

GAMMA WORLD®

RULES SUPPLEMENT
By James M. Ward & Harold Johnson



Welcome to an expanding universe! This is the official GAMMA WORLD® rules supplement and presents new unpublished material as well as clarifications and corrections to the existing rules.

When we created the Third Edition GAMMA WORLD® rules, there was a lot of material that we did not have room for and was therefore withheld. However, in our rush to get this new GAMMA WORLD® game to you, we failed to delete many of the references to those sections.

We received an overwhelming response from you, our fans, congratulating us on the new game, but bemoaning the absence of these important sections. It is for this reason that we have created this official rules supplement and are making it available *free* to provide you with the most complete science fantasy system possible within the swiftest time.

The GAMMA WORLD® game has been around for many years, and is literally the oldest detailed science fantasy role playing game. Now it has returned in this new incarnation, brought back in response to popular demand from fans such as yourself.

The new GAMMA WORLD® game includes one of the most comprehensive games yet. It provides

complete rules capable of dealing with almost any game situation varying from a detailed history background to real *wahoo!* adventures. While it is tied to a dark future, the GAMMA WORLD® game brings a return of wonder to a mundane civilized world, where players will always face the new and unexpected. This supplement contains the following:

- Complete errata to the third edition rules.
- New Plant Mutations
- New Robots
- Cryptic Alliance details
- Skills (Optional Rule)
- Barter Rules
- Price Lists
- Equipment descriptions
- Vehicles
- Structural Hit Points
- Typical Dangers & Hazards

What lies in the future for the GAMMA WORLD® game? Top names in the role playing field have pooled their talents to create a saga that is both grand and provides wide open play. Already available at local toy, hobby and book stores is GW6, Alpha Factor the start of a new adventure series - an awesome trial to build a mighty Sky Chariot

to reach the fabled Cities of Man, a chance to regain the glory of the Ancients. The adventure continues in:

GW7, Beta Principle A trial to thwart the sinister strategies of the Nameless Beast.

GW8, Gamma Base A test of diplomacy, cunning and might to capture one of the Ancient's operating installations.

GW9, Delta Fragment A journey into foreign wastelands to recover the knowledge needed to control the legendary Sky Chariot. Here also is the first GAMMA WORLD® rules expansions including new beasts, equipment, skill specialization, and wonders.

And beyond, towards the looming shadow of Project: Omega.

We look forward to taking this trip with you, and welcome you to the new frontiers of the GAMMA WORLD® game.

Good Gaming to All,

James M. Ward & Harold Johnson

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CLARIFICATIONS & ADDITIONS

We have taken the opportunity of this rules supplement to furnish you with any corrections or clarifications which have been found for the original rules and reference books. This booklet is organized in the same order as the GAMMA WORLD® rules set. Any corrections or clarifications to the rules are followed by a page number on which the referred rule can be found.

A Campaign Setting

Three full-color maps have been provided in the third edition of the GAMMA WORLD® game to provide a starting GM with a place for his first campaign. It was originally intended that a detailed key of political organizations and lairs of major beasts would be provided, reprinted from the second-edition GAMMA WORLD game. However, there was not enough room to include that 12-page section. Still, with the maps provided and the instructions for building a campaign setting as explained in Parts V and VI, you possess the tools needed to create your own campaign setting.

Result Factors (page 5)

This rule was misstated and incorrectly combined with a similar rule dealing with Result Shifts (RS).

A Result Factor (RF) shift does not change the color of the result; it only increases or decreases the multiplier for that colored band. Therefore, a +1RF applied to a Blue result increases the multiplier from x1 to x2, but the result is still blue. A Red result would become x6 with a +1RF, while a White result becomes x1 from x0. A Black result is not affected by an RF shift. An RF shift does not change the chances of success, it adjusts the magnitude of the result. Further, special-effect saving throws remain unaffected even though the multiplier may change.

A result shift (RS), on the other hand, does shift the color of the result up or down a number of color bands equal to the modifier. This effectively increases a character's chances of succeeding at a task, but it never exceeds the limits of a Black or Red result and the attendant multipliers.

Red and Black results on the Action Control Table are special, for they always indicate success or failure, as well as the gain or loss of some advantage. A Red or Black result should impart a 1-turn advantage for the character or the character's foe. The GM decides the exact nature of the advantage. These results do not indicate the automatic defeat or triumph of a foe, though they may provide an avenue for the opponent to quickly win or lose. Each advantage should be simple and narrow in its effect: a Red result might disarm a foe, a Black result might indicate a weapon jam.

Automatic Actions (page 5)

In addition to the rules given, an automatic action gains a +1RF, so that all multipliers are treated as x1 greater. In this case a White result gains a multiplier of x1.

Character Types (page 6)

Since a Symbiotic Plant also gains the hit points of his host creature, the symbiotic plant player suffers a penalty of -2 per die when rolling his Hit Dice to determine its own hit points. No die is reduced to less than a score of 1. A symbiotic plant can only possess a common animal with a number of Hit Dice that does not exceed half the plant's total Hit Dice.

To create the host creature's ability scores, use the following method.

- 1) Select the animal host type.
- 2) Choose one of the six basic abilities as the prime score, the score which is considered the most powerful in this creature (it may not be IN). Roll 3d6 and ignore the lowest die to determine that score.
- 3) For the remaining five abilities, roll 3d6 five times, and choose where to place each dice roll total.
- 4) The GM should assign any natural abilities to the common animal host that are appropriate to the type.

Whenever the symbiotic plant is attacked, physical damage is divided in two, and both the host and the symbiot suffer only half the damage. The symbiot suffers full damage from any mental attack.

Gaining Information (page 8)

The column of the Action Table on which to roll when checking for success in gaining aid or information equals the Tech Level + 10. The cost of this aid is 10 gold times the result factor.

The Hero Factor (page 9)

There are times during an adventure when a player feels that he must succeed at an action for his character to survive or to complete an important task. At these times, a player may spend his saved XP to make the extra effort needed to succeed. This is called the "hero factor."

To make this effort, a player must spend 500 XP or all of his remaining XP, whichever is less. He may not elect to spend more, nor may he ever spend less than the lesser of these two amounts. The chance of success depends on how many XP are actually spent.

A red result must be gained to perform an improbable task for the action to succeed totally. Lesser colors result in only partial success. For every 100 XP spent, the color result of the dice roll is increased by one color. If fewer than 100 XP are spent, only a red result succeeds. If 500 XP are spent, only a black result fails.

Terrain Effects (page 14)

Terrain effects on movement, as explained in Part IV — Encounters, affects all types of land movement, not just vehicle movement.

Rallying Troops (page 17)

Command Range: The range a character may be from his hired troops and still command them equals 5x his Charisma score in meters. For every additional increment of a number of meters equal to his Charisma score, he suffers a -2CS from his command rank. He may not command a unit beyond 10x his CH score unless he has electronic communications of some sort.

Rallying Troops: If a troop's battle morale becomes Uncertain, Disrupted, Retreating, or Routed, a commander who is within a distance of 5x his CH score from his troops may attempt to rally them the next turn by rolling less than their Morale Rating (MR score) on 2d10. A rallied troop is treated as if the next higher battle morale result. Thus, a disrupted unit becomes merely uncertain and shaken. An attempt to rally is counted as an action for 1 turn.

Point Blank Range (page 20)

Point Blank range equals any targets within 2 meters of an attacker.

Throwing Modifiers (page 21)

When attacking with thrown weapons, the attacker's PS modifier is added to the base damage score of thrown weapons.

Examination (page 32)

The IN modifier is also added to the roll.

Background Radiation (page 33)

For every 4 hours spent exploring a Deathland, each character has a 20% chance of being exposed to a random level of Radiation, 1 3d6.

Character Status (page 37)

A character's Status Rank is only good within 20 kilometers of his community. Otherwise he is treated as Status Rank 1 when in a foreign community, unless elevated by verified tales of his great adventures.

Metamorphosis (page 43)

When a character assumes a new shape, he gains any mutations and ability scores of the new form he is copying. However, he retains his own Rank for attacking, his talents, and his hit point total, but does not gain the new forms, talents, or memories. Further, he retains the power to use this mutation, but otherwise loses all his other natural mutations during the transformation duration.

Allergy (page 55)

Use the chart given under Vulnerability to select an allergy.

Creatures (page R3)

Attacks: Typical damage scores are listed for creatures that use weapons. If the GM chooses to assign a specific weapon to one of these creatures, then use the base damage score for that weapon instead.

Android, Worker: IN: 7(-1).

Medical Equipment (page R15)

Medical equipment only works rarely on plant characters, rather than never.

CRYPTIC ALLIANCES

Archivists (Servants of the Eye) Tech: II
Members: PSH (100); H (85); MA (05); P (50); A (25); O (05)
Number: 2d6 + 15 Base: C (10d100); S (20d6)
Secret Sign: A stylized eye inside a pyramid.

Description: This cult of technology worshipers exists in many primitive areas and is especially appealing to unsophisticated humanoids. The group collects (but rarely uses) artifacts, especially robots, which they try to deactivate and mount in their temples as gods. Members are rich in domars and pay highly for artifacts that they cannot steal. Archivists can be recruited if they feel the task leads to the acquisition of more artifacts.

Brotherhood of Thought Tech: II
All Races: (100)
Number: 3d6 + 3 Base: N (6d10); V (12d10)
Secret Sign: This is an infinity symbol traced on the forehead.

Description: The Brotherhood is dedicated to furthering a spirit of benevolence among intelligent species. Its evangelists operate in groups of three (PSH, MA, & P or A) and they seek converts wherever they go. All members cooperate with Seekers, but actively oppose Knights of Genetic Purity, Purists, and Friends of Entropy.

Followers of the Voice (Programmers) Tech: II
Members: PSH (100); H (25); MA (15); P (05); A (100); O (05).
Number: 3d10 Base: S (3d20); I (1d100)
Secret Sign: A floppy computer disc.

Description: Programmers believe the world was created by computers. They reject all preholocaust history and believe salvation can be found in returning to a state of obedience to computer masters. Programmers work diligently to restore their former masters to their original condition and can only be recruited if spare parts are in the offing. They never check Morale in battle.

Friends of Entropy (The Red Death) Tech: II
Members: PSH (0); H (90); MA (90); P (0); A (0); O (0).
Number: 2d100 Base: N (4d100)
Secret Sign: The symbol of this Alliance is a skull and crossbones. Members often identify each other by cleaning a blade with a red cloth.

Description: The Red Death seeks the extinction of all life and mechanical activity on the earth that isn't it. Members live as nomads, ravaging the areas through which they pass. Members never allow themselves to be hired by other alliance groups. They are devoted to the destruction of Healers, Robots, and Androids.

Healers (The White Hand) Tech: II
Members: PSH (100); H (95); MA (90); P (85); A (10); O (80)
Number: 1d6 + 4 Base: S (1d100); I (3d100)
Secret Sign: Members wear white clothing of all types and use a caduceus as a sign of meeting places or membership.

Description: This quasi-monastic, pacifistic order is dedicated to tending the ill of all species. Members roam over the Gamma World, helping where they are allowed. Each new member is given a special silver cowl that allows him to electronically heal a be-

ing totally. This device operates twice a day from the electric field generated from the body of its wearer. While the order is Tech Level II, generally members are Tech Level IV when it comes to the art of healing, but through extensive studies, they can use all types of medical equipment from all Tech Levels.

Knights of Genetic Purity (Purists) Tech: III
Members: PSH (100); H (05); MA (0); P (0); A (0); O (0).
Number: 5d10 Base: M (2d100); F (5d100); C (10d100 x 10)
Secret Sign: Purists use a red square emblazoned on a shield, armor, or clothes and an unbalanced scale of justice.

Description: Knights are devoted to preserving the "purity" of the human race by stamping out all humanoids. They don't consider mutated, unintelligent animals as impure. They maintain a feudal culture and may work with the Restorationists to bring back man's ancient technology.

Radioactivists Tech: II
Members: PSH (0); H (100); MA (100); P (100); A (100); O (100).
Number: 1d6 + 12 Base: N (1d100)
Secret Sign: Their common symbol is a stylized atom. Meeting places may be denoted by old radioactive warning signs.

Description: This small religious cult worships the power and radiant glory of the "atom" in all of its forms. This worship includes exposure to radioactivity and biogenetic drugs in celebration of the "boon of mutation." Radioactivist doctrine considers defects from this practice to be a sign of lack of faith. Members have triple the normal number of mutations.

Restorationists Tech: III
Members: PSH (100); H (80); MA (50); P (50); A (50); O (50)
Number: 2d20 Base: V (1d100); T (10d100); C (10d100 x 10)
Secret Sign: The dove is used by all groups of this alliance as their symbol. Local groups use quotations from famous novels as passcodes.

Description: This alliance is predominately human or humanoid, and all its members are totally dedicated to restoring the world's lost civilization. Members encountered outside their bases have a 25% chance of robotic companions assisting them. This alliance is the common denominator all over the blasted lands of the U.S. They stimulate cooperation between other groups and can be found near all the major ruins in the US.

Seekers (New Dawn) Tech: II
Members: PSH (100); H (100); MA (80); P (80); A (0); O (05)
Number: 3d20 Base: N (1d100); V (4d100)
Secret Sign: The most frequent signal is the scanning of the horizon and remarking on what a nice day it is. Meeting places are marked with a stalk of grain.

Description: Seekers are dedicated to promoting cooperation between Pure Strain Humans and humanoids of all types. They seek to build a new order different from the ancients. To do this they work to destroy the vestiges of ancient technology wherever they find it. They have made large strides in creat-

ing an organic, natural technology totally different from the sciences of the past.

The Created (Machinists) Tech: IV
Members: A (100); O (100)
Number: 2d20 Base: I (10d100)
Secret Sign: A raised clenched fist or curled robotic tentacle is the sign of this order. Meeting places are marked by ancient Civil Defense symbols.

Description: This alliance is open only to androids, cyborgs, robots, and computers of any type. Its leaders are all computers that have misprogrammed themselves to believe they should actively stamp out or enslave all intelligent organic life forms. Special members often enter another alliance with the intent to take over and lead these groups astray.

The Iron Society (Mutationists) Tech: II
Members: H (100); MA (80); P (25); O (50)
Number: 2d20 Base: M (2d100); V (5d100)
Secret Sign: A stylized hammer is tattooed on member's foreheads.

Description: This humanoid organization is devoted to stamping out Pure Strain Humans. Bases of this alliance can only be found near areas of high background radiation.

