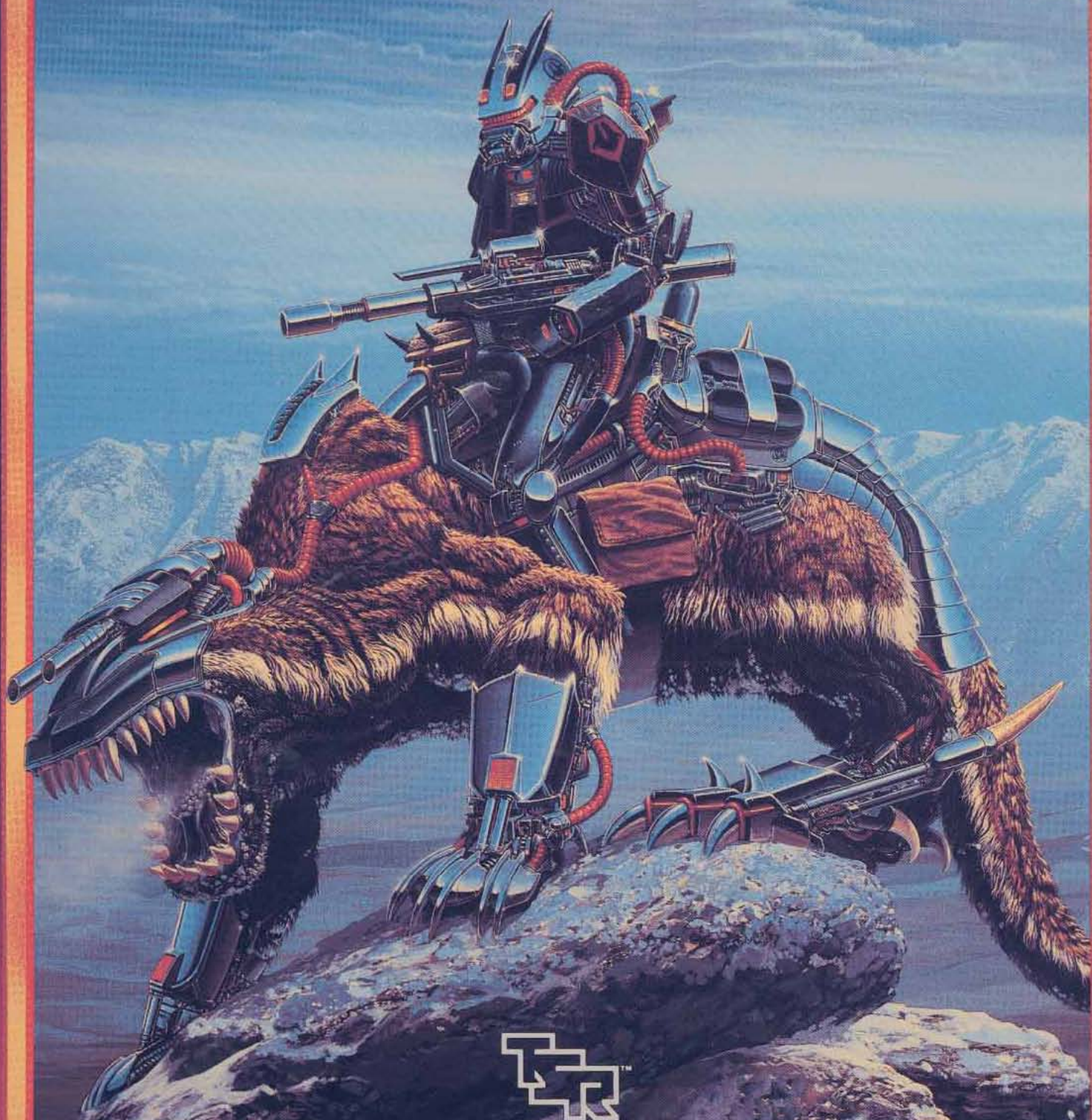


GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING GAME



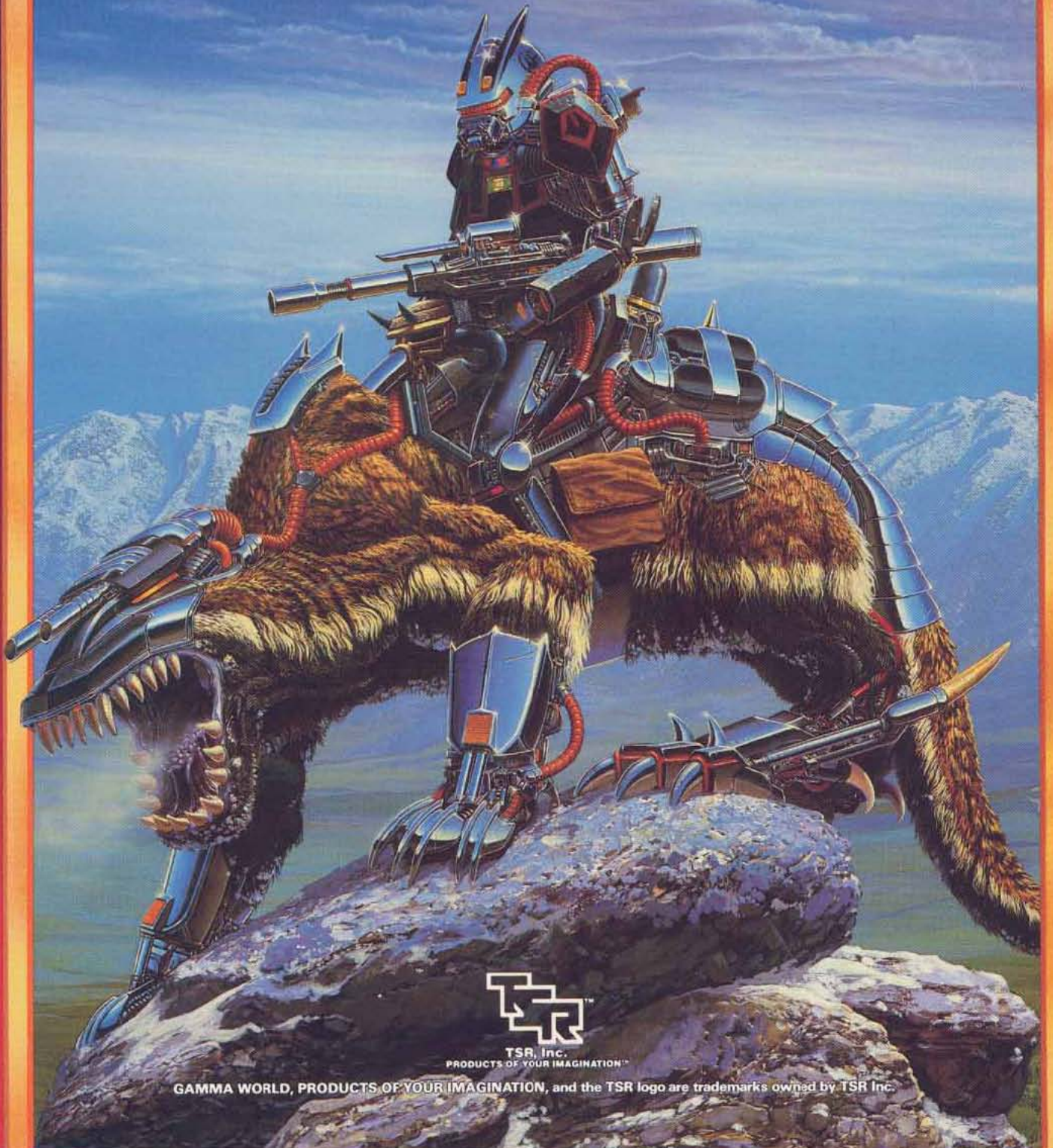
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RULE BOOK

GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING GAME



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RULE BOOK

TABLE OF CONTENTS

PART I: INTRODUCTION	2	PART IV: ENCOUNTERS	29
<i>The Setting</i>	2	Rewards	31
Playing the Game	2	PART V: ADVENTURE DESIGN	33
PART II: CHARACTERS	4	PART VI: CAMPAIGNS	35
The Basic Abilities	4	<i>Player Characters and Society</i>	36
Using Ability Scores	4	Character Status	37
Creating a Character	5	PART VII: MUTATIONS	39
Equipping Characters	8	Physical Mutations	40
PART III: THE BASIC GAME	10	Mental Mutations	46
Distance and Time	10	Plant Physical Mutations	52
Sequence of Events	10	Mutation Defects	55
How to Move	13	PART VIII: EXAMPLE OF PLAY	58
How to Have Encounters	15	PART IX: ARTIFACT EXAMINATION CHART	59
<i>Surprise</i>	16	PART X: ROBOTS	60
NPC Reactions	16	REFERENCE BOOK	R1-16
Hiring and Recruiting NPCs	16	PART IX: CREATURES	2
NPC Morale	17	PART X: MEDICAL EQUIPMENT	15
Combat	17	PART XI: TALENTS	16
Types of Combat	19	ADVENTURE BOOK	A1-32
Ranged Weapon Attacks	20	Rite of Passage	2-14, 19-32
Special Combat Actions	21	Random Encounters	15
Combat Modifiers	22	Adventure Record Sheet	16
Types of Damage	23	Maps	18, 19
Special Effects and Attacks	24		

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PART I: INTRODUCTION

The GAMMA WORLD® science fantasy role playing system is an exciting game of action and adventure set in the savage land of radioactive wastes that is 25th-century America. This wasteland is home to myriad strange, barbaric races of creatures that have learned to survive the deadly environment through mutation and change.

This game provides the rules for countless hours of new and wondrous adventures in this bizarre land. A single game adventure may last from one to four hours. You may also play a series of linked adventures, advancing your heroes to legendary ranks, over an extended period of time. It is up to you!

Your first GAMMA WORLD adventure has been included with this set so that you may learn as you play. This adventure is programmed with limited choices, so that it may be played without a Game Master (GM). Instructions and a campaign setting have been provided to help you create your own adventures. And new GAMMA WORLD® adventures created by TSR are available from your local toy, hobby, and book stores.

THE SETTING

In the dim past of what is now called the Shadow Years, mankind had built a world of wonder and glory. The world had consolidated into several mighty nations, and seeking new frontiers, man had set out to explore the heavens.

What catastrophe could devastate such a powerful people none now know as the events are buried in the ashes of destruction. Legends persist, of course, but the truth of these may never be known. Some hold that Man became too proud of his accomplishments, and the forces of the cosmos sought to teach him a lesson. Others propose that wicked men came into power and chose a path of conquest. Still others believe it was all the result of a colossal mistake!

Whatever the cause, nation rose up against nation and deadly war was waged. Awesome weapons of destruction scoured the earth, deadly lasers, dread atomic bombs, chemical and biological agents that dissolved flesh, all did their terrible work. Oceans boiled. Continents buckled. The skies blazed with the light of unholy energies. And the Age of Glory passed away.

By the time the violence subsided, the very face of the world had changed. Mountains had fallen. Rivers tamed for hundreds of years raged wildly through broken dams. Not a single city remained intact. The Shadow Years descended.

Not one of 10,000 survived that one day war. Of those survivors, over two-thirds died in the resulting radiation deathglow and biochemical poisons.

But the world was granted a second chance, a legacy to all the creatures of Earth. To survive the deadly wilderness, one had to either learn to resist the earth poisons or to adapt to them. The few who found the means to resist continued the pure strain species of man. Most plants and creatures changed and adapted to the awful new world.

And with those changes, the creatures of the world realized new and great untapped powers. Many gained intelligence and discovered amazing mental powers never before known. The world witnessed the birth of countless new and sometimes violent species.

This then is the way the world is. It is a land of brooding, gigantic forests, wild unbroken plains, and rugged mountains. In places the wilds give way to man-made deserts and deathlands. The ruins of the past dot the landscape. In this world, nature is merciless, death is quick, and strangers are regarded with caution and suspicion.

Scattered across the continent are tiny settlements of intelligent creatures and those pitiful remnants of ancient America's society who still survive, scratching a precarious living from the hostile land. Their only hope is to recover the glory of the past, to rebuild society, to restore the age of wonder and prove themselves worthy heirs of mankind. For somewhere, out there in the Great Void, await the brothers of this

world. If only the intelligent races can mature from their barbarism, and escape the wilderness, then they may at last be welcomed into those lost Worlds of Man.

Journey now, into the far future, where life is both dangerous and exciting, where those who lived before the Shadow Years are called "the Ancients," and are regarded with awe for their dimly understood science, where the wonders of Man's highest technology exist side by side with the stone axe and chainmail, where exotic mutations abound, where strange new powers of the mind shape life, and where none are left unchanged! Journey now to this world.

PLAYING THE GAME

This is a role playing game. A game of imagination and make-believe. Where each player decides the actions of individual characters as if acting in a play or movie.

A role-playing game requires one player to play the role of the Game Master (GM for short), the creator and teller of the story and the arbitrator of the game's events. The GM creates the goals and obstacles of an adventure and plays the part of all the creatures encountered throughout the story. It is a tough job, but one that is very rewarding, for only the GM knows what is really happening and what obstacles lie before the heroes.

Usually from two to five players adopt the roles of individual heroes with amazing powers and devices. Only through the players' decisions and actions can the heroes defeat their foes and reach their goals. Nor are any of these roles mundane, for heroes may be true humans with command of the wonders of high technology, or mighty mutants, or intelligent animals, or powerful plants, each possessing unique powers.

The rewards of success for players are many: recovering lost wonders, solving the mysteries of the story, and overcoming fearsome foes. But the greatest reward is the growth of one's character as he becomes more powerful and improves or gains abilities as a result of reaching his goals.

The heroes created and controlled by these players are called *Player Characters*, or *PCs* for short. The creatures played by the Game Master are called *Non-Player Characters* or *NPCs*. Rules for creating adventures and running NPCs are explained in later sections of this book. The next section shows you how to create your own hero, your player character.

Winning?

The real goal of the GAMMA WORLD® game is to have fun! There are no winners or losers, but all delight in a grand adventure and a story brought to a successful conclusion.

True, heroes may survive and grow in rank and power. But even if a character dies, a player has not lost; he has contributed to the telling of the story and he can create another hero who will try to succeed where the first one failed. The story and the adventure go on!

The GM succeeds if his players had fun during the adventure, regardless of whether they completed their mission. It is a GM's job to challenge players and reward their efforts, not just their accomplishments.

What You Need to Play

In order to play a GAMMA WORLD® game, you need the following:

- * This Rule Book
- * The Adventure Book
- * The dice provided in this game
- * Pencils and erasers
- * Paper and graph paper

For your first adventure, you should play the one enclosed in this game set. It has been designed so that it can be played without a GM. Or it may be used by one player to help him Game Master a group of other players.

The contents of this game set include the following:

- * The Rule Book, with attached appendices
- * The introductory Adventure Book
- * The Game Master's Screen with all the most important tables
- * The Reference Book with important tables and appendices, as well as a campaign setting for use in creating your own adventures
- * The Player's Screen with tables
- * The large four-color map of a ruined city, the countryside, and a map of America.
- * Sets of six and 10-sided dice

How Many Can Play?

Any number of people can play a GAMMA WORLD® game, but it is usually most fun with two to five players and a Game Master.

Learning to Play

The best way to learn how to play a game is by playing! This rule book has been organized to help make learning quick, fun, and easy to follow. The fastest way to learn is to follow these steps:

- 1) Read the next section, "Creating Characters."

Using the instructions provided there and the Mutations appendix, practice creating a character.

This section also explains how to use the Action Table (ACT), the most important part of these rules.

- 2) Then read Part III, "The Basic Game."

This section teaches you all the basic rules and how to create rules for situations not covered.

Take a look at Part V, An Example of Play, to get a feeling for how an adventure is played.

- 3) Glance over Part IV, "Encounters and Hazards," as well as the various appendices and the Reference Book. It is not important to learn all this information, only that you know where to find it. You should probably read the start of each section so that you learn the terms that are used.

- 4) Now you are ready to play your first adventure!

Pre-generated characters have already been provided for your use. You will want to make a copy of the Adventure Record Sheet in the center of the module.

If you have any questions during play, just turn to that section of the Rule Book and review the rules for clarifications.

If it all seems too much to learn, do not despair! Many, many hours of enjoyable role playing will make it more than worth the effort.

- 5) Once you have played the included adventure, you may turn to Parts VI and VII, "How to Create Your Own Adventures" and "How to Conduct a Campaign."

Read the rest of the rules, particularly Parts IV and the Reference Book as you desire. You will find many tools to help you design your own GAMMA WORLD® adventures.

How to Use the Dice

Included in this game box are two types of dice, six and 10-sided. These are used to generate the variety of results and effects for the GAMMA WORLD® game. For easy reading, these dice are marked with numbers instead of dots.

The numbers may be colored in using the crayon provided. Just rub the crayon across the number so that wax is caught in the cracks. Then wipe the excess wax away.

The "0" on the ten-sided dice is read as a "10."

Throughout these rules the dice are referred to using the abbreviation, "d," short for dice. For example, 5d6 is five six-sided dice. The first number refers to the number of times that type of die is rolled. The second number indicates the type of die being used.

In some cases, this abbreviation is followed by a plus or minus sign and a number (e.g., 5d6+4). This modifier is added to the final result of the dice roll, not to each die (unless otherwise specified). If the modi-

fier is negative, the result should be treated as a "1" if less than "1."

There are several ways to use these dice in the game. First, the dice may be rolled and their numbers added together.

Second, the two 10-sided dice may be rolled to get a number between 1 and 100. Pick one die to be the ones place and one die to be the 10s place. Then roll both dice and read the number (e.g., a "5" and a "9" is a 59, a "0" and a "1" is 1, and a "0" and a "0" is 100). Rolling two 10-sided dice this way is called rolling d100, or rolling percentile dice.

The third method is to roll a die and divide the result by a number, always rounding the total to the next highest number. In this way it is possible to generate a number from 1 to 4, for instance, by rolling 1d100 and dividing by 25. This method is only rarely used.

