71	Photosynthetic Skin	Pyro/Cryokinesis
70	72	Physical Reflection	Telekinesis
71	73	Mane & Bristles	Telekinetic Arm
72	74	Skeletal Enhancement	Telekinetic Flight
73	75	Density Control (Self)	Symbiotic Attachment
74	76	Displacement	Levitation
75-76	77	Wing/Gas Bags	Temporal Fugue
77	78	Speed Increase	Teleport Object
78	79-80	Carapace	Teleportation
79	81	Radiation Eyes	Thought Imitation
80-81	82-83	Chameleon Powers	The Gamma Eye
82	84	Light Generation	Will Force
83	85	Shapechange	Total Healing
84-85	86	Anti-Life Leech	Time Manipulation
86-87	87	Infravision	Weather Manipulation
88	88	Heightened Balance	Time Distortion
89	89	Energy Absorption	Death Field Generation
90	90	Energy Metamorphosis	Life Leech
91	91-92	Gas Generation	Planar Travel
92	93	Heat Generation	Pick Any Good Mutation
93-94	94	Hands of Power	Pick Any Good Mutation
95	95	Dual Brain	Pick Any Good Mutation
96	96	Duality	Pick Any Good Mutation
97	97	Sonic Blast	Pick Any Good Mutation
98	98	Pick Any Good Mutation	Pick Any Good Mutation
99-100	99-100	Pick Two Good Mutations	Pick Any Good Mutation

**WEAPON TABLE**

TYPE	WC	CODE	RANGE	DAMAGE	COST	KILO	VALUE
Battle Axe	2	~II	*	1d8	7	3	100
Black Ray Pistol	15	DIII	30	*	*	.5	RANK
Blowgun ( 30 darts)	9	~I	12	*	5	1	50
Bola	2	~I	15	1d4/H	3	.5	50
Chemex Grenade	8	FIII	~	10d6	90	.2	400
Club	1	~I	12	1d6/H	3	1	NONE
CDP A	16	FIII	*	10d6	*	20	600
CDP B	16	FIII	*	12d6	*	40	700
Concussion Bomb	16	FIII	*	*	*	14	750
Crossbow (30 bolts)	9	~II	120	1d6/H	30	13	300
Dagger	2	~I	18	1d4/H	3	.5	50
Energy Grenade	8	FIII	~	12d6	200	.2	450
Energy Mace	5	BII	*	10d6	150	.5	500
Fission Bomb (Clean)	16	FIII	*	40d10	*	50	1700
Fission Bomb (Dirty)	16	FIII	*	60d10	*	50	1700
Flail	2	~II	*	1d6/D	5	2	100
Fragment Grenade	8	FII	~	5d6	100	.2	250
Fusion Bomb	16	FIII	*	15d10	*	30	1000
Fusion Rifle	16	DIII	360	*	*	5	RANK
Hammer	1	~II	*	2d4/H	5	4	100
Hand (Throwing Axe)	2	~I	18	1d6/H	4	1	50
Javelin	8	~II	30	1d6	2	1	50
Lance (mounted only)	1	~II	*	1d6/D	5	8	200
Laser Pistol	13	DIII	90	5d6	600	.5	1000
Laser Rifle	13	DIII	300	6d6	900	2	RANK
Long Sword	3	~II	*	1d8/D	10	4	300
Mace	1	~II	*	1d6/H	5	3	100
Mark V Blaster	14	DIII	60	7d6	*	1	1500
Mark VII Rifle	14	DIII	240	8d6	*	3	RANK
Matter Bomb Alpha	16	FIII	*	15d6	300	4	800
Matter Bomb Beta	16	FIII	*	30d6	*	20	2000
Matter Bomb Delta	16	FIII	*	60d6	*	50	5000
Micro-missile	16	FIII	500	7d6	*	3	3000
Mini-missile	16	FIII	1000	20d10	*	7	4000
Morning Star	2	~II	*	2d4/H	7	3	150
Musket ( 30 rounds)	9	~II	60	1d6	50	5	500
Mutation Bomb	16	FIII	*	*	*	10	1500
Needler	11	DIII	60	*	150	.2	400
Negation Bomb	16	FIII	*	*	*	10	1250
Neutron Bomb	16	FIII	*	20d10	*	200	1500
Paralysis Rod	4	DIII	*	*	*	.5	RANK
Photon Grenade	8	FIII	~	*	200	.2	500
Poison Gas Grenade	8	FIII	~	*	120	.2	250
Pole Arm	3	~II	*	1d8/D	7	5	250
Robotic Tentacles	7	EIII	*	1d8/H	*	*	NONE
SDP	8	FIII	*	6d6	40	5	300
Short Bow ( 20 arrows)	9	~I	90	1d6	25	3	200
Short Sword	3	~I	*	1d6/D	7	2	150
Sling (30 bullets)	9	~I	90	1d4/D	5	1	100
Sling (30 stones)	9	~I	60	1d4	2	1	50
Slug Throwing Pistol A	10	DII	12	1d6	160	.2	150
Slug Throwing Pistol B	10	DII	18	2d6	200	.5	200
Slug Throwing Pistol C	10	DII	30	2d6	300	1	250
Spear	1	~I	18	1d6/D	3	2	200
Stun Grenade	8	FII	~	*	60	.2	300
Stun Ray Pistol	12	DIII	30	*	550	1	500
Stun Ray Rifle	12	DIII	90	*	750	4	RANK
Stun Whip	6	DII	*	*	90	.5	400
Surface Missile	16	FIII	40000	*	*	500	7000
Tear Gas Grenade	8	FII	~	*	30	.2	200
Torc Grenade	8	FIII	~	*	400	.2	750
Trek Bomb	16	FIII	*	*	*	25	1800
Two-handed Sword	3	~II	*	1d10/D	15	7	350
Vibro Blade	5	CII	*	8d6	150	.1	RANK
Vibro Dagger	4	CII	*	3d6	90	.1	150