The Ranks of the Fit (Bonapartists) Tech: II
Members: PSH (100); H (85); MA (55); P (55); A (55); O (55)
Number: 2d100 Base: M (2d100); T (10d100)
Secret Sign: A tricorn hat is worn by all members. Groups carry banners of all types to meetings and in the field. Uniforms all have a gammadion (a cross composed of four Gamma letters superimposed on the white part of the field).

Description: The Ranks of the Fit was founded by Emperor Napoleon I, a mutated bear with delusions of time and place. It is a revolutionary organization totally dedicated to acquiring power and land. Only mutated animals and animal humanoids can hold positions of high rank. Their armies are mostly armed with bows, spears, and muskets, but each independent corps of 500 troops has a supply of high-tech missiles of some type. In addition, there is one Tech Level III weapon in any group of 100 troops. The Bonapartists successful military machine has helped them extend their rule over large areas, including a number of important city-states: Omaha, Demoy, Kanzaz City, and Teverzua.

Zoopremisists (Animal Liberation Front) Tech: II
Members: MA (100); P (100); O (100)
Number: 4d20 Base: N (1d100); V (3d100)
Secret Sign: A ram's head tattooed on some part of the body.

Description: This terrorist organization seeks the destruction of all human and humanoid societies. Although the organization is small, it has an unusually efficient spy network in all civilized lands. The organization trains and uses "hit squads" to terrorize all opposition among groups they are trying to dominate.

This section gives clarifications and corrections as well as new information for plant mutations. Whenever a mutation is used, an Action roll using the mutation score must be made. Ignore the damage listing given in this rules section. Base damage for attack mutations equals half the mutation score. The mutation score is also used as acid, poison or radiation intensity and as the base range when not mentioned.

Absorption (C)

This is double the mental mutation.

Accelerate Growth (C)

Rng: Mutation **Dur:** Permanent **Num:** Variable
Mod: None **Use:** 1 per 24hrs **Eff:** Plant Growth

Description: The mutant can cause unintelligent plants to grow faster and bigger in a short time. The number of hit dice of plants within range that are affected equals the mutation score. This growth acceleration may be used to gain several different results.

Entangle: Plants may grow into a tangling thicket with a ST equal to the mutation plus one per result factor. It takes 2 turns to entangle.

Blossom or Bear Fruit: Plants may blossom or bear 1 fruit per RF in 10 minutes.

Shape: Plants can grow into a specific shape using a Difficulty factor to define the chance of success, at 1 hour per difficulty factor.

Adaptation (S) Mod: CN

Description: The chance to gain an immunity requires a Mutation Save vs. the attack. The plant becomes immune to any attacks of an Intensity less than the Mutation, and may add this score to its CN when making saves to avoid special effects of higher Intensity.

Allurement (C) Mod: CH

Description: The plant's fragrance has a hypnotic effect if victims fail to make a 2xIN roll minus this mutation's score. Those hypnotized by the plant are automatically Surprised on the first combat turn.

Animal Parts (S)

Rng: Body **Dur:** Constant **Num:** Self
Mod: None **Use:** Constant **Eff:** Change

Description: The plant has gained some body part that resembles that of an animal. The player may invent what effect this mutation has, but should consult with the GM. Possible new parts include:

Teeth	Tail	Fur/Feathers
Claws	Trunk	A heart
Ears	Wings	Web Spinner

Aromatic Powers (C)

Possible types include:

1. **Attraction Odor:** Similar to the mutation defect.
2. **Drugged:** All actions suffer a -1d6 CS penalty.
3. **Delusion:** Causes delusions; see the special effect.
4. **System Shock:** Victim must roll System Shock.
5. **Tremors:** Victim suffers from chronic seizures.
6. **Knockout:** Victim falls unconscious.

Bacterial Symbiosis (S)

Description: All beings are attacked using the Mutation score and causing only a base damage of 1, but ignoring armor. Treat as a domination attack to resist.

Bark or Spines (S)

Rng: Body **Dur:** Constant **Num:** Self
Mod: DX **Use:** Constant **Eff:** Armor

Description: The plant is covered with a special bark.

Bark: Gives the plant AC 2(-10), and it may add this score to its CN when checking to avoid Infection

and Disease.

Spines: Treat these as the physical mutation Quills and Spines.

Rubbery Hide: Reduces all bashing, crushing, and slicing blows by -1RF and adds to the mutant's CN when avoiding these attacks' special effects.

Beguiling (C) Dur: 2 turns Mod: CH

Description: Victims can attempt to escape this effect once every 10 minutes.

Berries & Nuts (S)

Description: During cold weather fruit production ends, and during hot weather this production is halved. Additional notes:

2. **Blue:** Acts as an double Intensity Fatal Poison.
3. **Green:** Increases MS by 1d6 for an 8 hour period.
4. **Violet:** Creates delusion causing Critical damage.
9. **White:** Heals 2d10 burn damage.
10. **Brown:** Knock out for 1d6 hours.

Body Change (S)

Description: This mutation is similar to the physical mutation.

- | | |
|------------------------|--------------------------|
| 1. Color change | 7. Sap or Oil |
| 2. Bark texture change | 8. Leaf Shape Change |
| 3. Odor | 9. Manipulative Tendrils |
| 4. Blossom/Fruit Color | 10. Hidden Cavities |
| 5. Sheds Hide | 11. Pods with Eyes |
| 6. Aquatic Adaptation | 12. Reinforced Limbs |

Chameleon Powers (C) This mutation is the same as the physical mutation. Plants gain a +1 result shift.

Contact Poison (S)

A Red result is always a Complications A. The special effect of the poison varies.

- | | |
|-------------|------------------|
| 1. Pain | 4. Rotting Flesh |
| 2. Panic | 5. Mental Shock |
| 3. Delirium | 6. Paralysis |

Control Birds (C)

Rng: 20 meters **Dur:** 1d6 min. **Num:** Variable
Mod: MS **Use:** 1 per 4hrs **Eff:** Control

Description: The plant may control the actions of a number of birdlike creatures whose total hit dice do not exceed the mutation score. Otherwise it is the same as the mental mutation *Plant Control*.

Control Insects (C)

This mutation works the same as control birds.

Death Field (C)

Mod: MS **Use:** 2 per 24 hours

Description: This is an anti-life pollen cloud that is prevented by force fields, and can only attack nonplant creatures.

Displacement (S & C)

Half range of the physical mutation.

Dissolving Juices (C)

Description: The caustic juices dissolves one of these categories: flesh, wood, plastic, or metal. Android and Borg flesh is treated as plastic. The plant is immune to its own juices.

Dissolves Flesh: Half-damage to wood and plastic, none to metal and stone.

Dissolves Wood: Half-damage to flesh and plastic, none to metal and stone.

Dissolves Plastic: Double damage to flesh, half to wood, metal, and stone.

Dissolves Metal: Double damage to flesh and plastic, half to wood and stone. No damage to glass or ceramic.

Divisional Body Segments (S) Mod: MS

Description: The plant can not effectively be poisoned or drugged, because only one segment is affected at a time. It heals at twice the normal rate, and may add this mutation score to its CN when trying to avoid the affects of disease and crippling.

The plant maintains a mental contact with all segments and may intentionally separate a segment and leave it as a sensor. It loses 5 hit points per sense and the ability it wishes to imbue the separated segment with. The chance of using or manipulating this segment requires a mutation roll, based on the range the plant is from his segment. Metal and stone barriers halve effective ranges. The segment lives only a number of ~~min~~ ^{hours} equal to the hit points given to it. A segment with mobility can manipulate items, and make separate attacks.

Electrical Generation (C)

Mod: DX **Use:** 1 per 2 min. **Eff:** (Compl C)

Description: Same as physical mutation.

Energy Negation (S & C)

Rng: Mutation **Dur:** Constant **Num:** Variable
Mod: None **Use:** Constant **Eff:** Special

Description: The plant interferes with a type of energy that is within a range. The degree of interference fluctuates every 10 minutes, and a mutation roll is made to determine its effect. The results of using energy attacks of the affected type is reduced by one per result factor of this roll. If this is a powered tool, machine, or vehicle, an Endurance Save vs. the color result must be made in order to operate. Once a powered item leaves the range, it works again normally within 1d6 turns. A plant may choose to intentionally repress this mutation, but this counts as if moving at 1/2x speed for purposes of combat.

- | | |
|-----------------|--------------------------|
| 1. Radio waves | 6. Chemical/Solar Energy |
| 2. Sonics | 7. Hydrogen Power |
| 3. Light/Lasers | 8. Electricity |
| 4. Heat | 9. Broadcast Power |
| 5. Microwaves | 10. Atomic Power |

Explosive Fruit or Seeds (S)

If the weather is hot, fruit production is halved, and if cold, this production stops.

Heat Generation (C)

Rng: 1 meter **Mod:** DX **Use:** 1 per 3 turns

This is the same as the physical mutation.

Immunity (S)

This is the same as the physical mutation.

Increased Sense (S)

Rng: Body **Dur:** Constant **Num:** Self
Mod: IN **Use:** Constant **Eff:** Special

Description: The plant possesses a sensory range that is superior to the norm. This mutation improves the range of the specific sense by 1d6/2 RF (e.g., an improvement of 3 means that each range is x3 greater). This mutation also provides greater acuity with that sense, and the mutation score may be added to the IN score when attempting to identify an item or action. This mutation may affect any of the plant's senses. The affect on normal senses includes:

1. **Sight:** Gives the plant the equivalent of Microscopic vision, able to see things at a power equal to the mutation score. The plant suffers double damage from light attacks and must use this score when saving to avoid special light attack effects.

2. **Hearing:** The mutant can use sound in place of sight. It is accurate in defining actions, identities, and emotions of any item. Hearing can not identify a two-dimensional picture or writing. The plant suffers double damage from sonic attacks and must use this score when Saving against sonics.

PLANT MUTATIONS (Pages 52-54)

3. **Smell:** The plant can identify items by odors and may track as if possessing the Talent, but uses the mutation score instead of the Experience Rank. The mutant is affected by odor attacks at twice their Intensity, and uses this score instead of CN when trying to avoid the effects of gases.

4. **Touch:** The plant gains +3 on dice rolls when examining items. It also senses things by vibrations at a range equal to its mutation score. The plant suffers Pain when only 25% of its hit points are lost.

Mimicry (C)

Rng: Body Dur: Constant Num: Self
Mod: DX Use: 1 per week Eff: Shapechange

Description: The mutant can alter its body through growth to assume the shape of any creature or item. The degree of Difficulty is decided by the GM. The plant may not alter its size. This change allows the being to use any of the natural physical powers of that form, such as sails to catch the wind or a lasso to grapple items. This change does not duplicate internal powers, such as resistance to poison. It takes 1 hour and 3x the normal amount of food and water to transform. Original mutations and powers are retained. A plant can only use one form at a time and may not combine several different forms without a physical model to study.

Mobility (S)

Rng: Body Dur: Constant Num: Self
Mod: DX Use: Constant Eff: Movement

Description: The plant has gained an adaptation that permits it to move at a rate equal to its mutation score. This means of mobility may include reinforced roots, creeping vines, tumbling along, lightweight mantle or wind tassels to fly with the wind, or screw-shaped roots that move by rotation. Mobility may be specially adapted to a type of environment, such as water, burrowing, or climbing rocks, and is reduced to half when crossing other types. This score is used instead of DX when attempting to dodge or perform actions requiring nimbleness.

Modified Leaves (S)

Rng: Touch Dur: Constant Num: Variable
Mod: None Use: Constant Eff: Special

Description: Use the mutation score as the Attack Rank. This mutation adds +1RF to attacks, not result shifts where noted only when a Spectrum result is gained. This addition is not applied to White or Black results.

1. **Barbed Leaves:** When wrestling, treat each hold as one result better.

2. **Saw-Edged Leaves:** When the leaves attack, they treat the AC of a creature as two less than the actual armor.

3. **Razor-Hardened Leaves:** These spearlike, leaves gain a +1 RF.

4. **Missile Weapons:** The plant may fling up to 2 leaves a turn.

5. **Vibrating:** These leaves vibrate on contact with their target, causing Sonic damage.

6. **Envelops:** These long thin leaves entangle their target and hold it with a ST equal to the mutation score. A DX Save must be made vs. the attack, or the victim is also temporarily blinded by the leaves.

Modified Vines/Roots (S) Mod: PS

Description: If the plant is mobile, the tentacles are 1d6/2 meters long. If the plant is immobile, these vines or roots form a network within a range equal to the mutation score, around the plant. Each plant possesses 2d6 of these vines or roots, and each has a hit point total equal to the mutation score and an AC that is 2 worse than the plant. Damage to the tentacles does not harm the plant, unless a tentacle is destroyed, and then the plant suffers a loss of 2 points. If the plant possesses senses, it may direct the attack of its roots and vines. If not, the roots and vines attack anything that applies pressure to it.

1. **Poisoned Vines:** The poison special effect is to Paralyze.

2. **Tangle Vines:** A tangled victim is held with a ST equal to the mutation score.

3. **Squeeze Vines/Roots:** These vines cause progressive damage on each turn after they strike. They hold their victim with a ST equal to the mutation score. Their attack score does not increase each turn.

4. **Manipulation Vines:** Each possesses one sense for the plant to control it.

5. **Sucker Vines:** The suckers have a holding strength equal to 2x the mutation score. If a victim tears free, he suffers the base damage from the suckers.

6. **Carnivorous Jaws:** These jaws bite a target and then attack with an acidic secretion on subsequent turns, with an Intensity equal to the mutation score. The PS of the jaws equals the half the mutation score. See Dissolving Juices.

7. **Spear Vines:** The plant has double the normal number of vines and may fling these like a spear to a range equal to the mutation score.

8. **Boring Tendrils:** The plant possesses tendrils that use abrasive pads and special acids to eat through almost anything. The length of time needed to eat through something depends on its substance. The base rate for damaging flesh is one attack at the end of every 3 turns. Plastic and wood take 2x as long, stone 5x as long, metal 10x as long, and duralloy 100x as long. (The entry on Energy Mist is moved to Spore Cloud).

New Body Parts (S)

Aquatic Adaptation	Water Retention
Fruit/Nuts/Seeds	Windparachute
Multiple Blossoms	Horny Claws
Vines/Tendrils	Extra Limbs
Extra Sensory Organs	Webbing
Pods	Needles/Pinecones

New Senses (S)

Rng: Body Dur: Constant Num: Self
Mod: IN Use: Constant Eff: Special

Description: The plant has a new sense not typical to most living creatures. Use the mutation score instead of the IN score when using this sense.

1. **Chemical Sense:** This sense operates like Hearing. If the plant is touching an object, it may determine the Intensity.

2. **Energy:** This sense functions like Hearing. Energy intensity may be determined by touch.