The final method, is to roll a six-sided and a 10-sided die at the same time to get higher ranges than those possible with the dice provided. This method is used to generate numbers from 1 to 12 and 1 to 20.

To roll a number from 1 to 12 (1d12) roll a 10- and a six-sided die. Read the number on the six-sided die. If the number on the 10-sided die is 1-5, then the result on the six-sided die is 1 to 6 as noted. If the 10-sided die is between 6 and 10, add 6 to the result of the six-sided die for a number from 7 to 12.

In order to roll a number from 1 to 20, roll a 10- and a six-sided die. But this time read the number on the 10-sided die and only add +10 if the six-sided die comes up 4-6, giving a result of 11 to 20.

6-sided	10-sided	1d12	Results 1d20
3	1	3	1
5	8	11	18

There are many other types of quality dice available on the marketplace, including four-sided, eight-sided, 12-sided and 20-sided, and newly developed 100-sided available at your local toy and hobby store carrying role-playing games.

How to Use These Rules

Once you read these rules and learn to play, you are ready to create and play your own adventures. As you gain understanding of and experience in the game, you will discover situations that are not explained or handled by all these rules. This, of course, results because the mind can imagine more situations than these meager pages can provide rules for.

This is okay. Role-playing games are not just a set of rules. They require the wisdom and judgement of a Game Master to create fun and exciting adventures. Most problem situations can be resolved by comparing them to the existing rules and explanations of how to determine a danger's potential. The GM should feel free to create new rules and perhaps alter some of those provided if it makes the game more fun for the players.

After all, this is your game. We encourage you to invent new devices, create new creatures, develop skills and talents, and add your personal touch.

There are two important rules of thumb that you should follow when it comes to inventing, changing, or ignoring a rule.

First, you want to maintain the spirit of the game. Provide challenges the characters can overcome with their limited powers. And give rewards that are equal to the challenge! Treasure or information gained without work are not satisfying to players. And receiving no reward is disappointing and discouraging. Do not discount information as a reward. Timely and important information can be more important than equipment or money to the players. A reward of new information can be well worth the effort.

Second, be consistent. Few things upset players faster than a Game Master who changes rules, creatures, and equipment capabilities randomly from game session to game session.

The GM who abides by these guidelines can delight and entertain players for years.

PART II: CHARACTERS

As in real life, each individual is a combination of strengths, weaknesses, and skills different from any other. This is true of characters in this game.

Each character is defined by his ability scores. These scores determine how strong, fast, enduring, smart, wise, and persuasive a character is. In addition, scores are determined for special abilities, such as mutations and learned talents. Finally, each character's level of practical experience is rated.

Ability scores are used in two ways. First, they define the chances of success when a character tries to perform difficult or uncertain actions, such as leaping a chasm. Second, an ability may modify a lesser ability's chance of success. In this case, a modifier is added or subtracted from the lesser ability before rolling the dice to determine if the character succeeds.

This section is organized to first introduce you to the six basic abilities. Next, you are shown how to use these abilities in the game, and you are introduced to the Action Table (ACT), the heart of this game. Once you know how to use ability scores and the Action Table, you will discover that all lesser abilities work the same ways.

The rest of this section presents the lesser abilities and shows you how to create your own character. This method may be used to create both player and non-player characters (PCs and NPCs). You will want to make copies of the character sheet, found on the inside back cover of these rules, to record your character's information.

THE BASIC ABILITIES

Every character possesses the same six basic abilities. Each ability score is generated by rolling four six-sided dice (4d6), discarding the lowest, and adding the other three together. This procedure may vary slightly based on the character type the player has chosen to play.

The basic abilities are divided into groups of physical and mental attributes. Each represents a different facet of the character.

Physical Abilities

Physical Strength (PS): This ability is a measure of a character's muscular might. It determines the following:

- * How much weight (in kilograms) a character can carry and still be able to move (Burdened = 1 x PS, Heavy Burden = 2 x PS)
- * How much a character can lift (Up to 5 x his PS)
- * Any action requiring muscles, such as pushing, holding on, breaking down a barrier, bending metal, etc.
- * Modifies the chance to hit in some types of combat, as well as the damage caused
- * Modifies other abilities that require physical strength

Dexterity (DX): This ability is a measure of a character's reflexes and agility. It determines the following:

- * Any action requiring careful movements or swift response
- * Modifies the chance of a character striking first in a fight (Initiative)
- * Modifies the chance of surprise
- * Modifies the chance to hit and damage in some types of combat
- * Modifies other abilities that require careful action or swift response

Constitution (CN): This ability is a measure of a character's health and endurance. This score determines the following:

- * The number of six-sided Hit Dice a character begins the game with
- * The modifier for each Hit Die roll—bonus or penalty
- * The character's chance to resist inimical effects, such as radiation, poison, and diseases
- * The character's endurance when trying to hold his breath or complete a tiring task
- * The modifier for any ability that requires endurance

Mental Abilities

Mental Strength (MS): This ability measures a character's willpower, insight, and determination. It determines the following:

- * The chance to resist mental domination
- * The chance to continue on in the face of fears, exhaustion, etc.
- * The chance to perform actions requiring wisdom or insight
- * The modifier to the mental attack chance and the amount of damage caused
- * The modifier to the chance to resist mental attacks and energies
- * The modifier to any ability requiring determination or insight

Intelligence (IN): This ability measures a character's intellect, wit, and knowledge. It determines the following:

- * The chance to succeed when analyzing a situation
- * The chance for a character to sense something through observation
- * The chance to succeed when trying actions requiring knowledge and problem solving
- * The modifier to the chance to analyze artifacts
- * The modifier to some types of combat requiring intellect and the amount of damage caused
- * The modifier for abilities requiring intellect

Charisma (CH): This ability is a measure of a character's persuasiveness, grace, and power to inspire. It determines the following:

- * The maximum number of NPC followers a character may have at one time
- * The chance to convince another of something
- * The modifier to the response of encountered creatures and the morale of controlled NPCs
- * The modifier for abilities requiring grace, persuasion, or style

USING ABILITY SCORES: THE ACTION TABLE (ACT)

Take out the GM Screen and turn to the four-color Action Table (ACT). This resolution table is the heart of the GAMMA WORLD® game. The chance of success and the outcome of all difficult actions can be determined using this table and a character's scores.

First, look at the top of the table. The columns are labeled A, B, C, 1 through 21, X, Y, Z. These correspond to the possible ability scores. (The "11" column is highlighted only to point out that it is the middle of the ACT.)

The columns A, B, C and X, Y, Z contain groupings of scores for the very low and very high score ranges. This table was designed to reflect typical character scores, and so it is possible for some beings to have zero or negative scores when compared to the typical character.

Column		Score Range
A	=	-26 or less
B	=	-6 to -25
C	=	0 to -5
X	=	22 to 120
Y	=	121 to 600
Z	=	601 or more

The numbers along the side of the table run from 1 to 100, and represent the result of rolling percentile dice (d100).

The Action Table is divided into seven different color or result areas. The five bright colors of the spectrum indicate success. White and black are failures.

The five colors of the spectrum also indicate the degree of success, a blue result being the least successful, while a red result is the most successful.

Further, the red and black results are special. A red result always succeeds and provides the character with an advantage in the next round. A

black result is always a dismal failure, and usually penalizes the character for the next round.

How to Use the Action Table

To use the Action Table (ACT), just follow these steps.

- 1) Find the appropriate ability score across the top of the ACT
- 2) * Roll d100 and find the resulting row along the side of the ACT
- 3) * Read across that row until you intersect the ability score column and note the color of the result
- 4) If the result is any color of the spectrum, the character succeeds
If the result is white or black, the character fails

* You may find it easier to use the number ranges that are given for each column within the color bands. This shows you immediately which result your roll gives you on the ACT.

Modifiers

The chance to succeed may be modified by another factor or ability as noted on charts in the appropriate section of the Rule Book detailing types of action. Or abilities themselves may modify other chances.

Ability score modifiers are grouped as follows. A *bonus* is added to a character's score to determine his chance of success, or *subtracted* from the score of an opponent or danger when it is attacking a character. A *penalty* is subtracted from a character's score or added to a foe's or danger's score.

Score	Modifier
A	Penalty of 6
B	Penalty of 5
C	Penalty of 4
1-3	Penalty of 3
4-6	Penalty of 2
7-9	Penalty of 1
10-12	None
13-15	Bonus of 1
16-18	Bonus of 2
19-21	Bonus of 3
X	Bonus of 4
Y	Bonus of 5
Z	Bonus of 6

Penalties are usually denoted as negative, while bonuses are positive.

Modifiers may adjust either the score or the column on which the result is to be found. If a modifier adjusts a score, just add or subtract the number given from the score and use the resulting number to find the column to use before rolling the dice.

If a modifier provides a column shift, first find the column corresponding to the score. Then shift to the right, toward Z, if the modifier is positive, or to the left, toward A, if the modifier is negative. A column shift modifier can never shift a column beyond A or Z.

Thus, if attempting an action using a Dexterity score of 11 and suffering a -3 penalty, a player would use column 8 to determine the results of his dice roll.

Explanation of Results

The color bands of the ACT represent a wide variety of effects. In one sense, the white and black bands stand for failure, while the colored bands (blue through red) represent success. But the colored bands also determine the degree of success or challenge of the attempted action.

Result Factors

The color results are often used to define the magnitude of an action's effects. Some effects, such as damage and range for weapons, are given base scores which are then multiplied by the *result factor* (RF). The following table lists the result factors for each band on the ACT.

Color	Result Factor
Red	x 5
Orange	x 4
Yellow	x 3
Green	x 2
Blue	x 1
White	x 0
Black	x 0

There are some cases where a white result actually has a result factor, as will be explained in later sections. A black result always has a result factor of 0.

At times during the game, you may be asked to add or subtract result factors (RFs) from a result. This means that you should treat the result as the indicated number of RFs higher or lower. For example, if you are told that a certain action has an RF of +2 and you roll a blue result, the final result is yellow (x 3), which is the color result two higher than blue. If the action had a -2 RF, then the blue result would be shifted two lower, into the black band, and the action would fail miserably.

Difficulty Factors

Some tasks may be more difficult than others. To reflect this, a *difficulty factor* may be chosen before rolling for success. The degrees of difficulty are noted on a chart beneath the Action Table.

To use difficulty factors, a player must roll the color indicated or better to succeed at a difficult task.

Thus, a Dexterity task that is considered to be of fair difficulty would require that a green, yellow, orange or red result be rolled to succeed.

Ability Saves

Within this game, certain dangers and types of attacks may have special effects, such as *stun*, *paralyze*, or *cripple*. When such a danger succeeds in harming a character, the player must roll an Ability Check for his character to avoid the special effect.

An Ability Check is made in the following way.

1) Note the color of the danger result that succeeded in harming the character.

2) Use the ability score for that danger as the column to roll d100 on the ACT.

In order to avoid the special effect, the result must be the same color or higher than the danger's result.

For example: A poisonous spider attacks a character and hits with a green result. The player must now roll a Constitution Check whose result is green or better or he will be paralyzed in addition to taking damage.

Automatic Actions

Many actions are considered automatic and do not require an Ability Check. These are common actions that are unopposed, such as walking, talking, looking at something in one's hands, etc. To perform an automatic action, a player just needs to inform the GM his character is doing it, and the act is done.

There may be some cases where even normally automatic actions have a chance of failure. These are usually instances where letting an action succeed automatically would spoil the fun of the game (e.g., not being able to dodge a crushing weight, or being bound and gagged with no chance for a character to avoid a killing blow). In such circumstances, an *automatic Ability Check* may be rolled. Only on a black result will the action fail.

CREATING A CHARACTER

To create a character you will need to know what other scores must be determined besides those of the six basic abilities. There are several cate-

gories of abilities and statistics, and these are explained in the text in the following order:

- Character Types
- Hit Points
- Mutations
- Experience Rank and Talents

Character Types

Player characters may be of one of four types: Pure Strain Humans, Mutated Humanoids, Intelligent Mutated Animals, and Intelligent Mobile Mutated Plants. Each type has unique strengths and weaknesses.

Pure Strain Humans: These are descendants of men who have avoided mutation and in fact are resistant to mutation. Their characteristics include the following:

- Modify their Mental Strength by -3, with a minimum score of 3
- When rolling Intelligence, Charisma, and Constitution, add 3 to each score, with a score of 21 being the maximum
- Gain +1 per Hit Die when rolling their hit points
- Modify chances to understand artifacts by +2
- Gain full benefits from functioning medical devices
- Most robots and computers will not harm PSHs and may aid them if presented with proper ID Codes
- Not mutated by radiation, though they may suffer temporary mutation from biogenetic agents
- Most are Tech III and can use and understand most common technology from the 20th Century

Humanoids: These are mutated humans or creatures who have assumed humanoid forms and have manipulative paws to use tools. They vary greatly in size and shape due to mutations. Their characteristics include the following:

- Begin the game with at least one to four (1d100/25) physical and mental mutations each
- Able to use tools and weapons
- May pass for Pure Strain Humans to robots and computers if from human stock and if they have no obvious mutations
- May mutate further if exposed to radiation, but are only burned by biogenetic agents
- Most are Tech Level II, and can use and understand common Medieval technology

Mutated Animals: These are intelligent mutated animals who have learned some means of communication. They may only use tools and weapons if they have manipulative digits. However, mutated animals possess natural attack forms, such as claws and teeth. Their characteristics include the following:

- Natural abilities and limits of the original animal stock must be decided by the GM
- Begin the game with one to four (1d100/25) physical and mental mutations each
- Cannot command an artificial intelligence machine; have an 80% chance of being ignored by them
- Can only pass a security check if classified as "pet" by a PSH
- May mutate when exposed to radiation, but are only burned by biogenetic agents
- Tech Level I, and can use and understand common ancient and primitive technology

Mutated Plants: These are intelligent mutated plants who have gained mobility and reaction rates similar to Humans. They also possess the abilities to communicate and sense objects from their equivalent of a head. There are two basic mutated plant types: the independent life-form that must reshape itself to gain functions, and the symbiot life-form that must inhabit an unintelligent mobile creature to gain many of the benefits of free action. Examples are provided.

- The characteristics of plants include the following:
- Natural abilities and limits of the original plant stock must be de-

ecided by the GM

Begin the game with one mobility mutation of choice, and one to three (1d6/2) physical and mental mutations each. Symbiots gain +1 mental mutation

Cannot command an artificial intelligence machine, but are ignored by them 80% of the time

Cannot pass a security check unless carried by a PSH and even then only if they do not possess inimical mutations such as emitting radiation or poison

Nonintelligent animals ignore them unless they move or attack the animal

- May mutate when exposed to either radiation or biogenetic agents
- Do not need food so long as there is soil and sufficient water
- Limbs removed by cripple special effects can be regrown with 1d6 weeks of rest

If a mutated plant dies, it may make a Constitution Check to regenerate from its roots, but it must begin again at Rank 1, and all abilities suffer a loss of one point

Resistant to crushing attacks and reduce the damage suffered by one result factor (RF)

Gain a bonus of +3 when grappling or wrestling (because of their many limbs—this does not apply to symbiots)

- Add 20 centimeters to beginning height for every Rank attained
- Most plants can reduce their size by 50% by compressing their form (trees cannot)

Tech Level I, and can use and understand common primitive technology

Examples: An independent life form may be derived from many different plants, but those most common include plants with vines, thorny bushes, and trees. An independent lifeform is considered to have the natural ability of manipulative digits and can handle weapons and tools.

A symbiotic plant does not possess strong limbs or manipulative digits. These include grasses, mosses, and fungi. Its mode of movement is often slow and ineffective. However, when combined with a living, nonintelligent, mobile creature, a symbiotic plant becomes very mobile.

A symbiotic plant lends its intelligence and natural mutations to its host, and the host provides its natural abilities and defenses. The GM should allow the symbiotic plant to inhabit only common animals when it first begins in the game. A symbiot may not change hosts until the original host dies.

Hit Points

A character's hit points represent the amount of damage he can suffer before dying. Beginning hit points are determined by rolling a number of six-sided dice equal to the character's Constitution and adding the results. In addition, each die is modified by the creature's CN modifier and by any character type modifier. No die may be less than 1 point.

Mutations

Mutation descriptions and their generation charts may be found in the appendices. There they are divided into four categories: Physical Animal, Mental, Physical Plant, and Defects, and are organized in alphabetical order within these categories.

The player must roll 1d100 for each mutation his character possesses. Check the result against the generation charts in the appendices. In some cases, a character may gain mutations with conflicting results. The GM must decide how to resolve any conflicts, or may just let the player roll again for a new mutation. No player character should possess more than one defect. Duplicate mutations should be rerolled.

Each mutation has its own score. To determine a mutation's beginning score, roll 3d6, discard the lowest, and add the remaining two.

Then add the character's PS or MS modifier to the score (depending on whether the mutation is physical or mental). This results in a score from 2 to 15. A character's mutations may not possess scores higher than his PS score if a physical mutation, or higher than his MS score if a mental mutation.

Experience Rank and Talents

One of the most satisfying rewards for a player is to see his character advance, improving and increasing his abilities and powers. In the GAMMA WORLD® game, this growth is measured by the character's Experience Rank.

A character's Rank serves several functions. These functions include the following:

- The chance for a character to hit in combat
 - Provides the option for additional physical attacks each turn once the character's Rank reaches 10
 - Modifies the total hit points as the character becomes more experienced
 - Determines the chance of success when performing actions with learned talents
 - Defines the chance to gain new talents
- All player characters begin the game at Experience Rank 1. Non-player characters may be given any Rank, but the average is 5. It is even possible to have a negative or zero Rank (as in an inexperienced child or a simpleton).

Talents: Talents are special natural abilities that are learned through study. Once a talent has been learned, its chances of success automatically increase as a character's Experience Rank improves. The character's Rank is the ACT column to roll on when checking for a talent's success or failure. A talent does not require further training to improve, for it is *improved only through constant practice*.

Talents are strongly linked to the basic ability scores, and thus may be modified by these scores when talent actions are tried.