REACTION TABLE	
DIE ROLL	REACTION
01-03	Extremely hostile: immediately attacks *
04-06	Somewhat hostile: prepares for possible attack *
07-09	Extremely wary: prepares for possible attack (+1)
10-14	Somewhat wary: remains at a distance (+2)
15-17	Uncertain: approaches cautiously (+3)
18-19	Somewhat friendly: approaches openly (+4)
20	Extremely friendly: approaches helpfully

PHYSICAL ATTACK MATRIX																	
		Attacker's Weapon Class															
DAC		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M	1	19	19	18	15	13	16	14	18	18	16	16	16	12	14	14	12
A	2	17	18	17	14	12	15	13	17	16	15	15	15	11	13	13	11
T	3	16	16	16	12	10	15	12	16	15	14	15	15	08	12	13	11
R	4	15	14	15	12	10	15	11	15	14	13	15	15	08	11	13	18
I	5	14	13	14	12	10	15	10	14	13	12	14	15	08	11	13	11
X	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
I	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

CHARISMA TABLE			
CHARISMA SCORE	MF	MA	RA
3	1	-3	-3
4	1	-3	-2
5	2	-2	-2
6	2	-2	-1
7	3	-1	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+1
15	7	+1	+2
16	8	+2	+2
17	10	+2	+3
18	15	+3	+3
19	20	+3	+4
20	25	+4	+4
21+	35	+4	+5

ATTACKER'S HIT DICE																	
DAC		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M	1	20	19	19	18	18	17	17	17	16	16	15	15	15	15	14	14
A	2	19	18	18	17	17	16	16	16	15	15	14	14	14	14	13	13
T	3	18	17	17	16	16	15	15	15	14	14	13	13	13	13	12	12
R	4	17	16	16	15	15	14	14	14	13	13	12	12	12	12	11	11
I	5	16	15	15	14	14	13	13	13	12	12	11	11	11	11	10	10
X	6	14	13	13	12	12	11	11	11	10	10	09	09	09	09	08	08
	7	13	12	12	11	11	10	10	10	09	09	08	08	08	08	07	07
I	8	12	11	11	10	10	09	09	09	08	08	07	07	07	07	06	06
I	9	11	10	10	09	09	08	08	08	07	07	06	06	06	06	05	05
	10	10	09	09	08	08	07	07	07	06	06	05	05	05	05	04	04

CHARISMA TABLE MODIFIERS CHART			
Player Character Type	PSH	Humanoid	Mutated Animal
PSH	0	1	1
Humanoid	1	0	1
Mutated Animal	2	2	0

MENTAL ATTACK MATRIX																	
		Attacker's Mental Strength															
DMS		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