3. **Infrared/Ultraviolet:** This sense functions like Sight. The plant detects things by heat or radiation level. It may even determine the Intensity level.

4. **Lifeforce:** This sense functions like Hearing. It detects the presence of nonplant creatures by their life aura.

5. **Magnetic:** This sense detects ferrous metals. It may also detect electrical fields, energy fields, and their strengths. This sense functions like a Feeling.

6. **Mental Waves:** This sense functions like a Feeling. It can detect emotional states.

7. **Microscopic:** This sense functions like a Feeling.

8. **Radar/Sonar:** This sense functions like Hearing. It detects objects by their density and movement. Dense items screen less dense ones.

9. **Ultrasonics:** This sense functions like a Feeling. It can be used to examine things by their relative densities, permitting the plant to see through things it can touch. The range is half normal.

10. **Vibrations:** This sense functions like a Feeling. It detects things by the vibrations they cause. It may also detect recurring vibrations such as motor sounds, heartbeats, etc.

Physical Reflection (S)

This is the same as the physical mutation.

Radiated Fiber or Seeds (C)

Description: The Intensity equals the mutation score. The plant has immunity to radiation.

Regeneration (C)

This is identical to the physical mutation.

Seed Mobility (S)

Description: There may be 1d6 pods, and each may possess three abilities of the parent. These pods have a number of hit points equal to the score, and the mutation score is used when manipulating these pods. If a pod is destroyed, the parent suffers 1d6 points of damage. A pod may be regrown in 2d6 days.

Shorter (S) This is similar to the physical mutation; but, the plant does not suffer from *increased metabolism*.

Sound Imitation (C) This is similar to the physical mutation; but, the plant can only duplicate a sound it has heard in the last 12 hours.

Spore Cloud (C) Rng: 1 meter

Description: The base damage caused by these spores equals 1/4x the mutation score. This cloud of spores may have varying effects.

1. **Infestation:** These spores burrow into the skin and Sicken him.

2. **Energy Damper:** These spores do not cause damage, but cause all energy devices in range to stop functioning for 1d6 turns. Robots and Computers are affected as if this was a mental mutation.

3. **Irritant:** These spores cause an allergic reaction for 10 turns, causing a -1CS penalty per result factor.

4. **Distortion:** These spores fill the air for 6 turns causing a distortion so that the plant appears to be 2 feet away from its actual position. Each creature's first attack against this plant misses. Then the foe suffers a -5 CS the next turn, this penalty reducing by 1CS per subsequent attacks made by the same foe, until the distortion fades.

5. **Burning:** These spores explode into a ball of flame.

6. **Vulnerability:** These spores cause the victim to make a CN Save or suffer from a temporary Vulnerability as the Mutation Defect for 2 turns per result factor. The vulnerability is usually linked to another of the plant's attacks.

Symbiotic Attachment (C) Mod: MS

Description: By making a successful attack using the mutation score, the plant can control one creature by planting a pod on this being. If the victim is intelligent, it may make an MS Save to avoid the control. As long as this control is maintained and the creature remains within a range equal to the mutation score, mental and physical control is possible for a 12-hour period. At the end of this control, the victim suffers from *physical exhaustion* for 1d6 minutes. If the controlled creature dies while the plant is in control, the plant must make a 1/2 CN Save, and if it fails dies. It takes 3 turns to break control.

Taller (S) This is identical to the physical mutation.

Textured Change (S) (See Bark)

Thorns & Spikes (S & C) Mod: DX

Description: Throwing thorns is included with this mutation.

Thorns: The plant may add this base damage to his unarmed damage when using unarmed combat.

Spikes: These spikes may be shot at a target at a base range equal to the mutation score. The plant possesses 2d6 clusters.

Wings/Gas Bags (S & C) Mod: DX

Description: The plant possesses leafy vanes/wings or chemically inflated air sacs that permit flight. Vanes are most common to independent plants and give the plant a flight speed equal to its ground rate plus its mutation score. Air sacs are most common in symbiotic plants.

SKILLS

Skills (Optional Rule)

Skills are abilities that require intensive training to improve their chance of success. Each skill has an individual score that can only be improved by spending XP for additional training. A skill must be learned from a master, some being who already possesses the desired skill at a level greater than the character's. The GM may permit a character to learn or improve a skill by other methods, such as a teaching machine or by requiring that the character research the skills, using the Research rules in Part IV, but doubling all costs.

The GM may develop any skills appropriate to Tech levels and circumstances surrounding his game world.

A character may start to learn skills only after he reaches Experience Rank 5. The character may never possess more Skills than his IN score, but he may improve each Skill score to a maximum of Level 5.

Skills are both new ability scores and modify existing abilities. The Skill level is added directly to the ability it is modifying, or to a base number, to determine the column on which to roll. Skills function like other abilities.

Skills may be created for any area, but should be kept narrow and specific, so as not to outrank mutations and Experience Rank. For example, if a combat skill is chosen, it should only be good when using a certain type of weapon or a scientific skill should only cover a specific field, such as chemistry.

There are three categories of Skills, and the GM is encouraged to develop and define the exact limits of any Skills he permits in each category. These three groups are: combat, abilities, and professions.

Combat Skills can be developed for each specific weapon and style of combat. Each Skill score is added to the Attack Rank when using that weapon or style of combat. The Skill score is also added to the base damage caused.

Ability Skills specifically enhance the use of an ability or talent in a particular area of performance that requires dedication and training. These areas might include rumpaling, wirewalking, and trapeze swinging for Dexterity, weightlifting and breaking items for PS, and so forth.

Professional Skills require the use of specific tools and knowledge. Professions include engineers, technicians, scientists, sociologists, and physicians. Characters possessing a skill in a specific field may utilize this knowledge in four different ways with differing chances.

Analyze: The skill can be used to analyze, identify, and diagnose things and situations that fall within the selected field. Use the Skill score +10 when trying to analyze something.

Use: The skill can be used to attempt to use or control things within the range of expertise. A physician could use surgery and medical devices, an engineer could operate a machine, and a technician could control a device. Use the Skill score +5 when attempting to use something.

Maintain/Repair: The skill may be used to maintain a tool or item within the specific area of expertise and to effect permanent repairs when the right tools are available. Use the unmodified Skill score when trying to repair or maintain something.

Build or Change: The skill may be used to build things within the field of expertise and the Tech Level of the character. It may also be used to alter existing items and their use, such as reprogramming a robot. Use Column A plus the Skill score when trying to build or change something.

ROBOTS

All robots are treated similarly to vehicles when determining movement speeds, maneuvers, and the effects of damage. To determine how much a robot may carry at various speeds, use the same multipliers for PS as are used for Draft Animals. Characters may therefore use robots which are larger than man-sized as a transport.

Military and Security programmed robots gain a bonus of +1CS when attacking humans.

New Robots & Errata

Death Machine: PR: 21 (+3)

Defense Borg: Force Field (-1RF); PR 18 (+2).

Engineering Bot — Light:

PS: 100(+4)DX: 13(+1)MS: 6(-2) PR: 9(-1)

Speed: Hoverfans = 160 or 8 Legs = 48

Type: Engineering Bot-Standard

Number: 1 to 4 **Armor:** 7(-35)

Hit Dice: 12 **Control:** III A

Sensors: IU, S, R, C **Power:** B, H12

PS: 350(+5)DX: 13(+1)MS: 6(-2) PR: 10

Speed: 5 Pods = 160 or 6 Treads = 60

Description: This unit is a 30-meter cube. It has two retractable 6-meter cranes able to lift 1,000 kilograms each. Each of its four 6-meter tentacles can lift 250 kilograms, and its tractor/pressor beam can lift 500 kilograms at a 10 meter range. Unit has the same special features as the Engineering Bot-Light, and is sealed for underwater operations.

Type: General Household Robot

Number: 1 to 10 **Armor:** 6(-30)

Hit Dice: 5 **Control:** I A

Sensors: H, IU, R **Power:** A200, B, C4

PS: 13(+1)DX: 9(-1)MS: 6(-2)PR: 3(-3)

Speed: 2 to 6 Legs = 24

Description: These 2-meter-tall humanoid robots have two short grippers and two 1-meter tentacles. Each has some or all of the following: cleaning and polishing attachments, maintenance tools, a trash compactor, a vacuum, an incinerator, a storage bin, and a spray nozzle with small tanks of cleaning fluids, disinfectants, and insecticides.

Type: Heavy Cargo Lifter

Number: 1 to 3 **Armor:** 7(-35)

Hit Dice: 80 **Control:** II A

Sensors: R, M, C **Power:** A250, B, C8

PS: 1200(+6)DX: 7(-1)MS: 6(-2)PR: 6(-2)

Speed: 4 Pods = 80 or 3 Treads = 120

Description: This unit is 6 by 12 meters and 3 meters tall. It has a 12-meter-long crane with a 3-pronged claw that can lift 4,000 kilograms. It also has four 6-meter tentacles that can lift 500 kilograms each and a tractor/pressor beam that can lift 1,800 kilograms at a 30-meter range.

Large Cargo Transport: PR: 3(-3)

Type: Robot Vehicle

Number: 1 to 2 **Armor:** 6(-30)

Hit Dice: 150 **Control:** III A

Sensors: IU, A, C, R, T **Power:** B, N

PS: 250(+5)DX: 21(+3)MS: 12 PR: 18(+2)

Speed: (Based on speed of vehicle)

MOVEMENT

Description: A robot vehicle is a normal powered vehicle with a robot brain. Robot vehicles possess booster jets that allow them to move 4x normal speeds or leap 5 meters into the air for 1 minute increments. It takes 10 minutes to recharge these jets once used.

Robot vehicles possess two 3-meter tentacles, searchlights, sound synthesizers, the equivalent of a building computer, and may be sealed airtight with a 30-minute air supply. They may be equipped with two front-mounted and one rear-mounted weapons of the GM's choice.

Security Robot: This robot also possesses a normal force field (-1RF).

Warbot: This robot's force field is (-2RF).

METRIC CONVERSION

Measure	= Equivalent
1 Kilometer per hour (KPH)	= .62 MPH
1 Mile per Hour (mph)	= 1.61 KPH
1 Kilometer (km)	= .62 Miles
1 Meter (m)	= 1.09 Yards
1 Meter (m)	= 3.28 Feet
1 Centimeter (cm)	= .39 Inch
1 Mile (mi)	= 1.61 Kilometers
1 Mile (mi)	= 5280 Feet
1 Yard (yd)	= 91 Meters
1 Inch (in)	= 2.54 Centimeters
1 Metric Ton	= 1.1 ton
1 Kilogram (kg)	= 2.2 Pounds
1 Gram (g)	= .035 Ounce
1 Ton	= 91 Metric Ton
1 Pound (lb) * X	= 45 Kilograms <i>Weight</i>
1 Pound (lb)	= 16 Ounces
1 Liter (l)	= 1.06 Quarts
1 Liter (l)	= 33.8 Ounces
1 Milliliter (ml)	= .034 Ounces
1 cu Centimeter (cc)	= .06 cu Inches
1 Quart (qt)	= .95 Liters
1 Ounce (oz)	= 29.6 Milliliters
1 cu Inch (cu in)	= 16.39 cu Centimeters
30.48 cm * X	= 1.2 * = height

MOVEMENT TABLE

Speed	Unburdened	Burdened (x 2/3)	Heavy Burdened (x 1/3)
Slow	12	8	4
Normal	24	16	8
Fast	48	32	16
Running	48	32	16
Crawling	6	4	2
LEAPING & JUMPING*			
Leaping	-0	x .66 -5 m	x .33 -1 m
Jumping			
Down	-0	-1 m	-2 m
Vaulting	-0 x .33 PS	-2 m	-3 m
Spring Up	-0	-5 m	-1 m
CLIMBING**			
Trees	6	x2/3 .66	x1/3 .33
Ropes	4	x3/4 .75	x1/2 .5
Rocks	2	x1/2 .5	x1/4 .25
SWIMMING .5			
Surface	1/2x PS	-3	-6
Underwater	1/4x PS-25	-1	-3
Diving	(1/2x PS) 5 + DX	-4 m	-8 m

* The burden of a character reduces the distance leaped.

** Burdens slow the rate of movement by a multiplier.

The basic monetary unit in the Gamma World is the gold piece (gp), an 8-ounce coin minted in a variety of shapes and sizes. In addition, the domar and dahler are widely used, since they are almost impossible to counterfeit. Domars (dmr) are plastic discs of uniform size and shape. Dahlers (dtr) are made of a translucent golden plastic and have three-dimensional pictures on their surface that may be seen when held up to the light.

Each gold piece is worth 10 domars, and every dahler is worth 5 gold pieces. Occasionally, dahlers may be found that are twice the ordinary size, about 5 cm. These are known as five-dahler pieces and are worth 25 gold pieces.

Precious metals and gemstones are also more rarely used as elements of exchange, ranging in average values from 100 to 1,000 gold pieces each.

A large influx of domars and other coinage into an area results in a depreciation in the relative value of each coin so that from 2 to 10 domars equals the old value of the domar. This inflation is an automatic result of available wealth, and the GM may increase prices to dispose of excess amounts of cash.

Despite this system of currency used by all intelligent races across the face of the wilderness, barter still remains the primary method of trade and exchange. Barter is the process of trading one item or service for another item or service. Barter is based on the equivalent rates of exchange of items and on the ability of the characters trading to successfully bargain a fair price.

1 GP = 10 DOMARS	1 GP = 5 GPF	1 GP = 200 CP	10 DP = 2 EF
5 GP = 1 DAHLER	1 GP = 2 EP	1 EP = 10 SP	1 DA = 1 GP
25 GP = 5 FIVE-DAHLER PC	1 GP = 20 SF	1 DA = 100 SP	1 DA = 10 EF
		10 DP = 20 SP	100 CF = 1 EF

Armor: Only one type of armor may be worn at one time. All armor has an armor class rating, or AC. Armor reduces the amount of total physical and energy damage suffered each turn by -5 points times the AC. This damage is not subtracted from each attack, but from the total damage of all attacks suffered in 1 turn!

Armor does not affect airborne diseases, gases, and sprays. Airtight units are immune to these effects. Armor does not reduce damage from radiation or sonics in the normal manner. These suffer a -1RF penalty. Those in metal armor suffer double damage from electric attacks, though the armor still reduces damage. Heat and cold attacks cause +1RF.

Armor comes in three forms. Vests protect only the upper torso and vital organs. Suits protect the entire body and the head. Barding is designed to protect the head and forequarters of a mount.

Fiber Armor: Woven mutated plant fibers.

Force Field Belt: This item provides a -1RF defense.

Inertia Field: This crylon fiber-mesh suit has an AC value of 1 and projects an inertia field. It also has a jet pack.