A Player Character (PC) begins the game with a number of talents equal to his average Tech Level plus one. The list of talents is given in the appendices. Some talents have prerequisites, other talents that a character must know before he can learn the new one. A character may never have more talents than his IN score.

It is possible for a character to attempt to perform any talent that does not have prerequisites without actually knowing the talent. However all such attempts are always made on column A, no matter what the character's Experience Rank is.

HOW TO CREATE A CHARACTER

Using a copy of the Character File found in the back of this book, you are now ready to create a character. Use a pencil to record your character's score, for some may change during this procedure. Follow these steps:

- 1) Choose the character type you want to create. If it is a mutant, you must also determine the *original animal or plant stock from which it evolved*.
- 2) Roll 4d6 six times, and discard the lowest die each time, to generate the six basic ability scores. You may choose which scores to place with each ability.
- 3) Now roll a number of d6 equal to the character's CN score, adding the CN modifier, and total the result. If the character is a PSH, he gains +1 per die.
- 4) If the character is a mutant, roll for the number of mutations he begins with. Then turn to the appendices and roll d100 to determine the specific mutations.

As each mutation is determined, roll 3d6 and discard the lowest die to determine the score for the mutation. You may add the character's PS modifier to physical mutation scores or the MS modifier to mental

scores. However, no mutation may possess a score higher than the PS or MS (whichever applies).

5) Note the character's Rank and choose a number of talents equal to the character's Tech Level plus one, making sure that talents requiring prerequisites are chosen only if the prerequisite is also picked.

6) Create a name and description for the character.

7) Equip your character as explained later in this section.

Hopeless Characters

Sometimes a player has incredibly bad luck when rolling the dice, and his character is ridiculously weak for a hero. When most of a character's basic ability scores are 8 or less, the GM should declare the character unfit for survival and allow the player to create a new character.

In order to reduce the chance of hopeless characters, the GM may also permit those players with mutant characters to pick half of their mutations rather than rolling dice to determine all of the character's mutations. If this option is used, the GM should select one minor defect for the character.

Technology Levels

In the GAMMA WORLD® game, communities and character types are defined by their ability to use and make tools of varying complexity. This ability is quantified as the Technology Level (Tech for short).

A character's Tech Level defines the types of weapons and tools that he understands and commonly uses. It is possible for a creature to attempt to use a tool of a different Technology Level if he has been instructed in its use. But characters always operate equipment of their Tech Level better than characters of a different Tech Level.

For a character to use an item from a different technology level, he suffers a result factor (RF) penalty equal to the difference between the two levels, regardless of whether the item's level is higher or lower than the character's. This, applies only to the colored results. A successful color result (blue through red) is never reduced below blue; thus the chance to succeed remains the same, only the effects change.

Thus, a Tech II character who tries to use a Tech Level I or III item must treat each color result as one factor (color) less than what is rolled: a green result is treated as blue, and so forth.

Tech Levels are also used to help define the type of society that exists in a community.

There are five Tech Levels in this game, and player characters are always in one of the first three Tech Levels.

Tech Level I: This level is a primitive technology, featuring the technology similar to that of the ancient Egyptians, Goths, Greeks, and the American Indians. This technology includes stone and iron weapons, bows and blowguns, the wheel, levers and screws, et al.

Societies that are Tech I are tribal or clan oriented. They tend to be hunters and gatherers, though they may grow some crops. Some Tech I tribes may be nomadic.

Tech Level II: This level is a medieval technology, featuring technology similar to medieval Europe and the civilized Orient. This technology includes such items as crossbows and siege weapons, wind and water mills, gears and simple scientific tools, metal armor, and steel items.

A Tech II society is usually feudal in nature: several land owners who protect the common people and who band together with other landowners for protection. The wealth of these societies is rooted in land, slaves, and livestock. These are usually agricultural societies, though some automation and factories may exist.

Tech Level III: This level ranges from the age of cannons and muskets through the marvels of our present-day society. It features rifles, bombs, steam, fuel- and battery-powered machines, the use of plastics and electronics, and simple computers.

A Tech III society tends to center around industrial activity and large city-states. Those in power may either be elected officials or tyrants.

The next two Tech Levels are represented mostly by artifacts of lost societies. Player characters may not be from Tech IV or V societies.

Tech Level IV: This level includes the classic image of a science fiction future. It features lasers, robots, super computers, hovercraft, and advances in transplants and medicine as well as all other sciences.

A Tech IV society tends to be centered around companies and individual needs. They tend to be isolationist, judgmental of others, and egotistical.

Tech Level V: This level of technology is alien to the Earth and may almost seem like magic. It centers around crystalline and organically grown devices that respond to mental commands. Where these devices come from no one knows.

A Tech V society is not understandable to us. What seems illogical may be logical to this society. This includes societies where everyone thinks exactly alike. The mental spirit is considered separately from the constraints of matter and form.

EQUIPPING CHARACTERS

Before your characters begin their adventures, they must equip themselves with the tools and weapons needed to survive the dangers they will face. All PCs begin the game at a *base*, a village where the characters may buy supplies, hire help, gain information, and otherwise organize their expedition.

The type of equipment available and how easily they gain answers to questions or find help is determined by the Tech Level of this base. There are three common types.

Tech Level I: These bases include villages and nomadic camps of 30 to 300 people. They are organized in tribes and clans and tend to be very loyal to their members. However, an individual must prove his worthiness to be an adult. Individual accomplishments are favored.

Tech Level II: These bases include small fortified homesteads of 20 to 50 people, villages of 50 to 500 people, and a few cities of 1,000 to 5,000 people. The individual is expected to swear loyalty to a landowner or lord, who in turn provides protection for those on his land. Codes of chivalry may exist among the upper class of these societies. Social status of a character is important in determining the responses he receives from other members of his society.

Tech Level III: These bases include villages and cities centered around industry. Many Cryptic Alliance enclaves tend to use Tech III bases as their headquarters. Hidden settlements number 50 to 500 people, while a city-state may have a total population of 3,000 to 8,000 people, with an additional rural population of 1,000 to 6,000. A central government rules the land and may be wary of strangers. Many items are for sale here if a character has enough money or trade.

Starting Equipment Funds

Beginning characters start the game with some money with which to buy needed equipment. Roll 3d6 and multiply the result by 10 for each character. This is the number of gold pieces, the common currency of the GAMMA WORLD® game, that the character starts with. The player may then purchase equipment, weapons, armor, and supplies at the prices noted on the tables found in the Reference Book. The items available for sale depend on the Tech Level of the base as follows:

A character may purchase any item of the same Tech Level as the base (if he has sufficient funds). It is also possible to find items of a lower Tech Level at a base. These items always work and are available at the prices listed.

A character may try to buy items one Tech Level higher than the base, but must first locate the item. The chance to find such an item is determined by adding 10 to the base's Tech Level. Use this score as the column to roll on the Action Table. A yellow or better result indicates the item has been found. This item costs twice the price listed on the charts, but is always functional.

To purchase items two or three Tech Levels higher than the Base, use the previous procedure, but an orange or red result, respectively, is required to find the item. These items cost five times the listed price and may be in varying stages of disrepair. See the section in Part III on how artifacts work.

Hiring Help and Gaining Information

The chance of hiring help or gaining information is determined as follows:

The base's Tech Level is the column to roll on the ACT.

Assign a difficulty rating to the task. It is possible that the PC's Status at the base and who is being asked also affect the difficulty factor.

Roll 1d100. If the result is at least as high as the difficulty factor, the PC succeeds at this task. Otherwise he fails.

The cost of help equals 10 times the Tech Level times one for a blue result, two for a green result, etc.

Details on how to recruit NPCs are given in Part III.

Character Advancement

A character can advance in Rank and improve all his ability scores by gaining experience. Experience in the GAMMA WORLD® game is measured by Experience Points (XP), gained for defeating opponents, overcoming obstacles, finding and using ancient artifacts, gaining treasure, solving problems, completing quests, and for excellence in acting (role playing a character well).

Accumulated XP may then be spent to improve a character's Rank or ability scores one level at a time. They may also be used to purchase optional skills once a character reaches Rank 5. Finally, earned XP may be spent to gain a chance to perform impossible tasks; this is called the *hero factor*.

Gaining Experience Points

Experience points are awarded for successful adventures and for good play. Experience should be awarded at the end of a game. The total XP awarded should be divided among all the characters who participated in each encounter. If a single character had to face an encounter alone, then only he should receive the XP award for that encounter. XP are awarded in the following ways:

Defeating Opponents: For defeating each creature that opposes or attacks the party, a number of XP equal to the creature's Hit Dice or Rank are awarded.

Overcoming Obstacles: For each major obstacle overcome, the GM should award one XP per level of difficulty he feels the obstacle presented.

Finding Useful Artifacts: For each useful item found and recovered during a game, an XP award equal to the Tech Level of the item, per item found, should be awarded. No awards should be given for finding common supplies. Awards should only be given for items that still function or that possess an inherent trade value.

Gaining Treasures: Treasures usually possess a monetary or trade value and very rarely they are functioning items. The award should equal one XP for every 100 gold piece-value of the item.

Solving Problems: The GM may choose to award from 1 to 5 XP for solving major puzzles and problems presented to the hero.

Completing Quests: The GM should assign a degree of difficulty to the Quest. For every degree of difficulty, the GM should award 20 XP to the party, resulting in a range from 20 to 100 XP. Players should be told the XP value of a quest if they decide to undertake it.

Excellent Acting: This is a role-playing game and good acting by a player should be rewarded. The GM may choose to award a bonus of 0 to 5 XP to each player for playing his character consistently and entertainingly during the gaming session.

Spending Experience Points

A player must save his earned experience points until he has enough to purchase desired improvement for his character. The costs of improvements are noted below, with specific effects detailed in the following paragraphs.

Score Improved	XP Costs
Rank by 1	100 x Current Rank
Ability Score by 1	100 x Current Score
Mutation Score by 1	100 x Current Score
Skill Level by 1 *	200 x New Level

* The skill system is currently optional.

A player can only improve a score by one point after each adventure.

Rank Advancement

Improving a character's Rank gains the most benefits for the cost because it has the following effects:

- It improves the character's chance in combat.
- It improves the chance of talent actions succeeding.
- It increases the character's total number of hit points.
- It may enable a character to learn new talents.

It may enable a character to gain additional physical attacks each turn.

The first two effects are automatic. As the score increases, so do these chances.

Hit Points: A character gains more hit points for every Rank advanced. He may add his CN modifier to these new points where noted on the following table, but the number of new hit points is never less than 1:

Rank	Hit Points
1-5	+4 each Rank *
6-10	+3 each Rank *
11-15	+2 each Rank *
16-20	+1 each Rank *
21+	+1 each Rank

* Add CN modifier

New Talents: Whenever a new Rank is gained, a player may check to see if his character can learn any new talents. Roll on the ACT column corresponding to the character's current Rank. If the result is white, he may pick one new talent. If the result is black, he may pick two. A character may never possess more talents than his IN score.

Additional Attacks: Once a character reaches Rank 10, he may choose to make an additional physical attack by reducing the chance of success for both attacks. This is optional and is never required of the character.

A character may make one additional attack for every 5 levels that he is above Rank 5 (round up). This is done by splitting his Rank into several attacks at lesser Ranks. He may never attack at less than Rank 5. Thus a Rank 14 character may make one attack at Rank 14, two attacks at Rank 7, or one at Rank 5 and another at Rank 9. But he may not make more than two attacks and neither of his attacks can be at less than Rank 5.

Ability and Mutation Advancement

Ability and Mutation scores may be increased to improve a character's chance to perform an action and to gain new bonuses. A mutation's score may never exceed the PS score if physical or the MS score if mental.

Character Health

A character's health is measured by his remaining hit points. If a character possesses all of his hit points, and is not suffering from any special effects, he is considered healthy.

Damage causes a loss of hit points, noted as Wounds on the Character File. Characters can suffer damage as a result of physical and mental combat and from a variety of dangers. When a character suffers damage, the number of hit points lost should be recorded under Wounds. As he is healed of damage, lost hit points are recovered until his original total is reached.

There are many types of special damage effects caused by various dangers. These special types of damage are explained in detail in Part III under "Damage."

Healing

Healing is the process by which lost hit points are recovered. Damage may be healed by several methods: rest, mutations, medicine, and the use of some artifacts.

A character recovers 3 points of damage for every day spent resting. He may add his CN modifier to this rate, but he will always heal at least 1 point when resting for a full day.

Mutations and medicines may speed the rate of healing or cure lost hit points instantaneously. Some miraculous artifacts can cure using healing rays, and even cause lost body parts to regenerate.

Character Illness

If a character should become sick, due to infection or exposure to a disease or biogenetic agent, he will not be able to heal lost damage naturally until cured of the illness. He must first recover from the illness before he can naturally heal damage again.

Illnesses may be cured by medicines, antitoxins, medical artifacts, or by the natural recovery process. The first three methods cure illnesses automatically. To recover naturally, each day the character may make a modified CN roll, and if the result is orange or better, he has shaken off the illness.

Character Death

When damage reduces a character's hit points to zero or less, that character is dead! The character is out of the game, unless some marvel of medicine revives him. If a player's character dies, the player may create a new character to play. A player gains one bonus point for every 5 Ranks of his dead character. These bonus points may be divided among the new character's ability scores.

Once a new character has been created, the GM may introduce him to the party at any convenient point in the adventure.

PART III: THE BASIC GAME

This section contains all the basic rules for playing a GAMMA WORLD® game. All types of actions in the game use the Action Table (ACT), as explained in Part II. Additional details and limitations for types of actions available are explained here.

To keep the rules one needs to read short, several of the detailed reference tables, including descriptions of equipment and artifacts, and typical danger ratings have been placed in this book's appendices or the Reference Book. You may look at these sections when you desire, but the rules for using items and dangers are given here.

The basic rules are organized into the following sections. First, information on how time works in the game is explained. Next is information on how to handle character and creature movement. Then sections on encounters with creatures and their reactions are given. Since many encounters lead to combat, you should pay particular attention to the next section. Dangerous situations and the rewards of the adventuring are then provided, while lists of specific dangers and items are given in the appendices. Finally, there is a miscellaneous section on how to handle traps and tricks invented by the players.

DISTANCE AND TIME

As the player characters adventure in the wildlands of their world, the players need to keep track of their characters' location and the passage of time. This is necessary due to the limited supplies they begin with and the need to recover from the effects of damage suffered.

All measurements in this game are metric. For your convenience a Table of Metric Conversions has been provided in the Reference Book. In general, you will find that most measurements can be approximated, and the GM can choose the measure of any element as it is needed.

Game Distance

Throughout the game, players need to know where their characters are, where they can go, and how to get there. To help keep track of this information, a map system has been devised. Each map has a square or hex grid printed on it to make it easier for players to locate important features. There are four scales or sizes of maps that may be used in the game:

1. **The Continent Map:** Included in this package is a large map sheet. On one side is a map of post-holocaust America at a scale of 44 kilometers per hex. It is used to show the different general terrain types, the locations of the major deathlands, and those cities of the Ancients where ruins still stand. This map can be used to track the progress of characters making long trips. A pilgrimage from a village in the Black Hills to the distant ruin of Fenix might take as much as a year, during which the GM would keep track of the pilgrims' progress on this continent map. If you create your own campaign setting or use the one around the ruins of Pitz Burke provided with this game, you should use this map to locate the campaign and keep track of the heroes' journeys.

2. **The Area Map:** Located on the same side of the map sheet as the Continent Map is a sample area map, for use with the Campaign Setting provided. This particular area map shows the land called Allegheny at a scale of two kilometers per hex. It includes such features as installations, bases, deathlands, hills, forests, and rivers. Area maps are used to track movement during marches (see "Sequence of Events") and to possibly note the nature of encounters in certain areas. You may use the maps provided, or create your area map using a hex grid and a scale of one hex equals two kilometers.

3. **The Outdoor Adventure Map:** One entire side of the map sheet contains a sample outdoor adventure map of Pitz Burke at a scale of 60 meters per square. Maps of this scale are used for conducting searches and sometimes for encounters as described in "Sequence of Events." They are at a convenient scale for showing relatively large areas in detail.

To create your own outdoor maps, use quarter-inch graph paper.

4. **Encounter Maps:** At times you will want to create maps at smaller

scales to provide details for floor plans of buildings and other encounter areas. These maps should be drawn on quarter-inch graph paper at a scale of one square equals three meters. Such maps should be used to note the size of areas and relative positions of important features such as doors, major pieces of furniture or items that may be hidden behind, and starting locations for creatures. These maps can then be used both to conduct searches and to help resolve encounters.

As play shifts between the different types of possible activities, the GM changes the map he is using to keep track of events. For example, a party of characters begins an adventure on the area map of Allegheny and the GM plots their location using that map until they enter part of Pitz Burke. He then switches to the Pitz Burke map to plot their movement in more detail since they have decided to slow their march and re-ally explore the city. Should they decide to explore a ruined building, the GM may wish to create an encounter map to show the floor plan of that building. This example illustrates the principle that the more interesting or dangerous a place, the smaller the map used. Hex grids are used for larger areas and square grids are used for smaller areas (where a hex grid would distort the shape of buildings).

Encounter Positions of Foes: Since many encounters may occur during the course of an adventure, it would be tedious to prepare maps of all possible encounter areas. You may want to use the following method for keeping track of the positions of characters during an encounter.

Use something to indicate each individual character. This might be a scrap of paper or a cardboard counter with the character's name written on it. Or you may use coins, dice, pen caps or any other variety of markers. Small metal figures are available from hobby stores, and these may be painted to represent each of the different characters.

You will need a ruler. Place the character markers in the center of the table in their marching order. Whenever an encounter occurs, the GM may then place markers for the creatures encountered and any major map features in locations of relative position to the PCs. The ruler is used to determine the distance between characters, with one inch = two meters (or one centimeter = one meter). Now when players declare their characters are moving somewhere they only have to pick up their marker and move it, and the GM knows where the characters are.