ARTIFACT TABLES			
<b>Armor</b>	12. Sustenance Dose	3. Mark V Blaster	5. Matter Bomb
1. Energized Armor	<b>Robot Types</b>	4. Mark VII Blaster	6. Micro-Missile
2. Inertia Armor	1. Death Machine	5. Needler	7. Mini-Missile
3. Powered Alloyed Plate	2. Defense Borg	6. Slug Thrower	8. Mutation Bomb
4. Powered Assault Armor	3. Ecology Bot (Agricultural)	7. Stun Ray Pistol	9. Negation Bomb
5. Powered Attack Armor	4. Ecology Bot (Wilderness)	8. Fusion Rifle	10. Neutron Bomb
6. Powered Battle Armor	5. Engineering Bot (Heavy)	9. Stun Ray Rifle	11. Small Damage Pack
7. Powered Plate Armor	6. Engineering Bot (Light)	<b>Grenades</b>	12. Surface Missile
8. Powered Scout Armor	7. Engineering Bot (Standard)	1. Chemex	13. Trek Bomb
<b>Medical Equipment</b>	8. General Household Robot	2. Energy	<b>Chemicals</b>
1. Accelera Dose	9. Heavy Cargo Lifter	3. Fragment	1. Adhesive Paste
2. Anti-Radiation Serum	10. Large Cargo Transport	4. Photon	2. Arrow Poison
3. Cur-In Dose	11. Light Cargo Lifter	5. Poison Gas	3. Fungicide
4. Genetic Booster	12. Medical Robot	6. Stun	4. Herbicide
5. Interra Shot	13. Security Robot	7. Tear Gas	5. Kinetic Nullifier Fluid
6. Medi-Kit	14. Small Cargo Transport	8. Torc	6. Neutralizing Pigments
7. Mind Booster	15. Supervisory Borg	<b>Bombs and Missiles</b>	<b>Energy Devices</b>
8. Pain Reducer	16. Warbot	1. Concentrated Damage	1. Atomic Energy Cells
9. Poison Antidote	<b>Pistols and Rifles</b>	2. Concussion Bomb	2. Chemical Energy Cells
10. Stim Dose	1. Black Ray Pistol	3. Fission Bomb	3. Hydrogen Energy Cells
11. Suggestion Change Drug	2. Laser Pistol	4. Fusion Bomb	
			<b>Vehicles</b>
			1. Military Ground Car
			2. Civilian Ground Car
			3. E Car
			4. Flit Car
			5. Hover Car
			6. Bubble Car
			<b>Other Energy Weapons</b>
			1. Paralysis Rod
			2. Energy Mace
			3. Robotic Tentacles
			4. Stun Whip
			5. Vibro Blade
			6. Vibro Dagger

### RADIATION MATRIX

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

### POISON MATRIX

		INTENSITY																
		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	4	D	
	17	-	-	-	-	-	-	-	-	-	-	1	2	3	4	D	D	
	16	-	-	-	-	-	-	-	-	-	1	2	3	4	D	D	D	
	15	-	-	-	-	-	-	-	-	1	2	3	4	D	D	D	D	
	14	-	-	-	-	-	-	-	1	2	3	4	5	D	D	D	D	
	13	-	-	-	-	-	-	1	2	3	4	5	6	D	D	D	D	
	12	-	-	-	-	-	1	2	3	4	5	6	D	D	D	D	D	
	11	-	-	-	-	1	2	3	4	5	6	D	D	D	D	D	D	
	10	-	-	-	1	2	3	4	5	6	D	D	D	D	D	D	D	
	9	-	-	1	2	3	4	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		
7	-	-	1	2	3	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		
5	-	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D		
4	1	2	3	4	D	D	D	D	D	D	D	D	D	D	D	D		
3	2	3	4	5	D	D	D	D	D	D	D	D	D	D	D	D		

### MOVEMENT TABLE

#### Unburdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	6 Kilometers	450 Meters	9 Meters
Normal	12 Kilometers	900 Meters	18 Meters
Fast	24 Kilometers	1800 Meters	36 Meters

#### Burdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	4 Kilometers	300 Meters	3 Meters
Normal	8 Kilometers	600 Meters	12 Meters
Fast	16 Kilometers	1200 Meters	24 Meters

#### Heavily Burdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	2 Kilometers	150 Meters	3 Meters
Normal	4 Kilometers	300 Meters	6 Meters
Fast	8 Kilometers	600 Meters	12 Meters

### ENCOUNTER TABLE

DIE ROLL	CLEAR	MOUNTAINS	FOREST	DESERT	WATER AREA	RUIN	DEATHLANDS
01	Zarn	Hisser	Hisser	Serf	Win Seen	Arn	Android
02	Yexil	Blight	Sep	Kamodo	Crep Plant	Obb	Hisser
03	Android	Parn	Blaash	Blight	Seroon Lou	Hoop	Blight
04	Badder	Zarn	Blackun	Perth	Terl	Android	Zarn
05	Sleeth	Manta	Terl	Parn	Ert Telden	Badder	Perth
06	Arn	Orlen	Win Seen	Zarn	Barl Nep	Serf	Blaash
07	Herp	Zeethh	Pineto	Yexil	Ert	Blaash	Serf
08	Podog	Sep	Perth	Hisser	Fleshin	Yexil	Parn
09	Podog	Arn	Obb	Sep	Keeshin	Manta	Squeecker
10	Jaget	Yexil	Kai Lin	Cal Then	Narl Ep	Ark	Squeecker
11	Centisteed	Herp	Grens	Manta	Menarl	Orlen	NE
12	Rakox	Wardent	Badder	Kep Plant	Herkel	Dabber	NE
13	Rakox	Kep Plant	Arn	Carrin	Ber Lep	Sleeth	NE
14	Brutorz	Crep Plant	Lil	Podog	Cren Tosh	Carrin	NE
15	Hoop	Cal Then	Blood Bird	NE	Fen	Squeecker	NE
16	Hawkoid	Ark	Horl Choo	NE	Gator	Squeecker	NE
17	Hopper	Hawkoid	Soul Besh	NE	NE	Squeecker	NE
18	Hopper	Podog	Dabber	NE	NE	NE	NE
19	NE	Carrin	Centisteed	NE	NE	NE	NE
20	NE	NE	NE	NE	NE	NE	NE