Leather Armor: This includes heavy clothing as well as hardened leather and studded leather armor.

Natural Armor: This includes armor that is a part of a creature's body. Armor may be made of shed natural materials.

Metal Armor: This includes metal-mesh armor, such as ring and chain mail, as well as formed metal plate armor. Metal armor is bulky and tends to slow its wearer.

Plastic Armor: This padded armor is constructed of plasteel.

Powered Armor: These types of armor all require a power source to function as noted on the Armor Chart. Only energized armor is capable of nonpowered movement. Powered armor uses a series of neutron sensors and servomotors to make it function like a second skin, and the armor's weight can be ignored when activated.

All powered armor, except energized armor, are airtight and have a 72-hour air supply. Some also generate force fields.

All powered armor is outfitted with TU sensors, and

How to Bargain

Step 1: Find the Base Unit Price. This equals 1/10 the item price. The bargaining rules track negotiations by totaling the number of base unit factors being offered. The final sale price equals the base unit price times the total price factors.

Step 2: Determine NPC Bargain Rating. The NPC's Bargain Rating (BR) equals 7 plus his Charisma modifier.

Step 3: Determine the Opening Offer. The opening offer from the NPC being bargained with equals 15 price factors:

- + Bargain Rate — If NPC is selling
- Bargain Rate — If NPC is buying

This offer may be adjusted by three value modifiers, given on the Price List page.

Step 4: Determine Barter Score. The NPC's barter score equals his MS plus his CH modifier, minus the PC's CH modifier. Results of the bargain roll are interpreted on the Barter Reaction Chart.

Step 5: Negotiation Modifiers. Each round of bargaining, the player character may counter the offer or use double talk in an attempt to gain a favorable adjustment. The GM must determine how much the PCs' actions influence the haggling.

Action	Modifier
Improve offer greatly	-3 to -5 CS
Improve offer slightly	-1 to -2 CS
Plausible reasoning	-1 to -3 CS
Refuses to budge	0
Implausible reasoning	+1 to +2 CS
Insulting offer	+3 to +5 CS

possibly others. There is a built-in communicator that can amplify hearing four times, or dampen loud sounds (half damage from sonic attacks). A half-sized medkit may be attached. All attack forms of powered armor may be used at the same time during 1 turn, but cause a penalty of -5CS per additional attacks for all attacks.

Alloy Plate: This suit doubles a character's PS score. A punch causes a base (6).

Assault: When active, the suit generates a -3RF force field. The wearer's PS is tripled, and his movement is 4x. He can bound 30 meters high in one spring. Built into each arm is a laser rifle. Also built into the helmet is a micromissile launcher with a 20-missile clip. There is a back-mounted grenade launcher (base range 30 meters), that holds a clip of 15 grenades. The suit can also punch, causing a base (12).

Attack: This suit generates a -2RF force field. This suit possesses the same weaponry as assault armor, but the lasers are equal to pistols and there are only 10 micromissiles and 5 grenades. A punch causes a base (10). This suit doubles the wearer's PS score, triples speed and can leap 30 meters.

Battle: This suit generates a -1RF field. It possesses two built-in type-A slug pistols and a back-mounted flamethrower. Each powered fist can strike for a base (8). This suit doubles the wearer's PS, speed and can leap 15 meters.

Energized: This bulky frame has an attached jetpack. The computer systems of this unit give a +2 CS for melee and missile combat.

Plat: This suit doubles the wearer's PS and causes a base (5) with a punch or kick.

Scout: This suit generates a -1RF force field. It doubles the wearer's PS and quadruples his speed, and can make 30-meter jumps. The units weapons are two built-in type-C slug pistols and a stun ray rifle in the helmet. It also carries radar and radio scramblers and has a smoke generator.

Sheath Armor: This is a heavily padded armor with plasteel helmet, gauntlets, leg guards, and shoulder pads.

Step 6: Make a Bargain Roll. The following effects apply.

Red: This result ends the bargaining, possibly on a hostile note. The NPC does not deal again unless given a gift.

Orange: This result worsens the deal by two factors (plus if selling, minus if buying) and gives a dice roll modifier of +20 for the next bargain roll.

Yellow: This result worsens the deal by one factor and gives a dice roll modifier of +10.

Green: This result does not change the price; it results in a sob story of how the PC is taking advantage of the NPC.

Blue: If the dice roll was odd, the deal is worsened by one; if the dice roll was even, the deal improves by one. There is a dice roll modifier of -10 on the next bargain roll.

White: This result improves the deal by one factor and gives a dice roll modifier of -20 for the next bargain roll.

Black: This result improves the deal by two factors, and the NPC attempts to close the deal. If the PC refuses he suffers a dice roll modifier of +15.

Step 7: Next Bargaining Round. Repeat this procedure till the deal is closed or one side refuses to bargain further.

Though role-playing bargaining can be fun, it can also detract from adventure time. Limit the amount of time spent bargaining for an item to no more than 10 rolls. If one item is being traded for another, set the value of the item being offered by the PC, and only vary the value of the NPC's price.

Shields: Shields deflect attacks and make the user harder to hit by a -CS penalty to the attacker's Rank. The shield defense modifier equals its size factor plus its material factor.

Duralloy shields are triangles of a flexible alloy highly resistant to energy. The material factor of duralloy is added only versus energy attacks. Versus physical blows, use only its size factor.

Energy Fields: There are two types: force fields and inertia fields.

Force Fields reduce the amount of damage caused by each attack by a number of -RF. This results in the damage caused being x1 less. However, the color of the result remains the same for purposes of special-effect saves. Force fields do not affect airborne diseases, gases, radiation, and mental attacks. Versus sonic attacks, a force field is treated as 1RF reduction less; thus, a -2RF field is treated as a -1RF field versus sonics.

Inertia Fields: This energy field damps kinetic motion and provides an AC value of 6 versus physical attacks. In addition, airborne disease and gas attacks are negated entirely, while those involving black rays, radiation, and sonic damage are halved.

Red Results vs. Defenses: An attack with a Red result may reduce the defensive value of an item by one factor at the GM's choice. If there are a variety of defenses active, the attack first applies to fields, then shields and lastly armor. Any lost defense value is permanent until the item is repaired or repowered. Red results apply as follows:

Armor — AC is reduced by 1(-5).

Shield — Modifier is reduced by +1CS.

Force Field — Reduced by +1RF.

Inertia Field — Reduces AC rating by 1(-5); if this drops to AC3, gases and diseases can penetrate field, and damage from black rays, radiation, and sonics is no longer halved.

PRICE LISTS

Price Lists

Following are gold price prices for weapons, ammunition, armor, fuel and services, and trade items. Prices for general equipment and vehicles are listed on their master charts in the appropriate equipment sections.

Armor (1)	Cost	Wt.
Bark	*(30)	20
Chain mail Armor	300	20
Chain mail Barding	400	30
Chain mail Vest	150	10
Carapace, Partial	*(50)	15
Carapace, Total	*(1,250)	35
Energized Armor	3,500	20
Fiber Armor	1,000	10
Force Field Belt	*(1,000)	5
Heavy Clothes/Furs	6-25	.5
Inertia Field	3,000	40
Leather Armor	50	10
Plastic Armor	1,500	15
Plate Armor (steel)	900	30
Plate Barding (steel)	1,200	50
Plate Mail Vest	450	15
Powered Alloyed Plate	5,000	40
Powered Assault Armor	**	500
Powered Attack Armor	**	450
Powered Battle Armor	**	300
Powered Plate Armor	2,000	100
Powered Plate Barding	2,500	200
Powered Scout Armor	**	250
Ring Mail Armor	250	20
Sheath Armor	100	10
Studded Leather Armor	75	15
Studded Leather Barding	100	25

Shields (3)	Cost	Wt.
MATERIAL COST		
Wood or Leather	5	1
Plastic or Carapace	10	3
Metal	20	5
Duralloy	*(50)	2
SIZE FACTOR		
Small (buckler)	x1	x1
Medium (chest)	x2	x2
Large (body)	x3	x3

Bargain Value Modifiers	
Rarity	Value
Junk	-5
Common (Tech I)	0
Uncommon (Tech II)	+1
Rare (Tech III)	+2
Very Rare (Tech IV)	+5
Unique (Tech V)	+10
Labor	Value
Handywork	-2
Repair	-1
Unskilled	0
Service/Hireling	+1
Mercenary	+2
Entertainer	+3
Craftsman	+4
Professional	+5
Distance	Value
Less than 20 km	0
20-80 km	+1
81-160 km	+2
161-320 km	+3
321-640 km	+4
641-1280 km	+5
1281+ km	+6

Weapons (2)	Cost	Wt.
Auto Pistol	120	2
Auto Rifle	250	15
Battle Axe	50	12
Black Ray Pistol	**	1
Blowgun & Darts	1	1
Blunt Weapon	**	10+
Bola	10	5
Bomb, Concussion	*(75)	15
Bomb, Fission (Clean)	**	100
Bomb, Fission (Dirty)	**	100
Bomb, Fusion	**	80
Bomb, Mutation	**	10
Bomb, Negation	**	10
Bomb, Neutron	**	200
Bomb, Tick	**	1
Bow, Short	15	5
Club/Baton	2	5
Crossbow	25	12
Dagger/Knife	5	1
Damage Pack — A	**	20
Damage Pack — B	**	30
Damage Pack — Small	100	10
Drone Weaver	**	8
Energy Mace	150	10
Fire Extinguisher	75	20
Flail/Chain	50	10
Flamethrower	250	30
Flaregun	200	8
Flying Blades	**	1
Fusion Rifle	**	15
Grenade, Chemex	200	2
Grenade, Energy	*(150)	2

Ammunition (4)	Cost	Wt.
Arrow, hunting	1	.1
Arrow, flaming	5	.2
Arrow, fishing & line	10	.5
Arrow, special	20	.2
Autogun, bullet	3	.05
Autogun, clip (7)	20	.5
Autogun, clip (30)	60	1
Bullet, pistol	2	.01
Bullet, rifle	3	.02
Bullets, sling (10)	5	1
Blowgun darts (20)*	1	.1
Crossbow, hunting bolt	1	.1

Fuels (5)	Cost	Wt.
Wood, 1 cord	1	10
Wood alcohol (1 liter)	1	1
Oil or petroleum (1 liter)	2	2
Chemical (1 kilogram)	3	1
Services, per day		
Handy work	0.1-2.0	
Repair work	1-10	
Common labor	2-20	
Personal Service	10-60	
Entertainer	1-120	
Craftsman	5-100	
Professional	GM choice	

Weapons	Cost	Wt.
Grenade, Fragment	75	5
Grenade, Photon	**	2
Grenade, Poison Gas	60	2
Grenade, Stun	*(50)	5
Grenade, Tear Gas	25	5
Grenade, Torc	**	8
Handaxe	8	4
Harmonic Disruptor	**	20
Hose, Fire	**	20
Javelin	5	1
Lamprey Disk	**	1
Lance	75	15
Laser Pistol	*(300)	1
Laser Rifle	*(500)	8
Lasso (Rope)	5	2
Mace	10	14
Mark V Blaster	*(750)	5
Mark VII Rifle	*(1,000)	15
Matter Bomb: Alpha	**	20
Matter Bomb: Beta	**	30
Matter Bomb: Delta	**	40
Micromissile	**	5
Minimissile	*(1,000)	10
Morning Star	20	5
Musket	75	10
Needler	*(200)	1
Net	10	5
Neural Bite	**	1
Noose/Garrote	2	1
One-shot Pistol	30	1
Paralysis Rod	*(120)	3
Pole Arm	75	15

Ammunition	Cost	Wt.
Crossbow, flaming bolt	5	.2
Crossbow, special bolt	20	.5
Flare (each)	20	1
Musket balls (10)	5	1
Musket powder horn (10)	5	1
Needler clip (10)*	20	1
Scattergun shell	5	.1
Slicer Razor clip (8)	150	2
Slug Peller, A-clip (50)	100	5
Slug Peller, B-clip (30)	50	3
Slug Peller, C-clip (20)	40	2

* Does not include cost of poison.

Meals	Cost	Wt.
Hot broth/mug of mulled wine	.1	
Porridge & Bread	.5	
Meat Pie	1	
Meat, Bread, Vegetables & Drink	2	
Week's Provisions	10	
Lodging		
Stable floor	.1	
Stable loft	.5	
Canopy, straw & fire	1	
Shared room	2	
Private room (4 people)	5	
Private room (1 person)	25	
Hut, per week	100	
House, per week	1,000	
Day's Room & Board	5	
Week's Room & Board	15	
Week's Stable & Feed	5	

Weapons	Cost	Wt.
Popper Pellet	**	6
Revolver	50	6
Rifle, bolt	100	12
Robotic Tentacles	*(25)	10/m
Sap (Black Jack)	1	1
Scattergun	150	18
Slicer	*(1,350)	9
Sling & bullets	5	8
Sling & stones	2	6
Slither Helix	**	1
Slug Pistol (A)	*(400)	5
Slug Pistol (B)	*(500)	4
Slug Pistol (C)	300	3
Smart Dart	**	6
Spear	3	3
Stinger Crystal	**	1
Stun Ray Pistol	*(200)	6
Stun Ray Rifle	**	12
Stun Whip	*(30)	5
Surface Missile	**	500
Sword, Long	25	10
Sword, Short	10	8
Sword, Two-Handed	100	25
Tender Touch	**	1
Torch/Flaming Brand	1	5
Vibro Blade	*(500)	8
Vibro Dagger	*(250)	1
War Hammer	5	10
Whammer (Thumper)	**	2
Wrapper (Cocoon)	**	1
Zapper (Viper)	**	1

The GM may create special ammunition.
Armor Piercing: Treat target as two AC less.

High Explosive: Ammo explodes causing +3 base points with a blast radius of 1 meter.

(7) Poisons (10 doses each)	Intensity	Cost	Wt.
Drugs	12(1)	20	1
Sickens	14(2)	40	1
Progressive Damage	16(3)	60	1
Paralysis	18(4)	80	1
Knockout	110(5)	100	1
Delusion	112(6)	120	1
Death	114(7)	250	1

(6) Trade Goods	Cost	Wt.
Ale, cask	5-100	
Baskets, dozen	10-60	
Books/scroll/maps	50-2500	
Collector's Items	500-25,000	
Fish (per 20 pounds)	5-30	
Food (per tun)	30-100	
Fruit (per bushel)	10-60	
Furs (per pelt)	10-500	
Game (per 20 pounds)	5-40	
Glass (per chest)	50-200	
Herbs (per bushel)	2-12	
Incense (per pound)	100-500	
Ivory (per tusk)	250-1,000	
Metalware (per piece)	1-500	
Native art	5-500	
Oil, cask	50-400	
Pottery	2-8	
Produce (per bushel)	10-30	
Spices (per bushel)	5-50	
Statuary	50-5,000	
Tapestries/Rugs	10-1,000	
Textiles (per bolt)	10-40	
Wine, cask	10-200	
Wood (per cord)	5-500	

* This indicates that this item is usually not available for purchase and must normally be found as treasure.