GAME TIME

There is a difference between *game time* and *real time* that you should understand. Game time is the rate at which time passes in the game based on the completion of a series of actions. It may take longer than real time, or a lot less. The GM decides how much time has passed, based on what the players decide their characters are doing. Thus game time is a record-keeping device to measure the duration of effects and is based on the completion of turns of activity. It should not be confused with real time.

SEQUENCE OF EVENTS

Game time is kept track of in *turns*, *minutes*, and *hours*. There are three different categories of activities in the game. Each has a different goal, and follows a preset sequence of events. These include marching and resting periods, searching cycles, and encounter or action turns. The game will switch back and forth between these different types of activities. Sometimes the game time will move swiftly as characters march across the countryside, then slow to search a ruin, slow still further to resolve an encounter, and finally speed back up as the characters rest and recover from their ordeal. The types of activities and their purposes are explained below.

March and Rest Periods

The largest block of time commonly dealt with during the game is a period of four hours. This is the scale of time used when the heroes are

marching across the countryside from one location to another, are camping, or are resting and recovering from their adventures. These four-hour blocks of time are used to determine if anything of interest occurs in the vicinity of the party. There are six four-hour periods each day. Typically three are used for marching and three are used for resting. At least two four-hour periods each day must be spent resting or the characters will begin to suffer the effects of *fatigue*.

Fatigue

Fatigue occurs when a character exceeds the normal limits for continuous strenuous activity. These limits include the following:

- * Must rest at least two periods a day
- * Can perform strenuous activities for a number of minutes equal to character CN, and then must rest for one-third that time
- * Can hold breath only for a number of turns equal to CN/3 (or CN if holding breath while resting). After this time, he must spend an equal number of *minutes* resting and recovering
- * Can perform extremely strenuous actions only for a number of turns equal to CN, then he must rest for one-third that time
- * Can withstand typical hazardous weather for a number of hours equal to CN, and extreme weather for a like number of minutes. After this exposure, a character must seek shelter and rest for one-third the time of exposure

If any of the above limits are exceeded, the character becomes fatigued and suffers the following penalties.

Fatigue has a serious effect on all of a character's actions. Any action a fatigued character takes is checked for success by rolling on the ACT column that is $\frac{1}{2}$ (rounded up) of the character's appropriate score. For example, a Rank 5 character who is fatigued would roll on the "3" column on the ACT for actions that depended on his Rank.

This penalty is in effect until the character rests a length of time equal to one-third the duration of the activity. If a character ignores the penalty and continues to exert himself, when he again exceeds the length of the needed rest period, all his columns to roll for actions are again divided by two, so that now the columns he rolls against are $\frac{1}{4}$ of his un-fatigued columns. If the character continues to exert himself, each subsequent time that he exceeds the original rest needs he becomes *exhausted*, rolling all actions on column A, and he must make an unmodified Constitution Check beginning with a blue difficulty factor and worsening each time to green, yellow, orange, and finally red. If a character succeeds in making his Constitution Check no other special effects are incurred, but if he fails, he falls into a coma (see "Types of Damage,") for 1d6/2 days.

Whichever activity the PCs are engaged in, the players should decide what their characters are doing and inform the GM. Points that should be considered include:

- * If marching, define the order the characters are moving along. Who is in the lead, who brings up the rear, etc. Furthermore, the players should state the speed at which the characters are moving, which defines their degree of alertness (see "Movement" for details).

- * If resting, state where everyone is and what they are doing. If the PCs are camping in the wilderness, they probably want to have someone stand watch in case a dangerous animal walks into camp.

Be specific when defining where each character is and what his general activities are as these actions may affect any events or encounters that occur during that period.

Once the characters' locations and activities for the period have been decided, the GM resolves each period of time according to the following sequence of events:

Step 1: Find the terrain's Intensity score as detailed in the "Movement" section. Roll against that score on the ACT and compare the color of the result to the Terrain Event table in the next column to determine the general result.

Result	Terrain Event
Red	Catastrophe
Orange	Bad Weather
Yellow	Suffer from Exposure
Green	Natural Obstacle/Hazard
Blue	Event/Encounter/Omen
White	Nothing Happens
Black	Trail is found—Move x2

Catastrophe: This event includes severe terrain and weather hazards as detailed in Part IV, "Dangers."

Bad Weather: This event results in weather that slows the party and presents some danger for the rest of this period. Once indicated, bad weather may last 1d6 hours. See "Weather" in Part IV.

Suffer from exposure: This event indicates that characters have suffered the base damage score of this terrain type due to exposure to the elements. Further, they must each make a special effect Constitution Check with a blue difficulty factor to avoid the special effect. See "Terrain Hazards" in Part IV for details.

Natural obstacle: This event indicates that the PCs have encountered a lesser terrain hazard, appropriate for the terrain, which they must cross to continue on in the direction they desire to travel. See Part IV for details.

Event/Encounter/Hazard: The GM should turn to either of the Random Event Tables provided with this game (one is found on the GM Screen; the other is in the Reference Book) and roll 1d20 to determine which encounter occurs.

Nothing happens: No event occurs

Trail: The PCs have found a trail crossing this terrain and proceeding in the direction they want to travel. The trail doubles their movement rate for the period. At the end of this period, the trail turns away from the PCs' goal or just ends.

The GM may choose the specific event that occurs once the type is determined, rather than letting the roll of dice decide.

Step 2: If an event occurs during the period, roll 1d100 again to determine which hour the event occurs in (1-25 = 1st hour, 26-50 = 2d hour, 51-75 = 3d hour, 76-00 = 4th hour).

Step 3: The GM then narrates the events of each hour, describing any significant features that the PCs might notice. This narration may be interrupted at any point that:

- * The PCs must make a choice of some sort
- * The PCs discover something they want to investigate
- * An event is scheduled to occur

The players may then either make their choice, move to search or examine something, or be deal with some sort of danger or encounter. At this time, the GM will find it easier to use the searching/examining cycle explained below.

Once the characters finish searching or resolve an encounter, the GM must determine which hour of the day it is and then returns to using the four-hour period of time to check the chance of the next event. Event checks may be made in any type of terrain, including ruins. But the GM may want to increase how often he checks to once every hour when characters are exploring an inhabited ruin, building, or strange town. Or he may decrease how often he checks to once per day when the characters are at their home base or in friendly territory.

Searching and Examining

When players want their characters to search their surroundings, examine or use a complicated artifact, perform a difficult movement (e.g., climb a cliff), or question a character they have encountered, any detailed action that does not involve combat or quick response, the GM will find a searching cycle of 10 minutes a convenient rate of time to use. There are six searching or examining cycles each hour, and thus 24 cycles in a four-hour period.

Sequence of Events

Searching cycles of 10 minutes are the most commonly used divisions of time during an adventure. Ten minutes is long enough to permit a character to perform several related detailed actions and yet things happen fast enough so that the game does not become boring.

The scope of activities that may be accomplished in a 10-minute cycle include the following:

- * A cursory examination of an area equal to 10 times the character's base movement rate in meters

- * A detailed search of the exterior of a small building 10 x 10 meters square, or one block of a village

- * Operating one function (e.g., one injection) of a complicated artifact

- * If acting out the encounter, the number of questions that may be asked in 10 minutes of real time is the number that may be asked in 10 minutes of game time. If not acting out the conversation, an average of five questions may be asked and answered in a 10-minute cycle.

Whatever activity the characters engage in, the players should decide what specific actions their characters are performing, where the characters are and where they will move to, and any precautions they are taking while examining something. The players should inform the GM of these decisions.

Once the characters' activities and locations are defined for the 10-minute cycle, the GM resolves each search cycle following this sequence of events:

Step 1: If this is the hour that a predetermined event is to take place, the GM determines the specific 10-minute cycle of the hour in which the event occurs by rolling 1d6.

Step 2: If an event is to occur during a 10-minute cycle, the GM should decide how he wants the PCs to discover the event. He may want to give the players a warning that a storm is on the horizon, or show them an earlier victim of some hazard or the tracks of a creature. Or he may wish the event to be an ambush and startle the PCs.

If this is a creature encounter, the GM will want to also determine what the creature's goal is when it is encountered. Examples of possible goals are listed on the GM Screen with the random events.

Step 3: The GM now describes to the players what their characters see and sense, and narrates the results of any attempted actions, pausing so that:

- * The chance of success for an attempted action may be rolled and the result then incorporated into the narrative

- * If characters are presented with a puzzle or problem, they may discuss the matter with each other before choosing some course of action

- * If the PCs discover something, they may examine it further

- * The effects of an event may be determined and the PCs given a chance to respond

- * If a sudden encounter with a creature or danger occurs, the PCs are given a chance to respond to it

If an encounter or event occurs that requires quick response, the GM should slow time to the 10-second encounter or action turns to resolve the situation.

The Encounter or Action Turn

Just as the climactic action scene in a movie is the most exciting part (and the one that everyone waits for all through the rest of the film), so the *action turn* is the most exciting part of a GAMMA WORLD® game. Each turn equals 10 seconds of game time. There are six turns every minute, and thus a total of 60 turns in one 10-minute search cycle.

Action turns are only used when action occurs on a short timescale or there is the chance that combat may happen at any moment. Turns are most frequently used during combat, whenever unfamiliar creatures are first encountered, and when a character suddenly finds himself facing a perilous hazard that he wants to try to avoid.

Only one action may normally be attempted during one turn. Combinations of a couple simple actions, such as moving a short distance

while doing something else, and possession of some mutations and artifacts may permit a character to perform more than one action per turn.

The types of actions that may be tried in one action turn include attacking a foe, throwing an item, moving, standing up, changing or reloading a weapon, dodging or evading, aiming, using a physical or mental mutation, or trying to elicit a response in a negotiation. A character may usually move less than half his full rate and still perform another action. He may also jeer or shout encouragement.

An encounter ends whenever the PCs have succeeded in defeating or evading the encounter, the event has passed, or the activity has moved to open discussion. Whenever an encounter is over, treat it as if one 10-minute cycle has passed, no matter how few action turns it lasted. This is done to make it easier for the GM to keep track of time, since few encounters will last a total of 60 turns.

Whenever an encounter occurs, the GM should resolve each turn using the following sequence:

Step 1: If this is the first turn of the encounter, the GM should check to determine if the heroes are surprised or if their adversaries are surprised.

Then he should decide from which direction the encounter occurs and determine the distance the PCs start from the encounter.

Surprise only needs to be determined if

- * A creature is encountered suddenly from an unexpected direction. It is possible for someone new to enter an ongoing battle and thus gain surprise after the first turn.

- * If something dangerous has been hidden and is suddenly revealed in close proximity to a character. In this case, the distance to the encounter is previously stated and does not need to be randomly rolled.

- * If some action happens suddenly and unexpectedly. Such as if a friendly group of NPCs suddenly turned and attacked.

To determine if a character is surprised, follow this procedure:

First, determine which character is most likely to first discover the encounter, or choose the character with the highest DX score in the group. Next, the GM should decide how likely it is that the encounter will surprise the character, based on how well it is hidden, and assign a difficulty factor to the chance to be surprised. Then have the character make an Intelligence Check, modified by his DX score. If the result is less than the difficulty factor, then he is surprised for one turn, and so are his comrades. If the result is black, the surprise lasts for two turns.

Any being who is surprised may not act for one turn, and if the opponent is not surprised, it thus gains a free turn.

This surprise procedure is also used by the GM to determine if any creatures encountering the PCs is surprised by them. For creatures, use their MS score if their IN score is not known.

The distance the PCs begin from an encounter is a number of meters equal to that terrain's base factor plus the roll of 2d6. See "Movement" for details on terrain.

Step 2: If neither side of an encounter is surprised, the GM must determine the response of the creatures.

Either side may attempt to elicit or influence a response from the other by talking, gesturing, or attempting to evade. Players should decide what their characters will do, and the GM must decide the actions of the creatures encountered. If the encounter is with a hazard, the GM must decide on the difficulty factor that the PCs face.

To determine the response of a creature, the following procedure is used.

- * Determine the creature's Intelligence score if a single creature (use MS if IN not known). If a group of creatures, use their Morale Rating (MR) as defined in the creature descriptions in the Reference Book.

- * Modify the score by the creature's attitude and the PCs' actions. A list of modifiers may be found on the GM Screen and also under "Creature Responses."

- * Make a roll on the ACT using this modified score and consult the Encounter Response chart on the GM Screen to find the result.

If the encounter is with an inanimate danger rather than a creature, the GM should define the difficulty factor for evading the danger and have the player make a Dexterity Check to avoid it.

Step 3: If neither side is surprised this turn, and the situation requires swift reaction, such as combat, attempting to evade, or attempting to recover from a temporary disadvantage, the GM should check to see which side gains the initiative (i.e., which side acts first).

To determine which side has the Initiative, the PC with the highest DX score and the GM both roll 1d6 and add their DX score modifier. The one with the highest total wins the Initiative. If the result is a tie roll again.

The side that gains the initiative may choose to act first—attacking, attempting to evade, talking—or it may choose to wait and respond to the actions of the opponent. If the winning side chooses to act first, the other side may not choose to wait and respond, only the side that won the initiative gains this choice.

If the first side chooses to wait and respond, the other side must act or attack first, but the first side may take advantage of this response option by declaring their actions to counter those of their opponents. This might include such actions as trying to dodge or catch a thrown item, or to fire at the backs of retreating foes.

Step 4: Combat or actions for the turn are resolved by rolling on the ACT, as explained in the appropriate sections. The GM narrates the effects of each result and players adjust their records to note these effects.

Step 5: The next turn then begins and these steps are repeated until the encounter comes to a conclusion.

HOW TO MOVE

Movement is any activity that takes a creature or machine from one place to another. Movement may be accomplished by a character's own motive power, riding a beast, or by means of a vehicle or machine.

All things that can move by their own power are given a *base movement rate*. This rate is used differently for each time period in this game. The distance that may be traversed in one four-hour period is a number of kilometers equal to the base rate. The distance that may be traveled in a 10-minute search cycle is a number of meters equal to 10 times the base rate. The distance that may be crossed in a 10-second action turn is a number of meters equal to the base rate.

Distance in four hours = Base kilometers

Distance in 10 mins = 10 x Base meters

Distance in action turn = Base meters

Speed

Characters may move at any of three speeds: *slow*, *normal*, or *fast*. Each speed has certain advantages and disadvantages.

Slow: Characters moving slowly are actively searching the area they pass through for signs of danger or significant objects (a hairline crack in a wall that might indicate a hidden door, for example). They have a greater chance of noticing such things, so they treat each search result as if the next higher color, but they move at only half normal speed.

Normal: Characters moving at normal speed are alert to danger, but are moving fairly quickly. They are not as likely to be surprised or to overlook some feature of their surroundings as those who are moving fast.

Fast: Characters moving fast are mainly interested in covering ground. They move at double normal speed, but are easier to surprise (treat each result as one lower) and almost always overlook details of the area through which they are passing.

Burdens

Unburdened characters are those carrying a weight equal to or less than their PS in kilograms.

Burdened characters are those carrying a weight equal to or less than twice their PS (but more than their PS) in kilograms.

Heavily burdened characters are those carrying more than twice their PS in kilograms.

The weight of armor worn by a character is treated as only half its weight when determining if a character is burdened, since this weight is evenly distributed. No party can move faster than its slowest member, though characters may stop and redistribute weight or drop equipment in order to move faster.

Special Movement Rates

Speeds listed on the Movement Chart are for all character types and apply only to ground movement. Some mutated animals move far faster (or slower). Flying characters move at roughly twice the speeds listed. Only characters mutated for swimming move at the normal base rate when swimming. Other categories of movement and their base rates as well as the effects of terrain and weather are noted in the following section.

Movement During Combat

During combat, creatures are usually limited to one action per turn, although if they maneuver and move less than half their movement rate, they can still choose another action during the turn. This half movement rate is determined only after the current movement rate is determined from the terrain, weather and other modifiers. It is not determined from the character's base movement rate, unless that is the current rate.

Running and Crawling

Running is the same as moving at fast speed. A character who runs during even part of a turn may not do anything else for the remainder of that turn, even if he ran less than half his fast rate.

Crawling is one-quarter of base rate. The crawling speed may also be used for hidden movement.

Leaping and Jumping

Characters may try to leap horizontal distances or jump vertical heights. The distance a character may safely leap or jump is based on his PS and may be modified by his DX score. If a character wants to try to exceed these automatic limits, a difficulty base score is provided with each style of jumping. The chance of success for these uncertain actions equals one difficulty factor for each meter of distance in excess of the character's automatic distance.

Thus if a character could automatically leap 10 meters and wanted to try to leap 13 meters, the extra distance is three meters, and this is three times the difficulty base, or a yellow difficulty.

Plants may only leap for half the distances noted below.

Leaping is an attempt to cross a horizontal distance in a running bound. The distance a character can leap with a running start equals $1/2 \times PS$, plus his DX modifier. If a character must jump from a standing start, the safe distance is $1/6 \times PS$ with no DX modifier. The difficulty base is one meter for a running leap, and $1/4$ meter for a standing leap.

Jumping down is used to drop to a lower level with a minimum of caution and a maximum of speed. A character may safely jump down a distance of a number of meters equal to $1/2 \times PS$ plus no DX modifier. The difficulty base for exceeding this distance is one meter.

Vaulting Over is a bound over an obstacle. A character may readily leap a distance equal to half his height. To vault higher objects he must be able to reach up and assist the leap with his hands on the top of the object. The total distance a character may vault is a number of meters equal to $1/6 \times PS$ and no DX modifier. The difficulty base for exceeding this distance is $1/2$ meter.

Springing Up is the height a character may leap straight up. If a character gains a running start he may leap a height of a number of meters equal to $1/6 \times PS$. If he must stand still and spring, his bound will only take him half the running height. The difficulty base for this jump is $1/5$ meter for a running spring, and $1/10$ meter for a standing spring.

