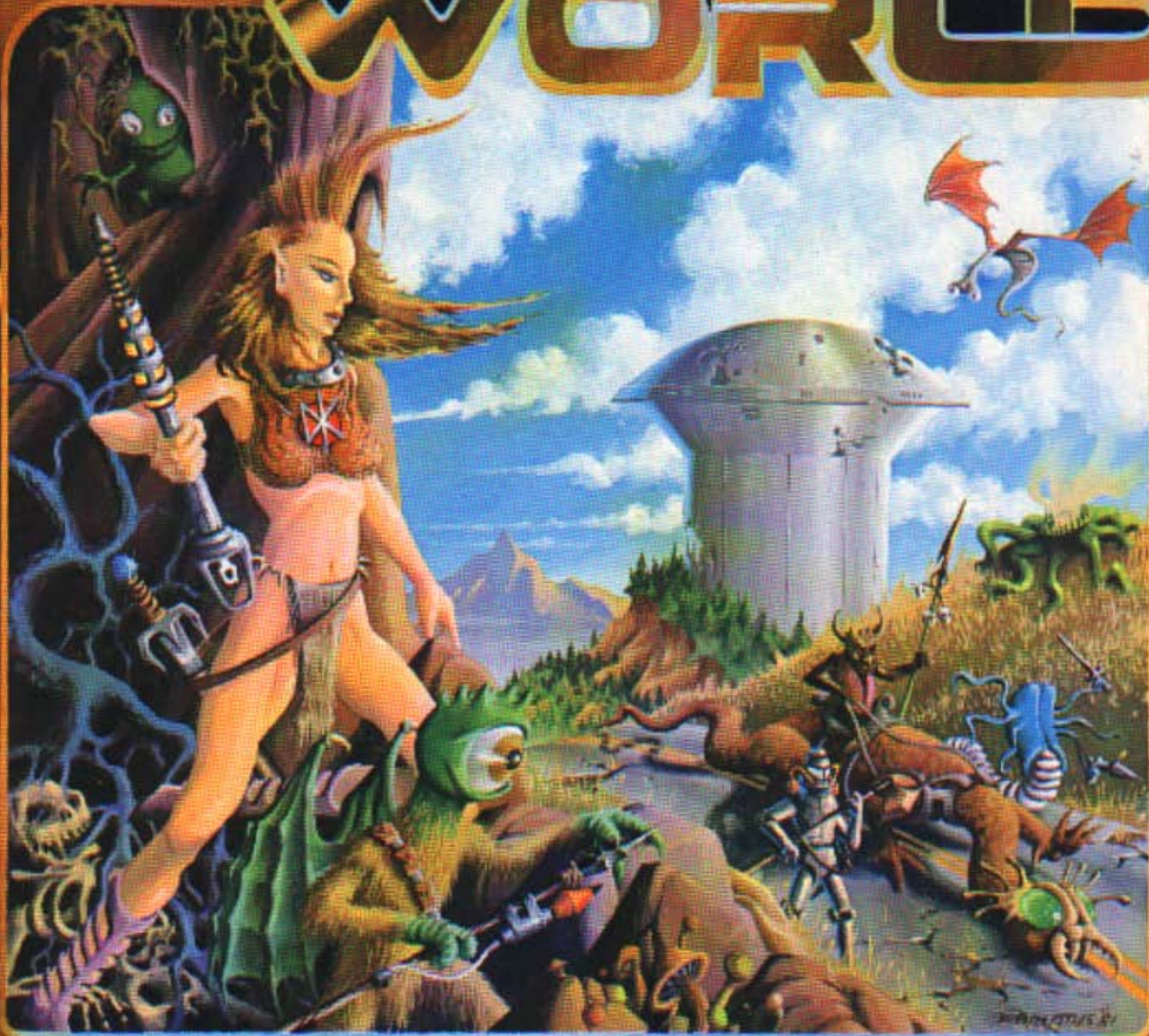


GAMMA WORLD

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REFEREE'S SCREEN

and Mini-Module

Included in this package are a durable referee's screen and an eight-page mini-module, *The Albuquerque Starport*. The screen contains the combat, hazard, and reference tables used most often by referees and players, arranged to make this vital information easy to use. The mini-module is a complete GAMMA WORLD adventure, in which players discover and explore an Ancient starport buried in the desert sands.

WEAPON DAMAGE TABLE

	Man-sized or Smaller Opponents	Larger Opponents	Effective Range in Meters (Missile Weapons Only)*
Arrow	1-6	1-6	100
Axe, Battle	1-8	1-8	
Axe, Hand	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	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	

*Maximum range is twice the effective range, -5 on the "to hit" roll.

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

CHARISMA TABLE MODIFIERS

Non-Player Character Type

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.

COMMON ITEMS — TRADE VALUES

ITEM	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
Travelling 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
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

Working artifacts will usually not be for sale, and the value of all devices of the Ancients is left to the referee to decide.

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	-5
Dagger								-1	-2
Flail		-1	-2	-3	-4	-5	-6	-7	-8
Javelin						-1	-2	-3	-4
Lance				-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

Penalties are to the weapon class of the character, +1 for each point of character's strength above 15; +1 for each melee turn of rest. If weapon class is reduced to 0, the character cannot attack until the weapon class is raised through rest or other means.

ARMOR

Armor Class	Melee Turn					
	15	16	17	18	19	20
10				no fatigue		
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

Powered *offensive* armor has no fatigue modifiers; powered *defensive* armor is subject to normal fatigue modifiers.

PHYSICAL MUTATIONS

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

MENTAL MUTATIONS

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

ARTIFACT TABLES

Vehicles

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

Armor

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

Pistols

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

Rifle

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

Grenades

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

Other Energy Weapons

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

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

Robotic Units

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 (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

Medical Equipment

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. Status Chamber
12. Life Ray

Miscellaneous Energy Devices

1. Portent
2. Energy Cloak
3. Control Brain
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 Cells
11. Atomic Energy Cells
12. Energy Cell Charger

Bombs and Missiles

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

Creating Non-Player Character Mutations

Plant and animal mutants can be created using the following system.

1. Choose an animal or plant type.
2. Roll d10 for the number of generations with mutations
3. In each generation, roll d%

01-50	One physical mutation
51-80	One mental mutation
81-85	One physical and one mental mutation
86-00	Heightened Intelligence

To insure that the mutant is strong enough to survive, do not allow defective mutations to appear in the first 2-3 generations.

ID DEVICES

FIRST STAGE:	Ordinary Citizens
SECOND STAGE:	Civil Service, Emergency, Military (low echelon)
THIRD STAGE:	Scientific, Medical
FOURTH STAGE:	Law Enforcement (Military and Civilian)
FIFTH STAGE:	Government Officials, Military Command

Color Codes

Blue:	Military Personnel
Brown, Yellow:	Ordinary Citizens
Gray, Green:	Scientific and Technical Workers
Red:	Law Enforcement Personnel
Red and Blue:	Civilian Authorities
Red and White:	Emergency Service Workers
White:	Medical Personnel

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