** This item can never be bought and can only be found as treasure among ruins or in the hands of enemies.

WEAPONS

Primitive & Medieval

These weapons are used by Tech I & Tech II societies. Most possess two different base damage scores. The first value is used when attacking targets man-sized or smaller, the second for large and huge targets.

Cut, Thrust, and Bludgeon Weapons: These weapons are made to be used in melee combat.

Cut & Thrust: Axes, lances, pole arms, and swords.

Bludgeon: Clubs, flails, hammers, maces, morning stars, saps, and staves.

Cut, Thrust & Throw: Daggers, hand axes, and maces.

Rope: Lassos, nooses, garottes, and nets. A lasso or net entangles its victim, requiring him to make a PS Save minus the material strength of the rope (ST 6) to escape or suffer damage each turn. A noose or garotte cause minimal damage, but has a fatal special effect. The target of a noose attack gains a -5CS to the attack if he sees it coming.

Flaming: Torches act like a club, but also cause burn damage.

Primitive Missile Weapons: This includes blowguns, bolas, bows, crossbows, javelins, and slings. Each weapon has a base range factor and a limited supply of ammunition. Blowguns, bolas, and slings also inflict special effects if an appropriate ability Save is failed.

Bola: This weapon requires 2 turns to use and 5 meters of space to swing.

Modern & Futuristic

These include all Tech III & Tech IV weapons.

Energized Melee Weapons: These weapons create a damaging energy field including the energy mace, paralysis rod, stun whip, vibrodagger and blade.

Energy Mace: This weapon causes electrical damage.

Paralysis Rod & Stun Whip: These weapons use low-amperage electric fields to paralyze muscles for 1d10 minutes. They may be powered by any type of energy cell allowing the weapon to strike for 30 successful attacks.

Vibro Weapons: These weapons create a blade-shaped field of force that slices through all matter, ignoring the protective effects of artificial and natural armor.

Special Weapons: These include several items not originally weapons.

Fire Extinguisher: This weapon only causes damage to plants and creatures harmed by cold. Its base damage in such cases is (5). If used against another creature, it serves to provide 50% concealment for 2 turns. If used to fight a fire, it can extinguish 10 points of fire each turn for 10 turns.

Fire Hose: This is only effective when attached to a pressurized water source, then its concentrated spray can Slam targets. It can extinguish 5 points of fire each turn.

Flamethrower: This device shoots a burning spray of jellied petrol that ignites combustible objects with a material strength of less than 10. The ignited material then increases the size of the fire by 1/10 the item's hit-point total.

Flare gun: This signal device fires pellets that burst upon contact with oxygen into a bright flare of different colors, burning for 1 minute. It also ignites combustibles.

Guns: These ranged weapons come in both pistol and longer-ranged, more accurate rifle models. Each weapon may be fired twice a turn at different targets if desired, but this results in a -5CS penalty to both attacks. Further, these weapons may be used as blunt weapons to bludgeon.

Projectile Guns: This includes weapons that fire a single missile per shot: muskets, 1-shot derringers revolvers, and bolt-action rifles. These bullets use an explosive propellant to fire. Most of these weapons have the special ability to Stun their target for 1 turn, and the more powerful weapons also cause a critical wound on a Red result.

Automatic Guns: These weapons also fire projectiles, but are capable of firing 1 at a time, or up to three bullets in 1 turn at the same target at a penalty of -2CS per bullet, or half the clip in a burst. These include autoguns, which fire bullets, and slug throwers, which fire metal slugs using a magnetic field to propel them. They require a Hydrogen cell to power the magnetic field. The cell is good for 3 clips.

Special Guns: These weapons fire special projectiles. This includes needlers and scatterguns. A needler fires a cluster of poisoned or drugged needles that inflict minor damage. A scattergun fires buck-shot shells. These shells cause a lot of damage at short range, but the damages reduce by (-5) per range factor.

Energy Guns: These weapons are all powered by energy cells. Their attack form is either a beam of energy or the creation of a field of force. Energy guns are delicate instruments that become inoperative after being struck twice by Red results. These weapons include:

Fusion Rifle: This gun fires I18 radiation pellets that stain their target red. The pellets have a 10-year half-life. One Atomic cell provides 10 shots.

Laser Pistol & Rifle: These guns fire an intense beam of coherent light that causes heat damage in the infrared spectrum. Fog and smoke halve the damage of the attack. Metal armor deflects a shot on a Black roll. One Hydrogen cell powers a pistol for 5 shots, whereas two cells power a rifle for 10 shots.

Mark V Blaster & Mark VII Rifle: These weapons create a disruptor field that causes damage to anything not protected by a force field. It treats the target's armor as half normal value. In addition, Mark V & VII cause a disintegration special effect. One Hydrogen cell powers a blaster for 5 shots, while two power a rifle for 10 shots.

Slicer: This weapon fires energy discs with a field of force that slices through armor like a vibro weapon. One Hydrogen cell and a clip of slicer razors powers a slicer for 8 shots.

Stun Pistol & Rifle: Though these weapons fire a synaptic damper field that causes no apparent damage, they knock out a target for a number of turns equal to the base score times the result factor. One Solar cell powers a pistol for 6 shots, while two power a rifle for 10 shots.

Grenades: These are all exploding devices that must be thrown near their target or fired from a grenade launcher. The base throwing range equals the character's PS. All grenades have a trigger device, and they explode at the end of the turn the device is triggered and thrown or dropped. Most grenades have a base blast radius of 2 meters (torc grenades have a base radius of 3 meters). A separate attack is made against each target within the area of effect. Grenades have a wide range of effects.

Chemex: Searing flame.

Energy: Electrical damage.

Frag: Exploding, stunning shrapnel.

Photon: Infrared blast may prove fatal to anyone not protected by a force field.

Poison Gas: Toxic gases lasting 2d10 minutes.

Stun: Electrical jolt paralyzes muscles.

Tear Gas: Causes eye, skin, and lung irritation; effect lasts 2d10 minutes.

Torc: Sonic blast causing +1RF to those not protected by a force field.

Bombs & Explosives: Each of these weapons is triggered by some type of fuse of the GM's choice (proximity, impact, heat, time delay, etc.). They lack a delivery system and must be placed or dropped near the target. Characters unskilled in explosive use suffers a -3CS when using these weapons.

Concussion Bomb: This 30-cm-long canister releases a knockout gas with a base blast radius of 12 meters. The gas lasts for 2d6 minutes.

Damage Packs: These are variously sized canvas packages of high explosives outfitted with a variety of triggers. Packs A and B have a base radius of 6 meters, while the small pack's radius is only 3 meters.

Fission Bombs: These 50-cm black steel spheres cause a controlled nuclear explosion. This explosion may be clean (no residual radiation) or dirty (leaves radioactive waste, I15, afterwards). The base blast radius is 200 meters.

Fusion Bomb: This bomb is a 1-meter black steel disc. The limited nuclear fusion causes a fire storm burning all targets. The base blast radius is 12 meters.

Matter Bombs: Metallic discs of various colors and sizes, these bombs create a wave of concussive force, causing damage in an increasing blast radius based on the size of the bomb. These bombs cause +2RF to robots and computers.

Mutation Bomb: A pear-shaped plastic casing, this bomb unleashes a wave of I12 radiation with a base blast radius of 6 meters.

Negation Bomb: This 10-cm aluminum sphere saps all forms of energy, causing damage even to living creatures. Any powered item within the area of effect must make an Endurance Save or be drained of all power. The base blast radius is 6 meters.

Neutron Bomb: A 50-cm duralloy sphere, this bomb has a fatal special effect on all living creatures not protected by a force field. It does not harm metal, equipment, or buildings. Its base blast radius is 60 meters.

Trek Bomb: A 25-cm black plastic box, this bomb causes a disintegration special effect, causing +1RF to items not protected by a force field and -1RF to those so protected. The base blast radius is 15 meters.

Missiles: These weapons must have a launcher and are treated as artillery. Guidance systems may be present providing a +1d6 CS. There is a rocket backwash from a missile.

Micromissile: This 10-cm missile has a plastic handgrip/launcher. Micromissiles are found in clips of six. Base blast equals 3 meters.

Minimissile: This 50-cm missile has a disposable shoulder-rest launcher. It is single shot and has a base blast radius of 6 meters.

Surface Missile: This 5-meter missile is rocket powered. It may be one of four types: concussion, fission, negation, or neutron — all similar to the bomb. Its base range is 12 kilometers.

Tech V devices are of unknown manufacture and purpose. Several have been discovered to have deadly potential when wielded as a weapon. Crystalline in structure, energy appears to dance within their matrices.

When a Tech V artifact is first discovered, it appears colorful and alive, and, when first examined, it functions for 1 turn. Then the item turns a lifeless, soapy grey color, for it is unattuned to the mind waves of its new user, from which it derives its power.

Since Tech V artifacts are activated by mind power, the method of examining these devices requires intense concentration and meditation. In addition to this mental effort, there are facets which must be rubbed, beads that twist, strands that braid and interlock, and other physical operations that are not readily apparent when first found. As the examiner draws closer to understanding the device, it slowly resumes its own natural coloration, as it becomes attuned to its user.

These devices require a strong intelligence to convert and control their unknown energies. Whenever a Tech V device is examined, a skull and crossbones indicates that one Mental ability is *crippled* for 1d6 days or treat the victim as if *mentally exhausted* if he does not possess any mental mutations. *Wavy lines* indicates a Slam result. Using MS instead of CN to determine the effect, with *stun* effects lasting 1d6 x 10 minutes.

Special considerations for using Tech V devices in combat are noted in the Combat section. Each device, in addition to causing damage, also causes a special effect against which the victim must make an ability save to avoid (noted in parentheses after the effect).

Black Ray Pistol: This looks like a clear plastic gunstock holding a black crystal, 10-cm lozenge. When fired at an organic target, it causes massive damage, and the special effect is *fatal* (S:CN). Its effect is entirely negated by a force field, and it has no effect on inorganic targets. Each lozenge only holds enough energy for four shots, then it turns clear.

Drone Weaver: This looks like a multicolored bead on the end of a meter-long braided strand of spun crystal. When activated, it leaps at its target and hovers in the air, the strand vibrating causing a dull drone that drowns all conversation at short range. It attacks all creatures and artificial intelligences within range, causing damage and causing each victim to save vs. subsonics (S:MS). It may be redirected each turn to move a distance equal to its base range.

Flying Blades: These look like 10-cm shurikens of varying colors. Upon activation, a flying blade springs into the air, spinning like a buzz saw, and flies at its target. Each turn of concentration, the blade may attack a different target within its base range. Each turn a target is hit, it must make a save or else its defenses (AC, shields and fields) suffer as if from a Red result (S:DX).

Harmonic Disruptor: This looks like a 50-meter-tall cluster of violet crystals. When activated, it sends out sparkling waves of harmonious sonic vibrations that cause damage to everything within range. All targets must make a CN or EN Save or this damage is treated as *disintegration*.

Lamprey Disc: This 5-cm ovoid amber disc does not cause physical damage and is only effective against energy-powered devices. Upon adhering to its target, it drains a number of hours of energy equal to a base score of 12 when it strikes. After absorbing 60 hours of energy, the disc turns red and is useless. The target device may make an EN Save to

avoid power drain each turn the device is attached.

Neural Bite: This looks like a silver metal ring, 20 cm in diameter, and bears a variety of multicolored beads along its perimeter. When activated, it oscillates in the air and flies at its target. Each turn it may attack a different target with a spark of energy that ignores the effects of armor and force fields. The victim must make a save or fall under the *domination* (S:MS) of its controller. Only one creature or artificial intelligence may be controlled at one time.

Popper Pellet: This looks like an ochre kernel. When activated, it swells into a silver bubble and floats toward its target. Upon contact with its target, it explodes. If the target has an energy field, it reduces the field by one of its defense factors.

Smart Dart: This looks like a double-sized flint arrowhead with iridescent edges. When activated and flung at a target, it homes in on the target's form and aura. The victim may make a DX Save each turn to avoid the dart, but the dart returns to attack until it strikes something. When it hits, it erupts in a flashing ball of electricity, harming all within 10 meters.

Slither Helix: This looks like a rainbow-colored ribbon, 3-meters long. When activated, it animates and slithers after its target, attacking with its energized touch. If struck, a victim must make a DX Save or the helix has wrapped itself around its victim and causes *progressive damage* (S:CN) each turn that the victim fails to make a save. A slither helix has 50 hp and can only be harmed by physical damage.

Stinger Crystal: This diamond shaped disc is multicolored. When activated, it springs into the air, hovering and spinning at its user's shoulder. It can be used either to strike a foe in melee combat or to block any physical or energy attack, whereby it suffers the damage itself. When intercepting an attack, it may be directed to a great distance. The crystal suffers only half damage from physical and energy attacks and has 100 hp.

Tender Touch: This looks like an embroidered veil of spun crystal. It may only be used in melee combat. Any victim struck by the veil suffers damage and must make a CN Save or suffer as if attacked by a *delirium* poison, 120(10) for 1d20 minutes.

Whammer: Also called the "Thumper," this is a small hollow cylinder with a resilient membrane across one end. When activated and the membrane is thumped, a concussive wave of force attacks all within a cone that is 2-meters wide at base range and doubles at each additional range. Victims must make a save or be Slammed (S:CN).

Wrapper: Also called a "Weaver" or "Cocoon," this is an ivory spindle. When activated, it spins into the air and extrudes a strand of plasteel fiber (ST120) at an amazing rate. Twirling around its victim, it attempts to enwrap him. The victim must save or become *tangled* (S:DX).

Zapper: Also called a "Viper." When activated, this small green coil writhes along the ground toward its target. Its sting causes neural damage, and any powered device struck by it must make an EN Save or short out. Robots reactivate in 2d10 minutes.

Identity Medallions

A variety of IDs were used by the Ancients. The most common type consisted of plastic cards to be inserted into scanning devices. Some, were designed to be scanned by holding them in front of a monitor. These included bracelets, finger tags, and necklaces.

IDs are grouped by color codes to identify the level of security that they bypass. Most IDs were designed for use only at specific installations for specific areas. However, some IDs may be used in most Ancient ruins. These IDs may be used d20 + 10 times, and then, unless some reprogramming is possible, the IDs are useless.