Climbing

Climbing is a talent and the chance of success equals the character's Rank (or Column A if not possessing this talent), modified by DX. For every two turns climbed (one turn in hazardous conditions) a character must make a roll on the ACT to see if he slips or falls. A black result means the character falls. A white result means the character slips. The effects of falling are detailed in Part IV. If a character slips, he must make a Dexterity Check to regain his perch. Based on the difficulty factor of the situation, any colored result usually means success. A white result means he is still hanging. A character can hang for a number of turns equal to his CN score. A black result or running out of endurance means the character falls.

Climbing situations are divided into four categories. Each category has a base movement rate (in meters per action turn) that is multiplied times the result factor of the climbing roll to determine how far a character actually manages to climb in one turn. This rate is halved if the conditions are hazardous. Characters may add their PS modifier to this score and plants add a bonus of one meter per turn.

Climbing Trees: This includes climbing any scaffolding or ships rigging that has a variety of branches and vines or ropes. Base = 6 m/t.

Climbing Ropes and Poles: This includes anything that must be shinned up. Base = 4 m/t.

Climbing Walls and Cliffs: This is the slowest and most tedious, requiring that one search for hand and footholds. Base = 2 m/t.

Assisted Climb: Any climb can be assisted by ropes, spikes, and claws. Climbing by this method is at half speed, but if a character slips and falls, he will only fall 10 meters. Assisted climbs add +3 CS to the character's climb roll.

Swimming

Swimming is a talent and the chance of success equals a character's Rank (or Column A if not the character does not have this talent). Characters who can swim treat swimming in still water as an automatic action. Untalented characters must make a swimming check. Swimming in very cold or moving water requires a talent check every six turns (if no reason for struggle exists) or every turn (if the character is struggling or if the danger rating of the water exceeds the character's PS). On a white result, the water may attack the character using its danger rating. On a black result, the water attacks and the character is stunned for one turn (see Special Damage in Part IV).

A character swims at the following rates:

$1/2 \times PS$ when swimming on the surface

$1/4 \times PS$ when swimming underwater

The speed of swimming may be affected by water currents. When swimming with the current, the water current rate is added to a character's movement rate. When swimming against the current, the water current rate is subtracted.

Diving: A character may dive into water using the same rules as for leaping. The distance a character can safely dive is $1/2 \times PS$ plus his DX modifier in meters. The difficulty base is two meters.

Stunts and Difficult Movement

Difficult movement and stunts are actions involving environmental hazards. These include such things as inching along a ledge, fighting while climbing or swimming, jumping from a moving vehicle, etc. These types of actions require a Dexterity Check to succeed. If a character fails to react fast enough, the result is usually damage and possible

special effects. Sometimes a character will try an action requiring more muscle than agility, and in such cases a Physical Strength Check should be made instead. The GM may adjust the chances of success by assigning difficulty factors.

Creature Movement

Creatures use the same procedure as characters to determine movement speed. Some creatures, however, are specially adapted to swimming, and use their base swimming speed instead.

Vehicle Movement

Vehicle movement rates are given in terms similar to character movement, but there are three additional features. Details on vehicle scores and rules for maneuvering are found in the Reference Book. Vehicles are uncommon in this world and most people travel by foot.

Besides the base movement rate of a vehicle, its normal speed is its cruising speed. Its fast speed is its maximum speed and depletes fuel at twice the normal rates noted for each type of vehicle. And the slow speed is its maneuvering speed, the speed at which it can safely make sharp turns and tricky maneuvers.

A vehicle is burdened when hauling half its cargo capacity and heavily burdened when hauling three-quarters or more of its cargo capacity.

Vehicles possess an acceleration deceleration rate and a braking factor. The ACC/DC rate is how much a vehicle may change its speed each turn. If the normal deceleration rate is not enough, a number of brake factors may be used to increase the deceleration for a turn. However, once used, a brake factor is burned up and must be replaced or repaired. If all brake factors are burned, a vehicle's deceleration rate is reduced to half its normal value.

Finally, a vehicle's Hit Dice score is called its *endurance*. This value plus the remaining brake factors equals the vehicle's Endurance Rank. As a vehicle takes damage, its endurance is reduced by one per 4 points of damage suffered. A vehicle's Endurance Rank comes into play whenever there is an opportunity to lose control or the vehicle passes through a hazardous terrain. At these times, a vehicle must make an endurance save and if it fails will suffer from a breakdown or accident as explained in the Reference Book.

Terrain Effects on Movement

Terrain usually slows the movement of vehicles. The method used in this game to indicate this slowing effect is to assign a multiplier to distances traveled through different terrain, causing these distances to be treated as if farther than normal. For instance, the multiplier for wooded hills is three, so each meter traveled through wooded hills counts as three meters for purpose of total distance traveled. Thus each meter among wooden hills takes as long to cross as three meters in open plains.

To determine how far a character moves through terrain, multiply the distance traveled through each type of terrain by the multiplier for that terrain. This total cannot exceed the movement rate of the character for that time period.

The effects of terrain are explained in Part IV.

Supply Needs

A creature traveling across the countryside needs to consume a certain amount of food and water each day. They also need shelter at night to avoid the rigors of the elements.

In normal circumstances, a character must consume two liters of water a day per 75 kilograms of mass. He must also consume a total of three meals a day (one ration in the game). A character who fails to do this will suffer the effects of *fatigue* the day after the first day without. For each subsequent day, the effects of fatigue continue to increase until he dies

on the fifth day without food or water.

Extremes of heat double the water requirement for a day. Extremes of cold double the food requirement. Vigorous and prolonged labor doubles the need for both food and water.

If shelter is not available to protect against the elements, then each day the character suffers an exposure result equal to the base damage of the terrain type.

HOW TO SEARCH

Players may *search* an area they occupy or are passing through to make sure there are no hidden menaces about or in hopes of finding useful objects. In such cases, the players announce that they are searching. They need not look for anything special. They are assumed to closely examine everything in the area and have a chance to find anything of interest. It takes a full 10 minutes to thoroughly search a room or other confined space this way.

The method used to discover things is to make an Intelligence Check against the difficulty factor of the item of interest. A black result means that the character has stumbled into some sort of danger while searching. The GM chooses which danger is encountered.

Characters moving at a slow rate are assumed to be searching their surroundings as they move. They treat each result of their discovery check as if one color higher. Characters moving at normal speed are also searching their surroundings, but not as thoroughly. Their discovery checks have the normal chance of success. Characters moving fast notice only the broadest outlines of their surroundings. They fail to notice details unless the smartest party member passes an unmodified red difficulty Intelligence Check.

Sighting, Sound, and Other Senses

Characters rely on a variety of senses to detect dangers and items of interest around them. These senses can usually be equated to act like sight, hearing, and mental awareness. Rules about how far a character can detect something using these three categories of senses are provided here. Other senses usually just see, hear, or feel within different ranges of perception. When a new sense presents itself, use the rules for which-ever sense here seems the most appropriate.

Each sense has a base range at which items can be automatically identified. Beyond this range, a detection roll must be made. Each additional factor of the base distance adds one difficulty factor to the chance to identify the item.

Artificial amplifiers will increase the automatic range by x1 to x10. Each subsequent range is also thus increased.

Sight

Sight is often a creature's most important sense. It permits perception of a wide array of items without having to concentrate on them. Sight is usually used as an early warning, for dangers and foes can often be spotted and identified some distance away. Sight is also the most easily augmented skill with the use of optical and electronic magnification. A creature that is rendered sightless is usually at a great disadvantage.

A character's sight range is twice his IN score in meters (or in the case of machines, their PR score). Any object closer than half this distance can be automatically identified. From half the base range to the base range is short range and requires a blue difficulty Intelligence Check to identify it. A black result indicates the character misinterprets what he sees.

For every five meters of height a character gains, his distant red range doubles.

Hearing

This sense is a bit more tricky and tends to be less sensitive to intricate

detail. Sound can be used to locate an object and identify its speed, size, and density. In some cases, sound may even be useful in identifying specific actions. However, sound is easily interfered with by other noise, and requires that a creature using sound concentrate his efforts on one type of sound to the exclusion of most others.

Sound may be used to identify specific individuals when they talk or move. Sound may also be useful, to those who are really sensitive, to analyze respiration, heartbeat, or power source and by this method detect the emotions and if a creature is lying.

The base range of sound is a creature's IN or PR in meters. At half this range, locating and identifying by sound is automatic. From half the base range to the base range, identifying or tracking by sound becomes a blue difficulty Intelligence Check. Each additional factor is one difficulty level higher.

Feeling

Creatures may possess a variety of other senses including smell, taste, touch, and intuition, but these are the weakest senses of all. A feeling sense is used by concentrating on the desired item to the exclusion of other things. This sense may be limited to touch or at most to objects within 1/2 of the creature's IN or PR score in meters. Anything closer than half this range is identified automatically.

Touch is excellent for identifying individual items, but is severely limited in its scope. In addition, few if any artificial magnifiers exist that work with these senses.

Modifiers

All senses may suffer from interference and screening. In this game, sight and sound most often are interfered with and a list of common modifiers is given here. These modifiers reduce the effective range of the identifying roll, so that each color is treated as a lesser result.

Sight	Sound	Modifier
Glare, Mist	In the Distance	-1 RS
Fog, Curtain	Buzzing, Breeze	-2 RS
Dusk, Grass	Birds, Rain	-3 RS
Moonlight	Shouting, Wind	-4 RS
Starlight	Clamor, Storm	-5 RS
No Light	Machines, Gale	-6 RS

Thus trying to see something at medium range (normally green difficulty) in the dusk would require a red result. Items at long (x3), extreme (x4), and distant (x5) ranges could not be discerned.

HOW TO HAVE ENCOUNTERS

PCs will encounter other creatures in one of two ways. The adventure being played may list the exact location of some creatures which are always encountered when the PCs reach that location. The players may also have a random encounter with some creatures during the normal course of play.

The nature and probable reactions of creatures occupying a specific location are known by the GM. Part VI, "Designing Adventures," tells how he should decide where such creatures are encountered.

Once an encounter is indicated, the GM must check whether the creatures or the PCs are surprised. Once this is done, the GM needs to determine how the creatures respond to the PCs actions or questions. A variety of creature response tables are provided.

It should be kept in mind that in order to effectively react with a creature, one must first be able to speak its language or communicate by some other means.

SURPRISE

Characters who are suddenly and unexpectedly faced with attack may be *surprised*. Surprised characters may do nothing during the action turn they are surprised. A surprise check is used to determine when characters are surprised.

When to Check for Surprise

Surprise is checked when the PCs unexpectedly encounter other beings in close proximity (in an enclosed space or within six meters), when they are first attacked by characters not previously known to be hostile, or when the GM decides to check because of some other factor.

How To Check For Surprise

To check for surprise, the character with the highest DX score must make an Intelligence Check. He adds his DX modifier to his IN score to determine the column to roll on the Action Table. The GM then assigns a difficulty factor based on how well the item or creature is concealed. The character's Intelligence Check must match or exceed this difficulty color. If less than the difficulty color, the character and his party are surprised. If it is a black result, the character and his party are surprised for two turns.

NPC REACTIONS

Whenever PCs encounter other creatures and attempt to interact with them, the creature responds to their actions or questions. Because there are a wide variety of possible responses, seven different response charts have been prepared for use in different situations. Their use is explained later in this section.

When to Check for Creature Response

The GM should make a response check for creatures (including robots) when any of the following happens:

1. The creature first becomes aware of the party.
2. Either side initiates communication with the other.
3. There is a major change in the activity the party members are performing while interacting with the creature.
4. The party members offer or request employment, gifts, or aid during negotiations with the NPC.
5. The NPC is a hireling or a follower of the party and his morale is reduced by five or more because he has been badly treated by his PC master.
6. The GM feels that a new factor might change the creature's attitude toward the party.

How to Check for Creature Responses

To determine the response of a creature, the following procedure is used.

1) Determine how the PCs are trying to act toward the creature. There are nine different response columns found on the GM Screen.

The most commonly used column is the Encounter Response column, used the first time creatures are encountered. The other columns fall into two categories.

The first category attempts to charm and persuade the creature through style, temptation, a glib tongue, and acting.

The second category uses reason and logic as well as personal presence of the PC to elicit a response.

2) Determine the creature's IN score if an individual (use MS if IN is not known), or the Morale Rating (MR) if a group of creatures. Morale Rating is defined in the creature descriptions in the Appendices.

3) Modify this score by the creature's attitude, the PCs' actions, and any other relevant factors, as given in the following section.

4) Roll on the ACT and compare the color of the result with the appropriate column to find the creature's response. Only general terms are used and the GM will have to adapt the creature's response to the situation.

If subsequent response checks are then made for the same creature, the results of previous responses affect later checks. These results modify the result color of the next check. If a red or black response occurs, no further checks are needed: the creature either remains hostile for the encounter or cooperates for the rest of the encounter.

Result	Modifier
Red	*
Orange	+2 RS
Yellow	+1 RS
Green	—
Blue	-1 RS
White	-2 RS
Black	**

* No subsequent rolls are required. The creature is always hostile.

** No subsequent rolls are required. The creature is always hostile.

If the first response is a blue result, the result of the next check is treated as one color less.

HIRING AND RECRUITING NPCs

When an NPC is friendly, helpful, or exhibits some other nonhostile response (as a result of a response check), the PCs may wish to try to hire or recruit the NPC to help them for a short time. An NPC who joins a party or serves a PC because he has been hired to do so is called a *hireling*. An NPC who is recruited into the party or serves a PC out of loyalty is called a *follower*.

How To Hire and Recruit NPCs

The following steps are used to hire and recruit NPCs:

1. The PC handling the negotiations suggests that the NPC join the party or makes an offer of employment, specifying the following:

a. Any initial payment in gifts or money the PC handling the negotiations wants to offer. This is in addition to any gifts already given to the NPC before the PCs made an offer of employment. Initial payments may be offered only to potential hirelings (not followers).

b. Any equipment the PC will provide. In some cases, an NPC may have to be almost entirely outfitted. In others, the PC may simply wish to guarantee the replacement of equipment damaged or worn out in service. Equipment may be offered both when recruiting and when hiring.

c. How much the PC will pay in wages or support. In general, a hireling requires 10 gold pieces per week per Rank in support monies to pay living expenses. If an NPC is not to go on adventures with his master, he should be offered a wage of 12 to 15 gold pieces per Rank out of which he must support himself. Only potential hirelings may be offered a wage or formal support in the form of money, but the PCs will have to share food, clothing, and shelter with followers during an adventure. If a PC wants to keep a follower between adventures, then he must pay support (which has no effect on the reaction check when the PC is trying to recruit the follower).

d. What share of the spoils the NPC will receive if he accompanies the PCs on their adventures and what the NPC will have to do to earn his share. Only NPCs who go on an adventure get support (in money or in shared goods) and a share of the spoils. Other NPCs receive only their wage. Both potential hirelings and potential followers may be promised a share. The promise of a share will affect the morale of both, but will not affect whether or not potential hirelings join the party. Potential followers will be unaffected by the offer of a share of the spoils.

2. The GM makes a Recruitment Check (by rolling on the ACT column corresponding to the recruiting PC's Charisma score) for each NPC he is attempting to hire or recruit, modifying the die roll by as follows:

+ 1 for every 10 gold pieces worth of equipment, supplies, or initial payments the PC offers to give immediately

+ 1 for each gold piece above 12 (maximum of 15) the PC agrees to pay the NPC per week in wages

+ 1 if the PC is hiring the NPC and agrees to pay support in addition to wages

+ 1 if the GM feels the share offered the NPC is fully commensurate with the NPC's risks and duties. As a guide, assume that all characters in the party have an equal share in the spoils and agree to all take the same risks and perform the same duties

+ 3 if the NPC has an important goal that the party shares or is willing to help him achieve

+ 3 if the GM feels that the NPC is being offered a more-than-adequate share for the risks and duties he will assume

+ 3 if the NPC is being recruited

All modifiers are cumulative and are added to the applicable modifiers listed under "Response Modifiers" with the Reaction Chart.

3. A red result is necessary for a character to agree to become a PC's follower. Any colored result indicates that the character is willing to become a hireling for at least one adventure. The total Ranks of a character's followers and hirelings may never exceed his own. Thus a 5th-Rank PC can hire one 2d- and one 3d-Rank NPC, but not two 3d-Rank NPCs. Furthermore, a character may never have more followers and hirelings than his Charisma score.

On a white result the character refuses, but the PC may approach him again at a later time and make a better offer. On a black result the character refuses and becomes neutral in his further responses to the PC.

4. Take the PC's Charisma score modifier and add +2. The GM should then multiply this number by the result factor of the recruitment roll. The resulting score is the NPC's Morale and Loyalty Rating.

The steps listed here are given as a guideline for the GM and he should not consider himself rigidly bound by them. He may, for example, wish to add other modifiers to the recruitment roll or call for special terms in an employment agreement if he feels the situation warrants.

Length of NPC Service

Once hired or recruited, an NPC continues to serve until his term of service (if any) is up, he becomes either neutral or hostile as a result of bad treatment (see "NPC Morale, for details on how bad treatment affects NPC attitudes), or he is dismissed by his master.

NPCs in the service of a player character are controlled by the GM. The player tells the GM what orders he is giving them and the GM implements the appropriate actions to whatever extent he feels is in line with the personalities, motivations, sense of survival, etc., of the NPCs.

When making response checks for a hired NPC, use the character's Morale Rating rather than his IN score.

NPC MORALE

The willingness of an NPC hireling or follower to continue in the service of the PC who hired or recruited him or to take risks on that PC's behalf is determined by the NPC's *morale*. All creatures have a *Morale Rating* (see "Creatures" in the Appendices for details). This rating is used for response checks involving the NPC, and for Morale Checks used to determine the creature's performance in combat.

When to Check Morale

The GM must make a Morale Check for an NPC when:

* The NPC takes damage that reduces his hit points to less than 50%

of his total. A Morale Check is only made in this case if some event causes the NPC's hit points to drop from 50% or more to less than 50% of his hit point score.