There are five levels of security or Codes.

Code I: Colored yellow or brown, these IDs were used by ordinary citizens to establish credit and maintain records.

Code II: Usually colored either blue or red and white, these IDs were used by low-level military personnel, civil servants, and employees of financial organizations. These are most commonly found in military ruins.

Code III: Colored gray, green or white, these IDs were used by scientists, technical and medical personnel. They are rare.

Code IV: Colored red or purple, these IDs were used by Law Enforcement agents.

Code V: Colored red and blue, these IDs were used by civil authorities and military command personnel. Possessed only by top officials, these might be found once in 100 adventures, if even that.

Code VI: *World leaders & protected noble - Rainbow colored*

Vehicles

Watercraft

Watercraft do not possess real braking systems, and any braking is achieved by stressing oars and sails, or by reversing engines. When all brake factors are used up, this device suffers a Malfunction.

Large boats, powered boats, and submarines are designed for use on rivers, lakes, and oceans. Small boats and canoes can be used on rivers, ponds, lakes, shallow swamps, and streams. Rafts can be used on rivers and small lakes. Those crafts not designed for ocean voyaging can be used in oceans, but all water-hazard scores are doubled.

Powered Boats: These craft have inset engines powered by alcohol, petroleum, energy cells, or atomics. They are designed for speed and maneuvering, and treat water hazards at a -5CS.

Submarines: These craft can maneuver underwater. While submerged, they can provide enough air for 48 hours. They can dive at 2x their acceleration and climbing rates. The maximum depth for large subs is 2.5 km, while minisubs can dive as deep as 5 km before being crushed by water pressure. Subs with crews greater than 10 men carry aquatic and aerial weapons.

Animal Vehicles

Animals can be either ridden or harnessed to pull transports.

The following animals are commonly used as dray animals (those that pull wagons) and riding mounts: arns (riding), brutorz, centisteeds, hoppers (riding), pinetos (riding), podogs (riding), and raxkoxen (dray only).

Any mount, except centisteeds, also may be used as a pack animal. A pack animal can carry less than 2x its PS and still be unburdened, and less than 3x its PS and be only burdened. Many can even march all day carrying 4x their PS in kilograms and are only heavily burdened.

VEHICLES

Powered Ground Vehicles

Dune buggy: This car can cross sandy and snow terrains with little difficulty. It has a rollbar cage that allows it to survive roll overs and crashes.

Hover Car: These vehicles ride on a cushion of air that lets them cross land and water.

Jeep (Pickup Truck): Most of these durable cross-country units have robotic attachments (crane-arms, lifting tentacles, etc.).

Tanks: Some few of these vehicles have been converted to robot control, and run on broadcast power. Weaponry varies but usually includes two front-mounted autorifles, a mounted flamethrower, a cannon capable of firing the equivalent of minimissiles (20 to 30 rounds), a mounted Mark V blaster, 10 Energy grenades and 6 micromissiles.

Turbine Vehicles: These units are more efficient than other combustion vehicles, burning fuel at 1/4x the rate of other engines. Solar panels on the roof power the internal computer, radar, communications, searchlights, polarized windows, air recycler, and other instruments.

Mass transit systems are commonly powered by local or satellite-focused broadcast power or by nuclear engines. A Code I ID is required to use the system, and a specific Code IV ID to control it.

Transmats: Of unknown origin, these units are 2-meter-tall opaque boxes with crystal and transformer attachments. The box service selection activates a viewscreen of destinations when someone enters. If the system is understood, a being can teleport itself from one transmat box to another at a potentially infinite distance. If the being rises in altitude from his departure to his destination, he loses internal energy and must make a Cold weather hazard check. If his altitude drops, he gains energy and must make a Hot and Humid check for damage.

Tubeway: A series of rocket-powered trams connect one side of the continent to the other via a series of subterranean tubes, each tube tunnel appearing to be a bottomless pit into which the cars fall. Code III IDs or lower with high credit limits are needed to use.

Walkways: This transportation system is network of moving walkways, stairways, and lifts often with small chairs or cabs attached. The most efficient system uses a series of metal platforms hovering on a repelling magnetic field.

Powered Air Vehicles

Aircraft possess two speeds: an air rate and a ground rate. Ground speed equals 1/2x the air speed in most cases (1/10x for airplanes). The E-Car and Bubble Car can also function as submarines, and their submerged speed is 1/4x their air speed.

Aircraft can climb at a rate equal to their acceleration and dive at 2x that rate. About 80% of all aircraft have radar-avoidance autocontrols. The maximum height each can fly is called the ceiling.

Ceiling	Aircraft
1 km	Anti-Grav Vest, Autogyro, and Jetpack
5 km	Balloon, Glider, Helicopter, and Pogo Platform
10 km	Dirigible and Flit Car
50 km	Airplane and Bubble Car
100+ km	E-Car and Suborbital Transport

Airplanes: These small, fixed wing craft require a strip of land 100 meters long and a strong wind for landing and takeoff.

Antigrav Vest: Powered by four chemical cells for 50 hours of operation, this unit allows the wearer to adjust his relative gravity to bound 5-50 meters. A

DX Save is necessary to land on one's feet. The vest also allows slow levitation at a rate of 5 meters a turn.

Autogyro: With multiple propellers, these wingless craft can take off and land in 50 meters and can turn on a domar in midair.

Balloon & Dirigible: A balloon carries 200 kilograms of ballast, and a dirigible carries 2,000 kilograms.

Bubble Car: This very rare vehicle has a self-contained engine that never needs fuel (and explodes when opened), using the Earth's magnetic fields to fly and hover at any height. It is possible to leave the earth's atmosphere in such a vehicle, using a complicated computer program.

E-Cars: Powered by small nuclear reactors, these specially built government cars can operate in space using a special program. They can hover and work under water at limitless depths.

Glider: There are powered and nonpowered versions. Both require DX Saves at intervals to control the flight (per 30 minutes powered, 10 non powered). Powered gliders can launch in a 50-meter area; nonpowered units must be towed or dropped from a height.

Jetpack: These are individual, chemical-powered units capable of 10 minute flights less 1 minute per 50 kg over 100 kg.

Pogo Platform: A one-man flitboard.

Suborbital Shuttle: This mass transport follows preprogrammed routes, rocketing into the ionosphere and then gliding down to the destination. Shuttles are fueled by liquid hydrox processed from seawater; thus, their launch sites are located on sea-coasts.

Vehicle Combat & Damage:

Rules for driving are included in the Movement section. Maneuvering ratings plus the driver's rank are used instead of DX scores when attempting difficult moves. If a vehicle fails a maneuver save, an EN Check must be made using the Malfunction table. General rules for fighting are detailed in the Combat section.

Mounted weapons: If any weapon is stiff-mounted to a vehicle, attacks may only be made in one direction. Use the Maneuver modifier rather than DX to modify Rank.

Ramming: Use the collision Special Attack rules. The attacker suffers only 1/4x normal crash damage from an intentional ram.

Vehicle & Machine Malfunctions

Result	Malfunction Table
Red	Recovery
Orange	Breakage
Yellow	Distress
Green	Sticking
Blue	Loss
White	Random Action
Black	Crash

The exact nature of these effects varies based on the type of machine. The GM determines exact effects.

Recovery: The vehicle evades the damage and can recover 2d10 points if Tech IV or V. If the item is suffering from some continuing effect, such as a fire or a leakage, that effect ends.

Breakage: Some small part breaks off the machine resulting in an obstacle that must be maneuvered around at -2CS. This includes debris, smoke clouds, and oil slicks. If a character is within short range, roll an attack using the machine's hit dice as the Rank with a base damage of (5).

Distress: A distressed vehicle suffers +5 points of damage each turn and causes a distraction that reduces maneuvering by -5CS. This distress may be evidenced by smoke and sparks.

Sticking: Some function or element of the machine has become stuck. Make an EN Save each turn using the Random Effects.

Random Effects Table

Red	Fixed, no further problems
Orange to Blue	Works Fine
White	Stuck in current mode or random
Black	Permanently stuck or random

The function stuck is determined by rolling 1d6.

1. **Locomotion:** Stuck at current speed for 1 turn. If accelerating or braking at this time, accelerator or brakes lock.

2. **Shocks:** Item ceases to operate smoothly, suffering double the swift move modifier for all actions (-4CS).

3. **Control:** Direction becomes stuck in the current position.

4. **Repeats:** The item repeats the previous maneuver or action.

5. **Function:** Some function becomes stuck either on or off or pointing in the last direction. Functions include programs, tools, weapons, sensors, etc.

6. **Power:** Power weakens or stalls temporarily resulting in 1/2x speed and other effects.

Loss: This result is the complete breaking of some function. Roll 1d6 and use the previous list to determine item.

Random Function: The item performs one of its available actions randomly, despite any control efforts. Make an EN Save each turn using the Random Effects.

Crash: Machines shut down, vehicles crash. If a machine shuts down, there is a chance that it explodes. Roll 1d100, and if the result is less than its current hit points, it explodes for a base damage equal to remaining hit points and with a range of 1 meter per hit points.

Crashes are explained under special attacks. This section defines the results.

1. **Stalls:** The machine stops. User must make an EN Save to start it.

2. **Swerves:** Machine slows to maintain control. Speed is reduced to 1/10 current speed, and all actions for a turn suffer a (-4CS).

3. **Spins Out:** The machine loses control and stalls. Vehicles travel 1d10 x 1/10 current speed in a random direction. If it hits an obstacle, treat as a side swipe.

4. **Side Swipe:** One complete function as defined in Malfunctions, breaks. Passengers suffer a crash attack, but damage incurred is halved.

5. **Wrecked:** Machine is broken. Passengers suffer a crash attack.

6. **Flip or Roll:** A vehicle rolls over its top and lands upright only on a roll of 1 on 1d6. The passengers suffer a crash attack, and all damage incurred is x2. Machines are considered irreparable.

7. **Burn:** A vehicle flips as above, and either a fire starts or victim is crushed. This causes 3x normal crash damage. Machines explode.

Damage & Repairs:

Vehicles may continue to function at lesser degrees of efficiency unless wrecked. Subtract 1/4x damage from vehicle Endurance. To repair a vehicle requires either the use of some high tech robotic repair unit or the use of the Inventions & Research rules, page 32.

VEHICLES

Tech & Complexity rankings.

Program Rating (PR): The number of simple tasks programmable.

Armor Class (AC): The amount of cover provided seated passengers.

Hit Dice/Endurance (HD/EN): Total EN equals the vehicle's HD score plus the remaining Brake Factors, minus 1 point per 4 points of damage suffered.

Hit Points (hp)

Maneuver Rating (MN): This number plus the Driver's Rank is used to do a tricky maneuver, such

as taking a corner at faster than half normal speed.

Movement (MV): This is normal speed.

Mode: The mode of locomotion.

Acceleration/Deceleration (A/D): A vehicle can accelerate this rate each turn, up to maximum speed (2x normal). Damage to speed reduces rate by 1/10. A vehicle may slow by this rate each turn.

Brakes: A vehicle can increase its deceleration in 1 turn by using a brake factor. Once used, a brake factor is lost until repaired. If all brakes are lost, deceleration is half normal.

Power: This notes the fuel type, the amount available, and the usage rate. Energy use is expressed in hours and minutes; fuel consumption is given in kilometers per liter (kpl). Oil engines can burn petrols or alcohol. Steam engines are powered by atomic cells for 1200 hours.

Passenger (PASS) & Cargo (LOAD): Interchangeable 100 kg equals one man.

Cost: This is the gold cost of the item. An asterisk notes that this item is rarely available for purchase. Two asterisks note items that can only be found as treasures.

(g) Water Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST	
Boat, Large	DII	15	4(-20)	100	350	8	60	Oar/Sail	10	—	PS/Wind	Inf	60	12,000	50,000
Boat, Small	CII	—	2(-10)	15	50	12	30	Oar/Sail	2	—	PS	Inf	10	600	500
Canoe/Rowboat	BI	—	1(-5)	5	25	5	PS	Oar	2	—	PS	End	6	300	100
Powered, Large	GIII	32	9(-45)	130	450	18	120	Screw	10	—	Nuclear	Inf	600	60,000	**
Powered, Small	EIII	4	5(-25)	25	80	20	80	Screw	20	—	Oil 200 L (10 kpl)	200	10	600	**
Raft, Large	BI	—	2(-10)	25	80	6	Total PS	Pole	1/10 PS	—	PS	End	30	6,000	2,500
Raft, Small	AI	—	0	18	60	8	PS	Pole	1/4 PS	—	PS	End	4	700	750
Submarine, Large	KIII	48	12(-60)	250	850	12	80	Screw	20	10(x2)	Nuclear	Inf	80	8,000	**
Submarine, Small	GIII	12	15(-90)	30	100	16	40	Screw	10	5(x8)	2A 60hrs	2	200	**	
(q) Land Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST	
Anti-Grav Sled	E IV	—	1(-5)	50	160	5	Tow	Pods	—	—	A 100hrs	—	25 tons	**	
ATV (Allk Terrains)	DIII	18	1(-5)	25	80	20	60	Special	10	5(x5)	Oil 40 l (5 kpl)	200	2	50	**
Bus	EIV	12	7(-35)	175	275	12	80	Wheels	10	10(x10)	Steam 200 l (25 lph)	400	80	1,000	**
Civ. Car, Small	FIII	4	4(-20)	30	100	18	100	Wheels	30	10(x5)	Oil 40 l (20 kpl)	400	2	50	**
Civ. Car, Medium	FIII	8	6(-30)	35	120	15	90	Wheels	25	5(x10)	Oil 80 l (10 kpl)	800	4	200	**
Civ. Car, Large	FIII	12	7(-35)	45	150	12	80	Wheels	20	5(x15)	Oil 120 l (5 kpl)	600	8	1,000	**
Dune buggy	EIII	—	0	20	75	24	80	Hoverfan	20	5(x8)	Oil 30 l (30 kpl)	300	3	30	**
Hovercar	FIV	20	5(-25)	150	200	15	120	Wheels	40	10(x20)	Steam 100 l (10 kpl)	1000	16	12,000	**
Jeep/Pickup	EIII	12	6(-30)	45	150	15	80	Treads	30	10(x10)	Oil 50 l (10 kpl)	500	4	400	**
Mil. Car, Armored	GIII	10	6(-30)	120	430	12	120	Wheels	20	20(x10)	Steam 200 l (5 kpl)	1000	20	2,000	**
Motorcycle	EIII	—	0	10	30	16	100	Wheels	15	5(x5)	Oil 20 l (25 kpl)	500	2	10	**
w/sidecar	EIII	—	1(-5)	15	50	12	60	Wheels	20	5(x5)	Oil 20 l (15 kpl)	300	3	10	**
Panel Truck	FIII	12	6(-30)	100	350	8	80	Wheels	20	10(x10)	Oil 120 l (5 kpl)	600	3	3 tons	**
Semi Truck	GIII	8	8(-40)	200	700	6	90	Wheels	25	10(x15)	Oil 200 l (2 kpl)	4000	3	12 tons	**
Tank	GIII	24	10(-50)	250	850	8	40	Treads	10	10(x10)	Steam 400 l (1 kpl)	400	5	1500	**
Tractor/Dozer	GIII	18	8(-40)	175	275	8	30	Treads	5	5(x10)	Oil 350 l (1 kpl)	350	2	3 tons	**
Turbine Car	EIV	8	5(-25)	30	100	18	140	Wheels	25	10(x10)	Oil 40 l (40 kpl)	1000	3	100	**
Monorail/Train	HIV	54	8(-40)	450	1,500	8	800	Tracks	100	50(x5)	Broadcast	Inf	Many	9 tons	**
Transmat	K V	100	15(-75)	150	300	0	Special	Teleport	Special	Special	Unknown	Inf	5	300	**
Tubeway	JIV	75	10(-50)	2,000	7,200	4	1,600	Rockets	400	200(x10)	Liquid Hydrox	Inf	150	3 tons	**
Walkway	HIV	80	0	150	200	40	120	Magnetic	30	10	Broadcast	Inf	—	100	**
(o) Animal Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST	
Cart	BI	—	1(-5)	10	30	5	Beast MV	Wheels	5	1(x2)	Beast	6	400	150	
Chariot, Racing	CI	—	2(-10)	15	50	10	Beast MV	Wheels	10	2(x5)	Beast	2	100	500	
Chariot, War	DII	—	3(-15)	20	75	8	Beast MV	Wheels	8	1(x3)	Beast	4	200	1500	
Mount	Talent	IN	Beast	Beast	Beast	DX	1/4 Beast MV	Legs	1/10 MV	—	Beast	2	50	Varies	
Sled	CI	—	2(-10)	20	75	6	1/2 Beast MV	Runner	5	1(x5)	Beast	6	100	1,000	
Wagon	DII	—	4(-20)	25	80	3	1/2 Beast MV	Wheels	8	1(x5)	Beast	12	4,000	2,500	
(i) Aerial Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST	
Airplane, 5m Prof	HIII	82	2(-10)	30	150	12	800	Propellor	50	50(x5)	Oil 100 l (15 kpl)	1500	10	400	**
Anti-Grav Vest	GIV	4	—	8	20	5	—	Pods	1/2	—	4C 30hrs	—	1	100	**
Autogyro	GIII	—	—	20	75	16	480	Rotors	120	10(x5)	Oil 20 l (2 kpl)	40	1	20	**
Balloon	DII	—	—	10	40	1	Windspeed	Wind	10 climb	5(x20)	Fuel 48hrs/Gas 200hrs	—	4	40	**
Bubble Car	GIV	24	8(-40)-2RF	85	300	125	1,600	Magnetic	400	200(x10)	10S 72hr/8hr	Inf	20	3,000	**
Dirigible	FIII	12	3(-15)	40	150	8	120 + Wind	Propellor	20	10(x30)	Oil 2,000 l (2 kpl)	4000	12	4,000	**
E-Car	HIV	36	10(-50)-1RF	80	280	30	400	Field	200	40(x10)	Nuclear 1 year	Inf	8	8,000	**
Flit Car	GV	16	4(-20)	65	240	18	160	Hoverjet	30	10(x20)	A 200hr hover/100hrs air	6	80	**	
Glider	GIII	—	—	15	60	6	72	(Jet)	12	8(x5)	Oil 10 l (20 kpl)	200	2	20	**
Helicopter	HIII	12	Varies	75	265	24	120 powered	Rotors	200	50(x5)	Oil 150 l (10 kpl)	500	8	1,000	**
Jetpack	FIV	8	—	5	20	16	160	Jet	60	10(x4)	Chemical 10 min	7	200	**	
Pogo Platform	FIV	8	—	15	75	12	120	Hoverjet	15	5(x10)	A 600hrs hover/300 hrs air	1	15	**	
Mass Transit															
Suborbital	KIV	80	18(-80)	4500	15,000	8	2400	Rockets	600	100(x8)	Liquid Hydrox	205	12,000	**	
Propeller, 10m Prof	8	—	3(-15)	60	150	10	700	Prop	100	50	Oil 500 l (15 kpl)	7500	120	3000	**
Airplane, 5m Jet	6	—	9(-15)	35	175	16	1200	Jet	200	30	Oil 200 l (10 kpl)	2000	6	600	**
Propeller, 10m Jet	10	—	3(-15)	50	220	12	1400	Jet	200	50	Oil 600 l (10 kpl)	6000	120	3000	**

GENERAL EQUIPMENT

2nd

Type	Tech	Cost	Wt./A	Notes
Accelerator Dose	B IV	*(100)	.1	Healing, base (10) points
Adhesive Paste	A III	20	.2	Quick drying (PS 15)
Anti-Grav Pods	F IV	**	5	(See Notes) D: 2H 10hrs
Anti-Radiation Serum	D IV	**	.1	Negates radiation damage
Backpack	A I	5	1	Capacity = 15 kg
Bedroll (or furs)	A I	5	2	Reduces rest time by 25%
Beer (2 liters)	I	5	.5	1/2x Drug dosage
Binoculars (per 10x power)	B III	100	1	+1 range per 10x
Boots	II	20	1	Without, travel at 1/2x speed
Candles (6)	A I	2	.3	Range = 6m; D: 2 hrs
Clothing (all types)	Nil	5-50	2	Without doubles exposure damage
Communications Sender	C III	*(500)	2	(See notes) Range = 1000 km, D: C 10 hr
Communicator (small)	C III	*(250)	.5	(See notes) Range = 50km, D: C 100 hr
Control Baton	C IV	**	.5	(See notes) D: H 10 hr
Crash Foam	C IV	**	2	Reduces impact damage by -2RF
Crash Suit	E IV	**	10	Reduces impact damage by -5RF
Cur-In dose	B IV	*(300)	.1	Negates drugs & poison
Energy Cell, Atomic	C IV	**	12	(See notes)
Energy Cell, Chemical	A III	*(50)	.1	(See notes)
Energy Cell, Hydrogen	B IV	*(150)	.1	(See notes)
Energy Cell, Solar	B IV	*(100)	.5	(See notes)
Energy Cell Charger	D IV	**	2	Recharges in 1-10 hours
Energy Cloak	C IV	**	1	(See notes)
Fire Foam/Gel	C III	*(250)	5	Extinguishes 20 points per use
Flammable Oil Flask	A I	5	.5	Flame may scare animals
Fungicide (one application)	A IV	30	.5	Dm (30) fungus
Genetic Booster (4 doses)	C IV	**	.1	Mutates man & plants
Glow Cube	A III	50	.1	Range = 30 m or beam 30 km, D: H 24hrs
Gun Scope, per 10x	C III	*(350)	1	+1 range per 10x
Harness	D II	15	10	Reins and tack by specific beast
Hemp Rope (15 meters)	A I	1	1	ST 6
Herbicide (one application)	A IV	**	.1	Dm (20) Plants
Insect Repellent (one tube)	A III	50	.2	6 doses, D: 2wks
Interra Shot	B IV	**	.1	Truth serum; D: 10 min
Iron Spikes (12)	A II	5	2	Climbing aid, ST 18
Kinetic Nullifier Fluid (8 oz)	B IV	**	.2	Frictionless oil, A: 35 meters
Lantern (with oil)	B II	10	2	Range = 15m; D: 3hrs
Large Leather Sack	A I	2	.5	Capacity = 10 kg
Lexicon (1d6 + 2 languages)	C III	500	2	Translation dictionary
Map, local	Nil	100 or 500	1	Rough or notated map of 20 km
Matches (box of 50)	A III	10	.1	25% chance each lights
Medi-Kit	F IV	**	1	(See Medical Equipment)
Metal Cookware (ten pieces)	A II	3	2	Iron & copper
Mind Booster (4 doses)	B IV	**	.1	Increase MS +3; D 1hr
Mines	D IV	**	1 to 10	I 12(6) to I 30(15) + Special Attacks
Neutralizing Pigment, Black	B IV	*(200)	.5	Negates Lasers
Neutralizing Pigment, Green	B IV	*(150)	.5	Negates Electricity
Neutralizing Pigment, Gray	B IV	*(100)	.5	Negates Corrosive
Neutralizing Pigment, Orange	B IV	*(250)	.5	Negates Sonics
Neutralizing Pigment, Red	B IV	*(500)	.5	Negates I10 Radiation
Pain Reducer (4 doses)	B III	100	.1	Negates pain; +1 hp/CN
Parachute	D III	125	5	DX Save to land safely or fall 10 meters
Plastic Cord (10 meters)	A III	50	.5	ST 8
Pneumo-jack	D III	1,000	12	PS 50, can lift 5x PS
Poison Antidote (115)	B III	50	.1	As Immunity
Portent	C IV	**	5	Capacity = 5 people (See below)
Quarter Staff	Nil	1	1	Length 2 meters; Dm (8)
Rations, Iron (1 week)	I	20	2	Dried food, doubles water need
Rations, Journey (1 week)	I	10	5	Condensed food
Saddle (specific animal)	B II	30	8	Without 1/2x Talent
Small Leather Sack	A I	1	.2	Capacity = 1 kg
Small Rock Hammer	A I	2	1	Dm (5); double to stone
Steel Mirror, concave	A II	10	.2	+3 to start solar fires
Stim Dose	B IV	75	.1	PS & DX +1; IN -1; D: 1hr
Suggestion Change Drug	B IV	**	.1	Hypnosis for 4 hrs
Sustenance Dose	B IV	*(100)	.1	Equals 1 ration
Telescope (per 10x power)	B II	75	3	+1 range per 10x
Tinder Box (flint & steel)	C I	3	.2	+3 to start fire
Torches (6)	A I	.2	1	Range = 15m; D: 1 hr
Ultraviolet/InfraRed Goggles	A III	**	.2	(See notes)
Water Skin	I	1	.5	Capacity = 2.5 liters
Wine	I	10	.5	Capacity = 1 liter
Writing Kit	A II	50	.5	Pen, ink, 20 pgs paper & mapping tools

Abbreviations:

D = Duration	H = Hydrogen cell	oz = ounce
E = Area of Effect	ST = Material Strength	Wt. = Weight

* Item not normally available for purchase.

** Item only found as treasure.

General Notes:

The GM should create any descriptions desired for these various items. If an item is to be an unfamiliar device, it should have an atypical appearance to further confuse its purpose. For instance, a gun could look like a small television or a pocket lighter. Odd descriptions add to the flavor of a futuristic alien world for the players.

Additional Descriptions

Anti-Grav Pods: Usually found in pairs, these one-meter oval pods have magnetic coupling, and thus attach themselves to metal items. Each is powered by two Hydrogen cells for 10 hours of operation. Each can make 5 metric tons virtually weightless.

Communications Sender: This holographic radio has a range of approximately 1,000 km. When linked to a communications satellite, it can reach ~~any~~ ^{multiple} this distance. This is a 2-meter-tall box with scan screen and trivid lenses as well as wide-range audioscan. It is normally powered by a Chemical cell for 10 hrs.

Communicator: This is a small, fist-sized unit capable of beaming and receiving radio waves up to a 50-km range. It is usually powered by a Chemical cell good for 100 hours.

Control Baton: This 20-cm-long rod is powered by a Hydrogen cell for 10 hours. It can activate or deactivate most power suits of armor by touch. It can also detect active suits within 10 km. This baton also functions as an ID device of varying codes, and can only affect suits with the same code level, ~~on a level~~.

Energy Cell, Atomic: This bulky, shielded nuclear battery holds a charge for 1,000 years. It can be repowered by I10+ radioactive fuel.

Energy Cell, Chemical: This is the most common type of battery. It can hold a charge for 1-6 years, but the cell is easily recharged.

Energy Cell, Hydrogen: These 10-cm tubes are made of hard plastic and most hold their charge until used. They can be recharged.

Energy Cell, Solar: This flat, green-black plastic square cell can recharge in sunlight at a rate of 1 hour's use for 4 hours exposure.

Energy Cell Charger: Recharges only Chemical and Hydrogen cells.

Energy Cloak: Powered by a Chemical cell for 12 hours, this cloak and hood is made from woven fiber optics and creates a pulsating light display that reflects laser and other light-ray attacks.

Gun Scope: For every 10x factor of the scope (ranges 10x to 100x), add one range factor to all ranges. Thus a 30x scope increases short range of a weapon to 4x the base range. A gun scope also may possess a special sensor capability, such as: infrared/ultraviolet, laser guidance, magnetic or sound tracking.

Mines: These may have a variety of special attacks, such as an acid spray, flame, shrapnel, sonics or tangling.

Neutralizing Pigments: These opaque pigments come in 10-cm tubes, with enough to cover two men. Each pigment negates one type of attack for up to 1 day or till washed off.

Portent: An inflating, polyvinyl shelter, this item is powered by two Solar cells for 24 hours of constant use. This unit creates an Inertia field to protect against the elements.

A variety of equipment that either is too large to carry or is built into a building is often discovered in Ruins. These items are called fixed machinery, and they constitute a special type of artifact. These items cannot be purchased, carried off, or turned in for Status Points. Finding and using such machinery have their own rewards.

Fixed machinery is all Tech Level IV or V, and most are Complexity G — Think Tanks, Cybernetic Installations, and Main Building Computers are Complexity H.

If a piece of fixed machinery is capable of directing an attack, its Attack Rank is only 1/10x its Hit Dice. This Rank also is used when dividing Rank for multiple attacks.

Broadcast Power Stations: Part of the network of power plants and satellites that once generated power for dispatch by cable or relay station still exists. Functioning Broadcast Power Stations still gather power and broadcast it within a 20-kilometer range to those artifacts able to use it. In some cases, large installations or building complexes have their own mini-Broadcast Power Station that supplies power to units inside the complex. Artifacts use this type of power in preference to all others if it is available. Artifacts in use when power was cut off have since switched to auxiliary power systems (until these were exhausted or shut down). Artifacts not in use when power was lost have remained shut down unless deliberately turned on by someone. Their auxiliary power is untouched. Artifacts that use Broadcast Power have a 20% greater chance of working in areas where a station is still operating.

HD: 200 to 1200; **Range:** 2d10 + 10 km.