* The NPC's party faces what the GM considers to be overwhelming odds or occupies an extremely unfavorable position in combat (or in a potential combat)

* The NPC's party is involved in a combat situation in which more than half of its members have been defeated or killed

* The NPC is told to take some risky action not required of the rest of the party

* Some other situation arises in which the GM feels the NPC might abandon his companions or refuse his master's orders

How To Check Morale

When a Morale Check is called for, the GM follows the same procedure as for response checks but uses the morale modifiers provided and the Morale Response column to determine the NPC's response.

NPCs who fail a Morale Check refuse to obey the order that caused the check (if appropriate) or, if faced with a vastly superior enemy, an inferior position or dwindling strength, run away if possible. If it is not possible to run away, the NPC will stay and fight.

Modifications to NPC Morale

Whenever a PC breaks any part of an agreement with a hireling or a follower, the NPC's morale is decreased by one. The same part of an agreement may be broken repeatedly. For example, if PC fails to provide weekly support, the morale of the NPC would be decreased by one for each week. Failure to provide a promised share of the spoils to an NPC reduces the NPC's morale by two.

An NPC's morale is increased by one for each significant act of generosity or kindness from his master. Possible acts might include paying the NPC a double share of the spoils for a job well done or using the last dose of an antidote to save the NPC's life. The GM decides which actions are significant. An NPC's morale cannot drop below one or rise above 20 no matter how he is treated.

Special NPC Morale Effects

When an NPC's morale drops to one, the GM makes a response check for the NPC on ACT column 1 (using his master's attributes to modify the check). If the result is white or black, the NPC stops being a loyal hireling or follower and deserts at the first opportunity. If the NPC becomes hostile as a result of the check, he tries to do the PC and his companions the greatest possible damage before deserting them. He may never again be recruited or hired by his former master or any of his associates. The NPC will never have any response better than an orange result (treat results better than orange as orange) toward his former master and his associates. As soon as the NPC leaves a PC's service, his morale rating returns to its original level.

COMBAT

Combat occurs when two or more parties attack each other. Combat may occur at the start of any encounter or whenever one party chooses to attack.

Combat is divided into a series of action turns. Whenever combat occurs, follow the combat sequence of events to resolve the battle until one side is defeated, subdued, has fled, or quit fighting for some reason.

A character may only perform one action per turn in most cases, unless the creature possesses a special mutation, chooses to divide his attack Rank chance if he is of high enough Rank, or is capable of multiple actions (e.g., a robot, machine, or animal using its natural attack forms).

Use of subconscious mutations is not considered to be an action. Using a conscious mutation does count as an action. In cases where a character may make two or more attacks in one turn, the attacks will be limited to one form each turn (either two mental or two physical missile fire, thrown weapon, melee, or unarmed combat, rarely a combination of types).

Combat is resolved using the Action Table (ACT) and base range, base damage, and special effects scores assigned to the weapon or attack.

Combat Sequence of Events

The following steps are used to resolve combat whenever it occurs.

0. Check if either side is surprised: How to check for surprise has already been explained under "How to Have Encounters." Check for surprise only at the beginning of an encounter when a character is suddenly and unexpectedly attacked. A surprised character may not perform any actions during the turns he is surprised.

1. Both sides declare their intended actions: Actions include movement, attacks, defense, reloading or changing weapons, and other actions to interrupt combat.

2. Determine which side has the initiative: If neither side of an encounter is surprised, initiative, or which side reacts first, is determined by each side rolling 1d6 and adding their side's highest DX modifier or the DX modifier of the character most likely to react to the attack first. The side with the highest total gains the initiative. Tie rolls are rerolled.

The side that wins the initiative chooses which side will act first. If they decide to wait, they may change their actions in response to those of their opponents.

3. The first side moves: The side chosen to act first may move. They may move their entire movement allotment if they desire. However, a character may not perform any action if he moves more than half his maximum movement during the turn. Those who move first may choose to use the dodge action to reduce the chances that attacks against them will hit.

The side that acts first need not move at this time. They may choose to move during a later phase of the turn if they have not moved or only moved half this phase and performed no other action.

4. Resolve all mental attacks: The side that acts first resolves all their mental attacks. Then the other side resolves their mental attacks. If the side who won the initiative chose to wait, they may change the targets they declared they would attack, or choose not to attack at this time and wait until the final action phase to act.

5. Resolve the first side's missile fire and thrown weapons: The side that acts first resolves all their missile fire and thrown weapon attacks. If the side that won the initiative chose to wait, they may attempt to dodge or catch a thrown weapon.

6. Resolve the first side's melee and unarmed attacks: The side that acts first resolves all their melee and unarmed combat attacks. If the side that won initiative chose to wait, they may dodge or try to parry their opponent's attack.

7. Second movement phase: The side that moved first may elect to move now, if they have not moved more than half their allotment before. If a character has already attacked or performed some other action, they may only move up to half their allotment.

Then, the side that acts second may elect to move. They may move their entire allotment, but need not move at all. If they have already attacked or performed some action, or if they want to perform an action later during this turn, they may only move up to half their allotment.

8. Resolve the second side's missile fire and thrown weapons: The side chosen to act second resolves all their missile fire and thrown weapons attacks. If the side that won the initiative chose to wait, they may change their targets or choose to wait for the final action phase to act.

9. Resolve the second side's melee and unarmed attacks: The side that acts second resolves all their melee and unarmed combat. If the side that won the initiative chose to wait, they may change the targets they de-

clared or choose to wait for the final action phase to act.

10. Both sides resolve other actions: The side that acts first may complete other actions including, but not limited to: reloading or changing weapons, moving (if they have not yet moved their full allotment), negotiating, rallying their forces, fleeing, or aiding a comrade.

The side that acts second may then resolve any actions, including those noted above. In addition, they may attempt to respond to their opponents' actions by attempting to pick up an opponent's weapon and throw it back, or change the type of attack they declared and performing their new choice now, or dive for cover.

11. Detonate grenades and bombs: Bombs and grenades do not detonate until the end of the combat turn.

Repeat these steps until combat is concluded.

Physical mutations are used during the combat phase most appropriate to their nature (e.g., quills during missile fire, telekinetic arm during melee, etc.). Defensive mutations and other defenses are utilized whenever an attack hits a character. Only defenses requiring concentration, not including the use of a shield, are counted as actions for the turn.

Engagement and Breaking Off: Creatures that become involved in melee or hand-to-hand and unarmed combat are said to be *engaged* with their foe. Once a foe is engaged in combat, he may not just move away in order to avoid the combat without suffering consequences.

A character may attempt to escape engagement in combat by either moving away or attempting to retreat while defending himself.

If a character tries to escape by fleeing, his opponent gains an additional melee or unarmed attack against him that turn.

To retreat and break off a combat, a character must make a successful Dexterity Check, subtracting his opponent's DX modifier from his score and suffering an engagement penalty of -5. Any colored result means he retreats and may move his full movement allotment for the turn if he has not moved yet. A black result means he has stumbled and may do nothing but defend himself the next turn.

A character may not try to break off a combat if he has already performed another action that turn.

How to Attack

An attack is resolved using the following steps. There may be minor variations in this procedure based on the type of attack, but the basic procedure is the same.

1. Find the attacker's Rank: If this is a character, this is their Experience Rank. If this is a creature, robot, or machine, their Hit Dice counts as their Rank. A leader of a group of intelligent creatures may possess a higher Rank than the norm.

If the attack is being made by a hazard or dangerous situation, the danger's Intensity score is its Rank.

2. Apply any appropriate modifiers to the Rank: All attacks are influenced by the base ability score appropriate to the type of attack. Add that ability score modifier to the Rank.

Other modifiers that might apply include the condition of the attacker and his position and movement, as well as the defender's armor and other defenses, condition, position, movement, size, and speed. Certain talents and skills may improve a character's chances to hit. Finally, some weapons may possess combat modifiers.

Two lists are given for modifiers (both in this section and on the Game Master's and Player's Screens). The first list contains the "Quick and Easy" modifiers that can be used for a simplified combat. The second, more detailed list, is for use with advanced combat, when the players desire to deal with more detailed effects of combat.

3. Determine target range if a missile fire attack: Target range is explained later in this section, but works like a difficulty factor. The greater the range of the target, the higher the color result needed to hit the target.

4. Make an attack roll using the modified Rank score: Consult the Action Table and locate the column equal to the modified Rank score. Then roll 1d100 and note the color of the result.

The meanings of these results vary depending on the type of attack and range of the target, but colored (any but white and black) results usually indicate that the target has been hit.

5. Determine the damage inflicted: The result of the attack roll also determines the amount of damage the attack causes. Each attack form is assigned a *base damage* score, usually noted in parentheses, (5) for instance.

The base damage is modified by adding the ability score modifier of the attack type and by adding the level of any appropriate weapon skill the character may possess.

This number is multiplied by the result factor of the attack roll (determined by the color result of the roll).

Color Rolled	Result Factor
Red	x 5
Orange	x 4
Yellow	x 3
Green	x 2
Blue	x 1
White	0
Black	Always Misses

A character's armor may reduce the amount of damage. Armor reduces the total damage each turn by five times the AC score.

Some types of combat and dangers may modify the result factor. This is noted as +RF or -RF, and means that one or more should be added to or subtracted from the normal result factor. These modifiers are never applied to a black result.

The difference between the character's Tech Level and the weapon's Tech Level also affects the result factor. Each colored result (except blue) is treated as one lower color for each Tech Level of difference. No colored result can be shifted below a blue result (a hit is always a hit). Thus the chance to hit remains the same, but the damage is less for those using unfamiliar weapons.

6. Make any Ability Checks needed to avoid special effects: Some attacks and dangers result in special effects. Whenever these attacks succeed, the victims must make an Ability Check (using the ability noted with the effect) or be affected by the special effect.

To make an Ability Check vs. a special effect, note the color result of the successful attack. The victim must then make an Ability Check at that difficulty level, succeeding only with a result of that color or above.

Some special effects are noted in parentheses. These effects only occur for a red result on the attack roll.

7. Apply effects for red and black results: A red result is a lucky break, and always gives the character a minor advantage for the next turn. A black result saddles the character with a disadvantage for the next turn.

In some cases, special effects are already assigned to red and black results based on the form of attack or target of the attack. The GM may create and use other effects for red and black results as explained in Part I. However, only one effect should be applied for each result. These results should be limited to temporary effects that rarely doom a creature, but may provide the opportunity to defeat it next turn. Some examples are listed here:

- * Defenses damaged; affects defenses in this order—force fields, shields, armor

- * Destroys a specific item of the target, such as its one transport element, a sensor, a coupling, etc.

- * Disarms opponent

- * Slams opponent

- * Blinds foe

- * Gun jams or misfires

- * Hits wrong target

Taking Prisoners: Both PCs and NPCs will sometimes wish to take prisoners. To do so, they must first intentionally try to subdue their opponent by knocking him out. The following special rules govern all attempts to knock out characters:

- 1) Efforts to knock someone out only cause the base damage score; this score is not modified by the result factor of the attack.

- 2) The attacker cannot try to knock unconscious a target whose hit point total is more than three times his own.

- 3) Characters who are trying to knock someone unconscious must expose themselves to do so. Any attacks directed against them are modified by +3 CS.

- 4) Weapons used to knock a character unconscious are treated as clubs. The target of a knockout attack must make a successful Constitution Check vs. the color of the attack or he is knocked out for 1d10 minutes.

- 5) Characters in powered armor cannot be knocked unconscious except through use of a mutation.

Once a character is unconscious, he may be subdued by tying him up or otherwise keeping him from defending himself.

TYPES OF COMBAT

Combat is divided into several separate categories: mental attacks, unarmed combat, melee, thrown weapons, missile fire, artillery, and dangers. Conscious mutations are grouped with the type of combat that is most appropriate to the type of attack.

Mental Combat

This form of attack includes all mental mutation attacks that a character must concentrate on to use. The chance to strike with a mental mutation is the mutation's score, not the character's Rank. A character using a mental attack must be able to see or otherwise sense the location of its target.

To the mutation score the character adds his MS modifier.

The opponent subtracts his MS modifier from this score.

Mental attacks are modified by the range of the target. See "Ranged Attacks" following for the effects of range. A character's base range equals five meters times his current Rank.

Only a few other factors modify mental attacks. Wearing a metal helmet provides a -1 CS. Metal shielding, such as in a building, halves the range and gives a -2 CS. Some drugs, physical impairment, and Tech V equipment may also provide some protection from mental attacks.

The amount of base damage caused by a mental mutation equals $1/2x$ the mutation score (always round up if a number cannot be divided evenly).

Unarmed Combat

Unarmed combat is subdivided into six categories: brawling or punching, charging, wrestling, distracting, defending, and the martial arts talent. All unarmed combat uses the Rank of the character to determine the chance to hit. However, each style is modified by a different ability score and has an different special effect.

Brawling (Damage): This style of unarmed combat also encompasses most natural attacks of animals, including claws, fangs, stings, tail bashes, etc. For humans and humanoid creatures, brawling includes punching, kicking, biting, gouging, and nonweapon attacks.

The character's Rank is modified by his PS or DX modifier, whichever is higher. It may be further modified by possessing the brawling talent. The foe's DX modifier is subtracted from this score.

The base damage caused equals $1/4$ of the creature's PS score (round

Ranged Weapon Attacks

up). A red result requires the victim to make a Constitution Check with any colored result meaning no effect; a white result means stunned for one turn, while a black result indicates a knockout for 1d10 minutes.

Charging (Bashing): This style of unarmed combat includes tackling, shoving, and trampling a victim. The attacker must be able to move at least 1/4 its movement allotment to be able to make this attack, otherwise use wrestling attacks.

The character's Rank is modified by his PS modifier. The foe's DX modifier is subtracted from this score.

The base damage caused equals 1/2 of the character's PS score. This attack has a special effect of a slam if the target fails to make a Physical Strength Check; then roll a Constitution Check and use the results on the slam chart as defined in the "Special Damage" section.

Wrestling (Grappling): This style of combat includes crushing, holds, smashes, and escapes. Humans, plants, and tentacled or coiling creatures excel in wrestling. Some animals, such as bears, with a hug attack, may wrestle.

The character's Rank is modified by both his PS and DX modifiers. The foe's DX modifier is subtracted from the score.

The base amount of damage caused equals the character's PS modifier plus 3 points.

If both opponents are wrestling, they both make attack rolls. The one with the highest color result gains a wrestling hold or lock on the other character and inflicts damage. If the victim does not wrestle, but uses a different style of combat, the wrestler must roll any colored result to gain a hold.

Once a creature is caught in a hold, he suffers a penalty on his next attack equal to -1 CS times the result factor. If a victim gains a better result than his opponent on the next round, he has reversed the hold.

A red result is a pin, which prevents the opponent from counterattacking until he has made a successful Dexterity Check to escape—an orange or red result is needed to break free, blue through yellow indicate no change, white is a crippling roll and black is a critical roll. If the victim suffers a crippling or critical result, he should roll a Constitution Check and consult the appropriate effects charts on the GM Screen.

Several characters may wrestle the same opponent simultaneously. For each additional character, add the character's PS modifier plus 3 to the best Rank score. The number of characters who can wrestle one target is three man-sized characters per man-size of victim. A creature three or more times larger than the attacker may not be wrestled.

Distracting: This style of attack is used to make an attacker's blows miss their target. This includes blinding by throwing dust in a foe's eyes or wrapping a cloak around his head, throwing a foe off balance, using something such as a waving cloth to distract, etc.

The character's Rank is modified by his IN modifier. The foe's DX modifier is subtracted from this score.

Each attack causes no damage, but the foe must successfully roll a Constitution Check or be stunned for one turn, and attacker gains +1 CS next turn. A red result means the victim is incapacitated for 1d6 turns, unable to attack or defend as he recovers.

Defending (Evading): This style of unarmed combat is used to evade attacks. This includes ducking, dodging, tripping, blocking, and otherwise avoiding attacks.

The character's Rank is modified by his DX and MS modifiers. The foe's DX modifier is subtracted from this score.

This style of fighting causes no damage. If the roll is successful, any attack that hits the character that turn is reduced to half damage and the opponent suffers an attack penalty next turn of -1 CS per result factor of this attack.

Martial Arts: This style of fighting is only permitted if the character knows the martial arts talent. This includes throws, blocking attacks, turning an attack against the attacker, disarming, and nerve pinches.

The character's Rank is modified by his IN modifier. The foe's DX modifier is subtracted from this score.

This style of combat causes a base damage equal to 1/2 of the character's Rank (round up). If the character was attacked that turn, and his attack result equals or exceeds the color of his opponent's, he may add his opponent's base damage to his damage score and he suffers no damage from that attack.

This attack has a special effect of slam. If anyone is successfully struck, he must make a Dexterity Check and use the slam chart on the GM Screen to determine the results. The effects of slams are defined in the "Special Damage" section.

A red result indicates a nerve pinch. The victim must make a Constitution Check. The results are as follows:

Red	No Effect
Blue to Orange	Cripple* (paralysis)
White	Knockout
Black	Death

* This is a partial paralysis; roll 1d10 to determine area paralyzed as defined on GM Screen.

Martial artists dodge much better than other characters. They dodge by successfully rolling a Dexterity Check vs. the attack, but require one color less than than attack to succeed. The effect of a dodge is to cause a -4 CS to the opponent's attack next turn.

Melee

Melee or hand-to-hand combat includes combat with all weapons that must be held to physically strike an opponent, from within a range of five meters from the foe. This includes swords, axes, clubs, whips, ropes, rods, etc.

The character's Rank is modified by his PS modifier. The opponent's DX modifier is subtracted from this score.

Each weapon possesses a base damage score to which the wielder adds his PS modifier. This base score is multiplied by the result factor of the attack to determine the amount of damage caused.

Some melee weapons may possess special effects as noted on the Weapons chart. These effects require Constitution Checks vs. the color result of the attack to avoid. If a special effect is given in parentheses, it only occurs on a red attack result.

RANGED WEAPON ATTACKS

The last three types of attack are all hurled at their target from a distance. These types of attack share a common set of rules regarding target range.