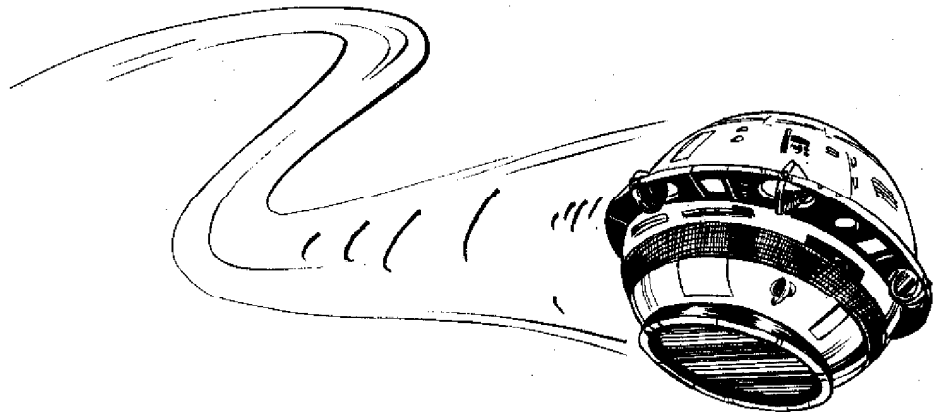
Computer Terminals: Access to Main Building Computers and similar systems is through wall-mounted screens with built-in keyboards. All terminals have scanners to check ID's and do not take orders from those who cannot show proper ID.

HD: 20; **PR:** 12.

Cybernetic Installations: These building-sized biochemical computers are used to control entire installations. They have their own nuclear power plant and receive data from a system of audio-visual security monitors and from robots they control. Cybernetic Installations always control all robots in their vicinity (average of 5d10 mixed types). Only Think Tanks, borgs, and those with Code V ID can communicate with them. They cannot be controlled, except in rare instances by Think Tanks. They can reprogram and rebuild robots to suit their needs. Often these needs are rather bizarre, since Cybernetic Installations, like Think Tanks, have their own personalities which have developed over many decades without human contact. They usually are eager to help Pure Strain Humans unless their aberrations have gotten to the point of rejecting their role as servants of man, but they react unfavorably to mutated animals and grossly mutated humanoids. These reactions produce the same Reaction Check modifications as for Think Tanks.

HD: 1100 to 2,000; **DX:** 120 (+4); **MS:** 30 (+4); **PR:** 500 (+5).

Energy Field Generators: Many devices exert *energy fields*, *energy shields*, *force fields* and *force shields*. All of these terms mean the same thing in game terms: the device is protected by a field that reduces damage before it is inflicted on the device (or a character protected by it). All such fields can be damaged by red results of energy attacks stopped by the



field, reducing strength of the field by 1RF. If a field is reduced to 0 RF it collapses. The shields of most Think Tanks, Cybernetic Installations, Broadcast Power Stations, and some Main Building Computers use the same power source as the unit they protect.

HD: 250; **Strength:** -1RF to -10RF.

Life Chambers: Only a few score of these devices exist in experimental hospitals and military bases. They look like plexiglass shower stalls, but a dead character placed in a working Life Chamber within 24 hours of his death has a 50% chance of being brought back to life. The character must reroll all his attributes, but retains mutations and status. Memory is lost. Life Chambers work on all character types with equal efficiency. They are operated with a special terminal and answer to Code III ID. Life Chambers run off Broadcast Power or hydrogen energy cells.

HD: 15.

Main Building Computers: Most preholocaust buildings had computers that controlled power, security, and maintenance. These units have a small number of logic circuits that allow them to deal with minor damage, cleaning tasks and intruders. Each unit is tied to visual and audio monitors, and most control 1d12 general household robots, 1d6 engineering bots -light, 1d6/2 supervisory borgs, and 1d6 security robots. Main Building Computers obey characters who show a particular Code II ID that they are programmed to obey or who show a Code IV ID. Their robots obey someone with the proper ID, the Main Building Computer, or the supervisory borgs. Main Building Computers operate off both Broadcast Power and solar-energy cells. Main Building Computers are seldom programmed to accept verbal orders.

HD: 50 to 150; **DX:** 15(+1); **MS:** 9(-1); **PR:** 21(+3).

Rejuv Chambers: These special horizontal chambers look like 20th-century iron lungs and were common in urban hospitals before the holocaust. Rejuv Chambers operate off Broadcast Power only and answer to commands from a special computer terminal used to control them. They obey Code III ID. Characters (regardless of type) placed in an operating Rejuv Chamber has a 100% chance of regaining all lost hit points if they have lost 50% of their points or less. They have a 75% chance if they have lost 51%-

75% of their points, and a 50% chance if they have lost more than 75%. If a character uses a Rejuv Chamber more than once in 4 weeks, he must make a system-shock roll.

HD: 30.

Security Monitors: Main Building Computers and Security Installations use these audio-visual sensors to collect data. Most consist of wall or pole-mounted audio-video pickup (like a camera with sound attachment). About 25% of Security Monitors have special sensors (see Robot sensors).

HD: 10; **DX:** 11 + controller's PR mod; **MS:** 3(-3); **PR:** 9(-1).

Stasis Chambers: These devices look like Rejuv Chambers and are operated in the same way (answering to Code III ID). Each creates a stasis field within which a character is preserved indefinitely (or as long as Broadcast Power or solar energy cells are available). The character exists in a state of sleeplike suspended animation and is totally unaware. Stasis Chambers are found only in special medical centers for the incurably ill and in secret military bases. There is a 30% chance that a Stasis Chamber is occupied when found. Occupants are always Pure Strain Humans.

HD: 45; **PR:** 20(+3).

Think Tanks: These room-sized, biochemical brains are always protected by Cybernetic Installations and powered by their own nuclear power plants. They are found only in spaceports and secret military bases. Their purpose is to plan for contingencies affecting the base they serve and to answer questions. In rare cases, they control their Cybernetic Installation, but usually the Think Tank's function is only informational. Borgs, Cybernetic Installations, and characters with Code VI ID can communicate with Think Tanks, but the Think Tanks do not accept orders from anyone. Think Tanks gather information in the same way as Cybernetic Installations and they control robots in the vicinity not controlled by their Cybernetic Installation. All Think Tanks have a definite (and very inhuman) personality. They usually react favorably to and try to help Pure Strain Humans, but react negatively to other types (modify Reaction Checks by -5 for Pure Strain Humans and by +5 for others trying to interact with a Think Tank).

HD: 1,000; **DX:** 10; **MS:** 21(+3); **PR:** 1200(+6).

STRUCTURAL HIT POINTS

TYPICAL DANGERS

Structural Hit Points

How much damage any structure or item can withstand before it is destroyed is determined by multiplying the average hit-point base of the major material of the item by the size factor of the item. Any item may be reinforced, doubling its hit

point value. In addition, each material possesses an AC rating and reduces damage caused to it by the number of points indicated.

The GM should use careful judgement when determining the precise effect of attacks on an item.

For instance, a Red attack result against a wall may be judged to have created a breach in the wall before all the wall's hit points are destroyed. The size of the breach would be proportionate to the damage caused vs. the total hit points of the wall.

Hit Point Base

Paper	1 point	AC 0	Hard Plastic	5 points	AC 3(-15)	Ceramic	10 points	AC 4(-20)
Fabric/Cardboard	2 points	AC 0	Wood or Wire	5 points	AC 3(-15)	Stone or Brick	12 points	AC 7(-35)
Soft Plastic/Leather	3 points	AC 1(-5)	Ice	10 points	AC 1(-5)	Metal Plates	15 points	AC 9(-45)
Earth, Gravel or Sand	4 points	AC 2(-10)	Glass	10 points	AC 2(-10)	Duralloy	20 points	AC 12(-60)

Size Factors

Items:	Furnishings & Vehicles				Building		Natural		
Gem	x1/2	Chair	x4	Tank, Armored Truck	x50	Building Wall	x20	Small Wall	x8
Pen	x1	Table	x6	Semi Truck	x60	Vault Door, Airlock	x25	Gravel or Earthen Pile	x10
Lighter	x1.5	Cabinet, Foot Locker	x8	Train Box Car, Yacht	x80	Thick Retaining Wall	x30	Medium Wall	x12
Transistor Radio	x2	Console, Desk, Scooter	x10	Locomotive Engine	x100	Reinforced Wall	x40	Tall Wall	x16
Baseball	x2.5	Motorcycle, Dingy	x12	Airplane, Schooner	x150	Armored Wall	x50	Cliff face	x30
Gun	x3	Personal Car, Sailboat	x15	Shuttle, Submarine	x250	Thin Pillar	x5	Shrubbery	x2
Book	x3.5	Mid-sized Car	x15	Oil Platform	x750	Medium Pillar	x8	Small Tree	x5
Folio	x4	Full-sized Car, Speedboat	x25	Spaceship, Battleship	x1,000	Reinforced Pillar	x10	Medium Tree	x15
Briefcase	x5	Pick Up Truck	x30	Window	x5	Thick Pillar	x15	Large Tree	x30
Rifle	x6	Panel Truck	x35	Door	x8	Small Barrier, Wire Fence	x3	Small Boulder	x5
Stool	x3	Buildozer, Crane	x40	Reinforced Door	x16	Large Barrier, Wood Fence	x6	Medium Boulder	x10
								Large Boulder	x15

Dangers & Hazards

CORROSIVES:

The Intensity of corrosives is a factor of concentration and volume. Concentration is the number of parts per 1,000 units of dilution. Intensity for 1 litre equals 1 per 5x concentration. Concentrations range from 5x to 1,000x. Base damage equals 1/4 the Intensity.

ELECTRICITY:

Though amperage actually determines the damage caused by electricity, it is easier to use voltage to determine an electric attack's Intensity. Intensity equals 1 per 10 volts of power. Damage equals 1/4 the Intensity score for low voltage, dropping to 1/10 for high voltage.

Battery	14(1)	Generator	160(15)
Spark	18(2)	Ball Lightning	1200(20)
Electric Wire	112(3)	Chain Lightning	1500(50)
Engine	124(6)	Lightning Bolt	11,000(100)

EXPLOSIVES:

Explosives use is modified by the user's IN. A Black result indicates no detonation. A White result causes 1/4x damage only in a 90 degree arc.

Explosives all cause either Complications C or A special effects.

Explosive	Intensity & Blast Range
1 Black Powder Horn	12(1) — R 1 meter
1 Stick of Dynamite	14(2) — R 5 meters
1 Ounce of Plasticine	16(3) — R 5 meters
1 Ounce of Nitroglycerin	110(5) — R 10 meters
Damage Pack — Small	116(8) — R 3 meters
1 Keg Black Powder	120(10) — R 10 meters
Damage Pack (A)	130(15) — R 6 meters
Damage Pack (B)	150(25) — R 6 meters

TRAPS:

1 Poison Gas	118(4)	Poison Gas	Complications C
2 Spiked Pit	110(5)	Complications C	Drown
3 Quicksand	110(5)	Drown	Tangled
4 Net Snare	112(1/turn)	Tangled	Complications C
5 Falling Weight	112(6)	Complications C	Burns
6 Acid	112(6)	Burns	Slam
7 Slashing Blade	112(12)	Slam	Complications C
8 Catapulted	115(15)	Complications C	Stun
9 Missiles	116(8)	Stun	Burns
10 Oil Fire	116(8)	Burns	Critical
11 Poison	116(8)	Critical	Suffocate
12 Sand/Water Flood	120(10)	Suffocate	Prog. Damage
Crushing Room	120(10)	Prog. Damage	

WEATHER: (Check once every 4 hours)

1 Rain (Rain Forest)	14(1)	Sick(1)
2 Sleet, Freezing Rain	18(2)	Sprain
3 Snow, Cold (Arctic)	112(3)	Complications A
4 Thunder, Electrical Storm	116(4)	Lightning(15)
5 Hail, Falling Debris	120(5)	Crippling
6 Blizzard, Ice Storm	140(10)	Critical
7 Whirlwind	120(10)	Stunned
8 Tornado	160(15)	Critical
9 Wind Storm	1120(30)	Complications A
10 Hot & Humid	12(0)	Infection
11 Heatwave (Desert)	112(3)	Exhaustion
12 Fire Storm	148(12)	Complications A

TERRAIN HAZARDS:

1 High winds (per 20 KPH)	120(5)	Stunned
2 Geothermal hot springs	120(5)	Sick(1)
3 Lava Flow	140(10)	Disintegrate
4 Flash Flood	140(10)	Drown
5 Poisonous Gases	160(15)	Delirium
6 Rockfall	160(15)	Crippling
7 Mudslide	180(20)	Complications C
8 Deathland (Radiation)	13d6(1/2x 1)	Mutate
9 Avalanche/SNOW	1100(25)	Complications C
10 Earthquake (per Point)	120(5)	Critical
11 Eruption	1120(30)	Critical
12 Vacuum, Deep Space	1160(40)	Fatal
13 bug swarms	120(5)	

DISEASES:

1 Shivering Fits	18(2) FQ: Spel	Seizures
2 Bloody Lung	112(3) FQ: 1/day	Ability Damage
3 Grey Palsy	116(4) FQ: 1/wk	Crippling
4 Crimson Flame	120(5) FQ: 1/day	Mental Shock
5 Lathering Madness	124(6) FQ: 1/2days	Delirium
6 Earth Poison	132(8) FQ: 1/4days	Invalid
7 Dry Rot	140(10) FQ: 1/wk	Rotting

MATERIAL STRENGTHS:

Material Strengths (ST) are used when a being attempts to break free of restraints of the material using only brute force. Each material may be reinforced, and the reinforced score is noted following the slash.

Paper	ST 10/-5
Fabric	ST 0/2
Cardboard	ST 2/4
Rope	ST 3/6
Soft Plastic	ST 4/8
Rubber	ST 5/10
Leather	ST 6/12
Wood	ST 8/16
Hard Plastic	ST 10/20
Silk/Webs	ST 13/17
Wire	ST 9/18
Ice	ST 12/24
Glass	ST 12/24
Metal Chains	ST 14/28
Ceramic	ST 18/36
Stone	ST 16/32
Metal Bars	ST 18/36
Metal Plates	ST 20/40
Metal Alloy	ST 20/240
Duralloy	ST 600/—

WATER CONDITIONS:

Still Water	1A(1)
Slow Current	12(1)
Steady Current, Waves 1-2'	16(3)
Swells, Waves 2-4'	110(5)
Strong Current, Icy Water	120(10)
Crashing Waves 5-6'	120(10)
Rapids, Waves 7-8'	140(20)
Waterspout	160(30)
Whirlpool, Waterfall	180(40)
Hurricane	1160(80)