The range to a target is the distance between the attacker and the target. Each ranged weapon possesses a base range score that is used to define five different ranges. Each range extends between multiples of the base range (e.g., the medium range is the distance from one to two times the base range from the attacker). All targets farther away than the previous range score, but closer than or equal to the higher range score is within the higher range. There is a sixth range, called Point Blank, that includes any targets within five meters of the attacker. These ranges are equal to the color bands of the color results.

Range	Times Base Distance	Color Needed	Damage
Distant	4x to 5x	Red *	-4 RF
Extreme	3x to 4x	Orange	-3 RF
Long	2x to 3x	Yellow	-2 RF
Medium	1x to 2x	Green	-1 RF
Short	5m to 1x	Blue	—
Point Blank	up to 5m	White	+1 RF

* A red result always hits!

In order to hit a target at a range greater than short range, the attack is treated as if it was at a difficulty factor equal to the color of the range. To succeed, a result the same color or better is needed. Furthermore, damage caused at distances beyond short range is reduced by a result factor as noted on the chart above. Thus an attack at distant range only hits if a red result is rolled and then it only causes the base damage. At point blank range +1 RF is added to the result factor.

Certain aiming devices may be used. They add their range factor to the basic range factors, extending each range beyond normal. For instance, a x10 telescope makes short range equal to the base range times 11 (adds 10 base ranges to the normal short range of one base range). A scope will not increase point blank range.

Aiming and Called Shots: It is possible in this game for a player to say that his character will try to hit a specific target. Aiming may only be done for targets seen at short range (but a scope would make long range targets appear at short range and thus subject to aiming).

The chance to hit a target is based on the size of the target. The equivalent difficulty factor is defined on the GM Screen beneath the Action Table.

Firing into a Crowd: In some situations the target may be standing amidst a crowd and there is the chance to hit other targets. In these situations, the GM assigns the shot a difficulty factor equal to blue for a five-creature crowd, and increasing by one color per five additional creatures.

If the shot misses, but is still a color, then it hits someone else in the crowd (determine randomly).

Thrown Weapons: The base range for thrown items usually equals the character's PS score. If the item is lighter than a grenade, this number may double (and it may be halved for especially heavy items). The GM must rule in each situation.

The character's Rank is modified by his DX modifier.

A thrown weapon may be caught if there is a nonhazardous place to grab it. Only characters able to choose "reaction" to an attack may attempt to catch a thrown weapon. The result is found by rolling against the character's DX score minus 1/2 of the foe's PS score (rounded up).

Missile Fire: This category includes all guns, bows, slings, and blowguns.

The character's Rank is modified by his DX modifier. The DX modifier is also added to the base damage score for calculating damage.

All missile weapons have a limited supply of ammunition, and the user periodically has to reload his weapon.

Artillery: This includes indirectly fired missile weapons: missiles, cannons, and mortars. The chance to hit equals the character's Rank. Only special skill with a weapon allows in an ability modifier to the Rank.

DANGERS

Dangers are defined more in Part IV. A danger is any situation or element, such as poisonous gas, that poses a hazard to the characters' health.

All dangers possess an Intensity score, and this score is used as the danger's Rank (and ACT column) to determine the chance of success. The GM may permit an appropriate ability score to modify the chance of the danger harming the characters.

A danger's base damage score is usually 1/2 of the Intensity score. Terrain exposure damage, as detailed later, is only 1/4 of the Intensity score.

SPECIAL COMBAT ACTIONS

Dodging

Any character may elect to try to dodge melee and unarmed combat attacks rather than perform some other action. When a player declares

he is dodging, all the above attacks against him suffer a penalty of -2 CS. If only one melee or unarmed combat attack is directed at the victim, the attack misses entirely if the victim successfully rolls a Dexterity Check vs. the color result of the attack.

Parrying

Any character may attempt to parry one melee or unarmed combat attack for every attack he may make in one turn (i.e., if the character gets two attacks per turn, he may try to parry two attacks each turn). A parry counts as an action. All attacks the character parries suffer a -1 CS penalty. The character must make a Rank Check against the color result of the attack to block the blow. He may divide his Rank among the number of attacks he is trying to defend against, but no parry in a multiple-parry attempt may be at less than Rank 5.

Snatching up a Fallen Item

A character may make a Dexterity Check to pick up some item from the ground and use it in the same turn of combat. The GM should assign a difficulty factor depending on the item's weight or size.

Multiple Attacks

Once a character's Rank reaches 10, he may elect to divide his Rank to gain additional attacks. He may not divide his Rank to less than a 5 per attack. Thus a character could gain two attacks at Rank 5 when he reaches Rank 10. All of the multiple attacks suffer a -5 CS penalty per additional attack.

Fighting with Tech V Devices

Tech V devices work differently than other devices in combat. These devices are controlled by mind power and require that a character must concentrate to use them.

The chance to hit is modified by the character's IN modifier. The foe's DX modifier is subtracted from this score.

The IN modifier is also added to the base damage score. Armor is less effective against these types of attacks, and the amount of damage reduction is decreased by 10 points.

All Tech V devices possess special effects. In addition, a red result always stuns an opponent.

Structures and Their Hit Points

All structures possess a number of hit points equal to the amount of damage they can suffer before they are broken. These points are called structural hit points.

A list of typical material strengths and typical structure sizes and shapes is provided in the Reference Book. Using this list, you may determine the number of hit points a typical structure possesses by multiplying the material point strength by the size of the target.

If the structure is reinforced, it will have double the usual number of structural points; a hollow-shell structure has only half the usual structural point total.

In addition, each material possesses an armor value, indicating how many points are subtracted from the total damage to the structure each turn before it is applied. These armor values are listed in the Shield Table on the GM's and Player's Screens.

Vehicles in Combat

Characters often use vehicles for transportation, and may be attacked while in one. Combat involving vehicles has some special modifiers and limits not found with other types of combat. Full details on vehicle use are contained in the Reference Book.

A character inside a vehicle may attack another character in the craft

with him or a target outside of the vehicle. If the transport is moving, the character suffers a -2 CS (equal to the swift movement modifier detailed in combat modifiers). If the vehicle is not moving, treat combat normally.

Someone outside of a vehicle attacking a target within a vehicle is subject to several special modifiers and rules.

1) The attacker must declare whether he is attacking the passengers or the vehicle.

2) When passengers are attacked, the vehicle provides cover equal to its armor value if the target is sitting. If the target is standing, the cover modifier is halved. If the transport is moving, the attacker also suffers a -2 CS.

3) When attacking the vehicle, each range multiplier is treated as two greater than normal. Thus short range extends out to three times the base range when firing at a vehicle (medium range is four times the base range, etc.).

Every time a vehicle loses 20% of its structural hit points, it must make an Endurance Check. Consult the Malfunction Table found in the "Vehicle" section of the Reference Book to determine the effects of the check. This process is also used by machines and robots.

COMBAT MODIFIERS

Situations and abilities that modify the attack Rank score are grouped into several categories and are detailed here.

Two different sets of combat modifiers are provided for play. The first set is short and only uses a handful of modifiers. This permits fast combat, but requires the GM to make a judgment regarding which opponent possesses the advantage.

The second set of modifiers is more detailed and provides modifiers for most common situations. It leads to slower but more accurate combat and requires a bit more effort when running a combat.

You may choose to use either set or a combination of both. These two sets possess a common basic set of four modifiers.

Basic Combat Modifiers

Ability Modifier: Two ability scores may modify the attacker's Rank. Based on the type of attack being made, one of the attacker's ability modifier is added to the Rank score. The defender's DX modifier is then subtracted from the score. In some cases, the attacker's modifier is also added to the base damage score before damage is determined.

Weapon Modifier: Some weapons or aiming devices may modify the attacker's Rank. These modifiers are noted in the weapon descriptions.

Skill: If the optional skill rule is used, a weapon Skill Level score is added to both the Rank score and the base damage score, but only when using the weapon the character is skilled with.

Tech Level: The difference between the Tech Level of the attacker and that of his weapon is subtracted from the attacker's Rank. Also, all colored results on the ACT are treated as one color less per point of difference (but no colored result is shifted below a blue result). Thus a character not familiar with a certain weapon still has the same chance to hit, but the amount of damage he causes is less. This modifier can be negated by becoming skilled with the weapon through training.

Quick and Easy Modifiers

To the basic combat modifiers are added four additional categories.

Attack: If the attacker tries to perform a difficult act, such as using two weapons, hitting several targets in one turn, or attacking while diving for cover, he suffers a penalty of -5 CS.

Position: Determine which opponent has the best attack position, if one character is above another, on unsteady ground, or charging. The character with the better position gains a +2 CS bonus to his attacks, while the one with the worse position suffers a -2 CS penalty to his attacks.

Movement: If either the attacker or target moves more than half their

movement allotment in a turn, apply a -2 CS penalty to the attack.

Cover: Cover exists when the target is hiding behind a solid object. The cover modifier is only used when a character is being attacked by a ranged missile attack. For every 25% of the target's body that is protected by cover, apply a penalty of -1 CS and increase the character's armor damage reduction by -5 points.

Detailed Combat Modifiers

These modifiers are divided into those resulting from the actions of the attacker and those resulting from the actions of the defender.

Attacker Modifiers

Attack Modifiers: These modifiers are the result of special attack actions. They include:

Aiming/Resting a Weapon: A character may spend one turn aiming or resting his weapon on a steady surface. This gives him a bonus of +1 CS when he fires next turn.

Firing a Burst: Some weapons permit a character to fire many times into an area, hitting all characters within the area. The base damage caused by a burst is less, as noted in the weapon descriptions. A penalty of -1 CS per target modifies the attack Rank. A separate attack roll must be made against each target. A burst may only strike targets all within the same five-meter area.

Using an Alternate/Injured Hand: All creatures except plants have a preferred hand with which they fire their weapon. If this hand is injured or another hand or appendage is used to fire the weapon, a penalty of -2 CS is applied to the attack Rank.

Using Two Weapons: Characters may use one weapon at a time without penalty. If a character tries to attack with two weapons in the same turn, both attacks suffer a penalty of -5 CS, unless the character has the dual brain mutation.

Additional Attacks: If a character chooses to divide his attack Rank to gain additional attacks, no attack may be made at less than Rank 5. This essentially results in a reduction of the attack Rank by five for every attack made.

Position Modifiers: These modifiers vary depending on the type of attack. For melee or unarmed attacks, the more upright a target is, the better the attack. Thus, the character suffers the CS modifiers given as *penalties* to his attack Rank (subtracted from the Rank) when using these combat styles. On the other hand, a lower (and thus more stable) position is good when firing a missile weapon (treat bows and crossbows as melee weapons for position modifiers) and thus the modifiers are *bonuses* to his attack Rank (added to the Rank). These modifiers include the following:

Standing	0
Kneeling or Crouching	1 CS
Sitting (in a vehicle)	2 CS
Supine (on one's back)	2 CS
Prone (on one's stomach)	3 CS

Condition of Attacker: These modifiers deal with the condition of the attacker and the steadiness of his arm and aim when attacking.

Blinded: A blinded creature may only engage in unarmed or melee combat unless he possesses some other sense that helps him perceive a distant target. A blinded character's attack Rank is 1/2 of normal.

Drugged: This modifier is further explained under special effects. Basically, a drugged character suffers a -1 CS per dose of intoxicating drug he has ingested. This effect gradually wears off at the rate of -1 CS per hour.

Exhausted: If a character is mentally exhausted, all his mental attacks are rolled on ACT column A and his physical attacks are made at 1/2 of his normal attack Rank. If he is physically exhausted, all physical attacks are on column A, while mental attacks are at 1/2 of his normal attack Rank.

Injured or Pained: A character wounded to below 50% of his total hit points or suffering from excruciating pain suffers a -2 CS.

Moving: If the attacker moves less than half his movement allotment he suffers no penalty. However, if he must move swiftly or suddenly, or the object he is standing on is moving swiftly, he suffers a penalty of -2 CS.

Off Balance: A character standing on a slippery surface or buffeted by wind, waves, or some other force is off balance. His attack Rank is 1/2 of normal.

Stunned: If a character is stunned during combat, all his action columns are halved for the turn.

Defender Modifiers

Target Size: The size of the target affects the chance to hit it. The smaller the target, the more difficult it is to hit; the larger the target, the easier it is to hit.

Tiny (Less than 50 cm)	-2 CS
Small (50 cm up to 1 m)	-1 CS
Man sized (1 m up to 2 m)	0
Large (2 m up to 5 m)	+1 CS
Huge (Greater than 5 m)	+2 CS

Speed of Target: The faster a target moves, the harder it is to hit. A creature may also run a random dodging pattern making it difficult to hit.

Target Dodging	-2 CS
Target very fast (3 x character)	-2 CS
Target fast (2 x character)	-1 CS
Target Average	0
Target Slow (1/2 x character)	+1 CS

Position Modifiers: The defender's position modifiers act in the opposite way from the attacker's modifiers. Standing makes the defender a better target for missile fire, thus lower positions are better and penalize the attacker by *subtracting* the noted CS. A character attacked by an unarmed or melee attack, however, is at a disadvantage when lying on the ground and the attacker gains a bonus, *adding* the noted CS modifier.

Standing	0
Kneeling or Crouching	1 CS
Crawling or Swimming	1 CS
Sitting	2 CS
Supine or knocked down	2 CS
Prone (on stomach)	3 CS

Concealment: This modifier applies to all forms of combat, but is most effective versus ranged missile combat. Concealment is any condition that obscures the target, but does not provide physical protection. Concealment is rated by the percentage of the body hidden.

Concealment includes easily penetrated items such as foliage, curtains, and mist. It may also account for the amount of light present.

This modifier may also be used when a character is temporarily exposed to an attack, such as when darting from one form of cover to another. In this case, the percentage of one turn that a character is visible determines the modifier.

25%	Glare, Mist, Dusk	-1 CS
50%	Fog, Curtains, Moonlight	-2 CS
75%	Foliage, Grass, Starlight	-3 CS
100%	Darkness	-4 CS

Cover: Cover is provided by any solid object that conceals and shields a target. Cover includes vehicles, buildings, trees, and natural terrain features. Cover provides the benefits of concealment and also further reduces the total amount of damage suffered in one turn by the material strength of the item for every 25% of cover available (i.e., if a character is in 75% cover

behind trees (wood), the damage he receives is reduced by three times times wood's material strength (-15 points—three times -5)).

Material Strengths

Wood or Vegetation	-5 pts
Reinforced Plastic	-5 pts
Earth, Gravel, or Sand	-4 pts
Glass, Ceramic, or Ice	-10 pts
Stone or Brick	-12 pts
Metal	-15 pts
Duralloy	-20 pts
Reinforced material (any)	x 2

Condition of Defender: These modifiers are due to the direction from which the defender is attacked and other conditions.

Attacked from Side: This is an attack from behind and to one side of the target. The attacker ignores the target's shield bonus if he attacks from the nonshielded side. Furthermore, if a creature is already distracted by one attacker, and a second character attacks from the creature's side, this attacker gains a bonus of +1 CS.

Blinded: If a defender is blinded, and unable to sense his surroundings clearly by another ability, the attacker gains a bonus of +2 CS. Furthermore, a blind character may not use his DX modifier to subtract from the attacker's Rank for the attack.

Bound: This is considered an automatic hit, adding +2 RF to all but a black result.

Drugged: This acts in the opposite sense as for a drugged attacker—increasing the attacker's Rank by +1 CS per dose.

Invisible: If the target is invisible (cannot be detected by the attacker), the attack is made at half the normal attack Rank.

Struggling with a Foe: If the target is struggling in melee or unarmed combat with an opponent, someone shooting gains a bonus of +1 CS.

TYPES OF DAMAGE

Besides the normal damage that causes the loss of hit points, other types of damage are common in a GAMMA WORLD® game. You need not use all of these types of damage, but the most common special damages that you should use have been asterisked.

Ability Damage: This inflicts normal physical damage, but also the base damage score is subtracted from among the character's ability scores at the owning player's choice.

Biogenics:* This type of damage is caused by a biogenetic agent such as a poisonous gas or mutated disease. A biogenetic agent causes physical damage to all creatures, with a base damage score equal to half its Intensity score. Pure strain humans and plant creatures may be mutated by the agent and must make a mutate check as explained later. All other creatures treat the damage as burns.

Broken: This is one type of crippling result. It requires six weeks to recover from this degree of crippling. To speed the process, for every 50 points of cure that the victim receives, this time is reduced by one week. However, these points fail then to cure any damage. At the end of this time, a Constitution Check must be made. If the check fails, then the creature suffers a permanent loss of two PS points.

Bruises/Swelling: The GM may decide the effect of bruises. The least effect should be similar to the drugged effect, while the worst should be no worse than a crippling sprain.

Burns:* This type of damage may be caused by fire, extreme cold, corrosives, radiation, and biogenics. Burns heal at half the normal rate, and every two points cured only heals one point of burns. If a creature suffers burn damage that equals 25% or more of its hit points, the creature must make a Constitution Check and compare the result to the Burns Table. The meanings of each effect on the table are either obvious or are explained in this section.

Types of Damage

Burns Table

Result	Effect
Red	Halves Damage
Orange	Infection
Yellow	Scarred
Green	System Shock
Blue	Disintegrates
White	Critical
Black	Fatal

Cold: Treat as burns.

Corrosive Damage: This includes acids, bases, and caustic petrol fluids causing chemical burns. This is treated as burns. Plants suffer +1 RF.

Disintegrate:* The base damage score is the number of points of damage inflicted. These are permanently lost and may not be healed, only rebuilt by an artifact or regeneration. If a disintegration attack would kill a character he may make a Dexterity Check to reduce the damage to 1/2, and suffers a crippling result if successful.

Electrical Damage:* This type of damage causes double the normal damage to any one standing in water or wearing metal armor. Robots and computers suffer a +1 RF. The damage is 1/2 if the target is semi-insulated by standing five meters above the ground or standing on dry wood. If completely insulated by rubber, ceramic, unlead glass, or a vacuum, or if the attack is grounded by a lightning rod, the attack has no effect.

Electrical attacks have the stun special effect, requiring a Constitution Check. A red result is critical.

Endurance Damage: This is similar to ability damage, but it only affects machines and robots.

Energy Damage:* This includes damage from electrical, radio, and all electromagnetic beam weapons. This type of damage does not include visible light, radiation, sonic, or Tech V devices. Lasers are included as they possess a harmful invisible light component.

Frostbite: Treat as infection.

Heat Damage:* This includes all damage that produces heat, such as lasers and fires. Heat damage may cause burns if the GM desires.

Knockout (KO):* This type of damage renders the victim unconscious for a number of turns equal to the roll of 1d100 minus the character's Constitution score, if it is the result of a drug or special effect. Knockouts from unarmed or subdual combat last for 1d10 minutes.

The duration of unconsciousness may be reduced by one turn per point cured. If the duration is reduced to 0, then the creature is stunned for a number of turns equal to the base damage.

An unconscious character may be stimulated with a drug, by slapping him, or by pouring cold water over him. If stimulated, the victim may make a Constitution Check (awaken on any colored result, but he is stunned for the remaining duration). But a black result from this check places the victim in a coma.

Mental Damage: This type of attack inflicts normal physical damage, but more serious is the damage that it causes to the victim's mental ability scores. The base damage is subtracted from the victim's mental scores (player chooses amount taken off each score).

Paralysis:* A paralyzed creature may not perform any physical action or mutation for the duration of the paralysis. The victim is aware of what is happening around him and may make mental attacks, but only succeeds if he rolls a yellow result or better.

Partial Paralysis: This is one type of crippling result. It lasts for 1d6 weeks. To speed the process, for every 25 points of cure that the victim receives, this time is reduced by one week. However, these points fail to cure damage.

Petrify: This effect causes the rapid calcification or petrification of tissue. This type of damage has a critical special effect that requires a Constitution Check to avoid.

Poison:* Poisons include a variety of toxic substances with many different special effects, but a red result is always fatal or critical. Poison

usually causes damage equal to 1/2 its Intensity.

Power Drain: This type of damage causes no loss of hit points, but instead reduces available remaining power by one hour per point of base damage.

Progressive Damage:* This attack causes damage for several turns. The victim suffers the base damage times the result factor of the attack on the first turn. Then for a number of turns equal to the base damage score, the victim suffers damage equal to the base damage. Some poisons and infections cause progressive damage. An antidote, antishock medicant, neutralizer, or cessation of the attack form stops further damage from occurring.

Radiation:* This type of damage is caused by radioactive materials. Radiation causes physical damage to all creatures. Its base damage score equals 1/2 its Intensity score. Mutants may be mutated by the radiation and they must make a mutate check as explained following. Pure strain humans treat the damage as burns.

Rotting: Treat as disintegration.

Sonic Attacks: This type of damage is the result of all sound-generated attacks. In a vacuum, sonic attacks only affect a creature when they are touched by them or the attack is beamed on radio waves to a comm unit. These cause double damage in water and thick atmospheres.

Sprain/Strain: This is one type of crippling result. It requires 1d6 days to recover from the effect. To speed healing, for every five points of healing that the victim receives, this time is reduced by one day. However, these points then fail to cure any damage.

Steam: A steam attack is not affected by armor damage reduction unless the armor is airtight and insulated. Treat as burns.

Stunned:* A stun result causes the victim to lose the initiative for one turn and all actions while stunned are attempted on 1/2 the usual ACT column.

A stun may last for varying lengths of time. If the result of a physical attack, most stuns only last one turn. If the result of a special weapon, special effect, or danger, a character may be stunned for a longer period of time. If a base duration score is given, multiply this by the result factor of the attack to find how many turns the character is stunned. If no base score is given, the GM should decide the effect of the stun attack, choosing from one to 10 turns or minutes.

Subsonics: This sonic attack is below the range of normal hearing, and cause adverse effects to the autonomic nervous system. A victim must make a Mental Strength Check or he is overcome by a debilitating sickness and cannot act for 2d10 turns.

Suffocation:* After a number of turns without air equal to the character's Constitution, he begins to suffer progressive damage each turn. He must also roll a Constitution Check each turn. This continues until he escapes or fails to make a check (then he dies).

Sunburn: Treat as if the victim were drugged for 1d3 (roll 1d6, divide by 2 and round up) days.

SPECIAL EFFECTS AND ATTACKS

Special damage effects usually occur as the result of an attack, or as the product of a special effect. In most cases, a special effect may be avoided by the victim rolling the appropriate Ability Check and receiving a result of the same color or better as the attack that caused the effect.

Special damage results in additional damage and also modifies the action scores of various abilities. These effects are usually temporary in nature and should be noted as special damage in the Character File.

Many different special effects are offered here. Use those you want and ignore the rest. This comprehensive list has been given to provide GMs with the greatest number of options. Those effects that are most commonly used are followed by an asterisk. You need not read this entire section, just review it briefly so that you know where to look when a special effect occurs during a game.

This listing is presented as a guideline only. If he wishes, a GM may ignore these guidelines and just choose an appropriate Intensity score,

base damage, and any special effects he deems appropriate for any danger encountered during a game.

Alcohol: Treat as drugged.

Allergic Reaction: When a creature comes within a number of meters equal to the assigned Intensity rating of something he is allergic to, he must make a Constitution Check. The victim suffers a -5 CS plus +1 CS times the check's result factor for as long as he remains within range of the item. If the character is given an antihistamine or stimulant, this effect is reduced by 1d3 (roll 1d6, divide by 2, round up) CS for the duration of the medication. A black result on the Constitution Check indicates that the creature is suffering system shock.

Blinded:* A foe is blind if he cannot sense the location of his target, but must guess from other sensory stimuli. Blindness causes all physical actions and unarmed and melee attacks to be resolved on the ACT column that is 1/2 of their normal column. A blind creature may not use ranged attacks.

Buffeted: Buffeting is the result of high winds, crashing waves and other repeated forces acting against a creature to knock him down or push him in one direction. The effect of buffeting is a CS penalty equal to the base damage score of the buffeting force. This penalty applies to all the victim's physical actions. Further, the victim must make a Physical Strength Check or be knocked down. If he is holding onto something, he doubles his PS score for this check; if not moving, he adds +5 to his score; if crawling, he adds +2.

Even though buffeting forces possess a base damage score, this damage is only inflicted if the buffeting places a creature in a hazardous situation (e.g., bashing against a wall or drowning). If the force does endanger a creature, then an attack using the force's Intensity score as the ACT column is rolled. Typical Intensity scores for winds and waves are given in the Reference Book under Dangers.

Collisions: This is the result of a creature being struck by a vehicle, machine, or ridden animal. Collisions have a special effect of crippling; and a red result is always treated as a critical effect.

The Intensity score of a collision is determined by multiplying 1/10 of the speed of the attacker by one point per every 500 kilograms of weight. The base damage score may be either 1/4 of the Intensity score or two points for every 500 kilograms of weight of the attacker.

For collisions at speeds greater than 50 kph, add +1 RF to the result per 50-kph increment. Plants are resistant to crushing attacks and subtract 1 RF from the final result. Only the defender's AC value, not his damage reduction score, may be subtracted from the total damage caused.

If the collision is head on with another vehicle, add the two vehicle's speeds together. If the collision is a sideswipe, add half the target vehicle's speed to the attacking vehicle's speed.

Coma:* A creature that falls into a coma cannot awaken on his own, but must instead be cured to wake up. The creature remains unconscious a number of days equal to 1/3 of his CN score. If he has not been cured by the end of this time, he dies.

To wake a creature in a coma, a minimum of 10% of the creature's hit points must be applied as a cure. Then the victim must roll an orange Constitution Check to awake. If the result is less than orange, no happens and the cure fails to heal any damage. If the result is black, the creature dies.

Complications:* This effect is the result of a traumatic amount of damage. Complications are divided into two groups: Group C (contusions, bruises, and crushing damage) and Group A (abrasions, lacerations, and burn damage).

When a special effect is complications, make a Constitution Check and use one of the two result charts found on the GM's Screen to determine the exact nature of each color result.

If a special effect is complications, the victim must make a second Constitution Check if he fails to avoid the effect, and compares the results of this roll to the appropriate complications result table. The meanings of each result can be found in this section.

Complications Table

Result	Complication: C	Complication: A
Red	Stunned	Scarred
Orange	Pain	Pain
Yellow	System Shock	Infection
Green	Delirium	Delirium
Blue	Internal Injury	Prog. Damage
White	Crippled	Crippled
Black	Paralysis	Coma

Concussion: The victim is suffering from a blow to the head resulting in dizziness, nausea, and disorientation. The effect causes all actions to suffer a penalty of -1d6 CS for 1d6 days. At the end of this time the victim must roll a Constitution Check: colored results = recovered, white = 1d6 days more of effect, and a black result = coma.

Crashes: This is the result of a mount or ridden vehicle smashing into something or flipping over. Crashes affect creatures and machines in different ways. The effects of a crash on a vehicle or machine are explained in the vehicle section of the Reference Book.

When a vehicle or mount crashes, that transport must make an Endurance or Constitution Check to determine the effect of the crash.

Crash Table

Result	Crash Type	Modifier
Red	Stalls	No effect
Orange	Swerves	No effect
Yellow	Spins Out	No effect
Green	Side Swipe	+ 6
Blue	Wrecked	+ 9
White	Flips/Rolls	+ 12
Black	Burn/Crush	+ 15

The first three results do not result in an actual attack unless they cause the transport to smash into an object. Then treat the crash as a side swipe or wrecked.

When a creature is caught in a crash, a crash attack roll is made against each creature using the crash Intensity (see below). Crashes cause the special effect of complications C (these require a Constitution Check to avoid). Furthermore, all red results are always have a critical effect.

The Intensity score of a crash is determined by adding the crash modifier and one point for every 20 hit points of the item struck. This total is then multiplied by 1/10 of the total speed of the vehicle.

The base damage score may be either 1/4 of the Intensity or 1/10 of the speed plus the crash modifier. This damage is halved if the crash was a side swipe; doubled if a flip and tripled if the vehicle crushes or burns its passengers.

For crashes at speeds greater than 50 kph, add +1 RF to the result per 50-kph increment. Plants are resistant to crushing attacks and subtract 1 RF from the final result. Only the defender's AC value, not his damage reduction score, may be subtracted from the total damage caused.

Crushing Weight:* A crushing weight attack is the result of a heavy weight falling on a creature. The Intensity of a crushing weight attack equals one for every 100 kilograms of weight. The base damage score is 1/2 of the Intensity.

Crushing weights have a special effect of complications C. A creature may attempt to avoid the effect by making a Physical Strength or Dexterity Check (use whichever is higher).

Crippling: Crippling results in the temporary or permanent loss of the of a limb or ability. When a crippling result is indicated, a second attack roll is made using the Intensity score of the attack (minus the victim's CN modifier) as the ACT column to roll on. This roll defines both the degree or duration of the crippling as well as the faculty crippled. To determine the crippled faculty, compare the last digit of the attack roll

to the second chart following.

Crippling Injury Tables

Result	Crippling Degree
Red	Loss
Orange	Broken
Yellow	Broken
Green	Partial Paralysis
Blue	Partial Paralysis
White	Sprain/Strain
Black	Sprain/Strain

Last Digit	Item/Ability Crippled
1	GM's Choice
2-4	Leg or Tail
5	Alternate Arm
6-7	Preferred Arm
8	Sense
9	Mutation
0	Back (Red result = Death)

The healing time varies by the degree of injury sustained—see the appropriate damage type. Crippling of each item or ability has differing effects.

Leg or Tail: Any action requiring DX is reduced by -5 CS. This also reduces the speed of the character, depending on how many legs he possesses. Find the nearest ratio on the chart below to determine effect (e.g., if two legs of six are crippled, then the ratio is 1 per 3).

- 1 per 2 or more = 1/10 normal speed
- 1 per 3 = 1/5 of normal speed
- 1 per 4 = 1/4 of normal speed
- 1 per 6 = 1/3 of normal speed
- 1 per 8 (or less) = 1/2 of normal speed

Arm: Cannot hold equipment or use a weapon with that arm. If this is the preferred attack limb, then all actions requiring PS suffer a -5 CS.

Sense: The GM should choose which sense is crippled. All acts requiring awareness or IN suffer a -5 CS.

Mutation: The GM chooses which mutation is crippled. All acts with that mutation suffer a -5 CS.

Back: A crippled back results in the creature being unable to lift or carry items greater than 1/2 of his PS. All actions suffer a -2 CS and his speed is reduced to 1/4 of normal. If the attack was a red result, the character dies.

Critical Injury: A critical injury is often the result of a very deadly attack or a red result from a lesser attack. A critical injury may result in the death of a creature, but is more likely to incapacitate him for a period of time. When a critical injury is the result of an attack, a Constitution Check must be made and the following chart consulted to determine the effect.

Critical Injury Table

Result	Effect
Red	Only half damage
Orange	Stunned
Yellow	Exhaustion
Green	Crippled
Blue	Invalid
White	Coma
Black	Death

Deafened: The victim loses his sense of hearing and becomes unaware of things he cannot see or sense in some other manner. Shadows and peripheral vision enable a character to make a surprise check every time someone attacks from behind. Deafened characters suffer the off-balance combat modifier when fighting and moving.

Delirium: The victim of this effect suffers from a lack of coordination, incoherence, clouded thoughts, and anxiety. This is the result of poisons, intoxication, or brain fever. Treat this as mental exhaustion. The GM may use the additional effects of tremors and delusions, depending on the severity of the injury.

Delusions: The victim of this effect suffers from distorted perception and possibly dream-like hallucinations. This is the result of some poisons or brain fever. It is difficult to write rules for this effect. The GM must use his best judgment to decide the specific effects. Some suggestions are given here.

The character sees things differently than they really are. Hostile beings might seem gentle, friends might appear to be foes, or each detail may be exaggerated.

Once a character suffers from this effect, it may come and go until the victim is cured. Every time the victim is startled or faces a new challenge, he should roll an Intelligence Check with a red or orange result meaning no effect, a yellow, green or blue result indicating a mild delusion, a white result causing a dangerous delusion, and a black meaning madness.

If the delusion is caused by a poison, the delusion lasts 1d10 hours per dose. Delusions may lead to types of insanity or phobias.

Disease: Diseases have many different effects, the GM must choose the specific effects and cures for each disease introduced into his campaign. Here is a general rule that may be employed to determine the effects of disease.

Treat a disease as a double-strength sickness. Then assign a special effect and a red result effect. Possible special effects include ability damage, crippling, delirium, invalid, rotting and seizures. Most diseases have a critical or fatal red result.

The GM should assign an Intensity score to the disease and a frequency for making a disease attack (e.g., once per day or per week). The disease inflicts a base damage score equal to 1/4 of its Intensity. A creature who is diseased may not heal naturally until the disease is cured. See Part II, Character Health for details.

Domination: This effect is the result of a mental control attack. The attack Rank is twice the attacker's ability score, minus the defender's MS score. This duration of this effect equals a number of minutes or hours (GM's choice) equal to the base damage score of the attack, which is 1/2 of the ability score. At the end of this period, the controlled creature may attempt to escape the effect by rolling on the ACT column that corresponds to 1/2 of his MS score. Any colored result succeeds. If the check fails, the control continues for the base damage score in minutes or hours at the end of which another check may be made.

Drugged:* The drugged effect is the result of intoxication of a creature due to a foreign substance in his bloodstream or to mental shock. There is no known antidote to this effect, though the use of stimulants may reduce its duration by half.

For every dose of the drug injected into the system, a creature suffers a -1 CS to all his action rolls. This effect lasts for one hour per dose. After this time, the penalty is reduced by 1 CS every hour.

The potency of the drug may influence this effect, doubling or halving the CS penalty. The CN of the victim can modify the effect of a drug. A creature may imbibe a number of doses equal to his CN modifier without being affected. If his modifier is negative, the first dose has an increased effect equal to 1 CS penalty per minus of the modifier. If more doses than a creature's CN score are administered, he must make a Constitution Check with a -1 RS penalty (treat as the next lower color) per additional dose. A white result equals a knockout (KO); a black result means death.

Drowning: This is the result of damage taken while swimming

treacherous water or being held underwater by an opponent. Water possesses an Intensity score equal to its speed and coldness. If an opponent holds a creature underwater, his PS score is used as the ACT column to determine the results of this attack.

Drowning has the special effect of fatal injury. A creature must make a Constitution Check avoid this effect. Further a red attack result equals a knockout to the victim. A knocked-out creature must be rescued in a number of turns equal to his Constitution or he automatically dies.

To resuscitate a drowning victim, the rescuer must have the first aid talent and the victim must roll a yellow Constitution Check.

Duration: Some special effects may possess widely varying durations based on the CN of the victim. When such a special effect is indicated, make a Constitution Check and consult this chart to determine the duration of the effect. A red result means the victim has evaded the effect and is only unsteady for one turn. A black result indicates that the effect is both immediate and permanent.

Duration Table

Result	Effect	Fatal Result
Red	-5 CS for 1 Turn	Black
Orange	1 Turn	White
Yellow	1d6 Turns	Blue
Green	1d6 Minutes	Green
Blue	1d6 Hours	Yellow
White	1d6 Days	Orange
Black	Permanent	Red

If a fatal injury occurs, a Constitution Check is rolled, but the results are inverted. Thus a red result indicates that the victim has evaded death (the GM may apply some other penalty such as scarring, if it seems appropriate), while a black result allows the victim to make one last action (a death blow) at a -5 CS penalty.

Exhaustion: The victim has overtaxed his abilities and may not use them again until he is rested. To determine how long he must rest, roll a Constitution Check and consult the Duration Table. There are three types of exhaustion:

Physical Exhaustion: All physical actions are performed on ACT column C for the duration. All mental actions are rolled on 1/2 of their usual column.

Mental Exhaustion: All mental actions are rolled on ACT column C for the duration. All physical actions are rolled on 1/2 of their usual column.

Complete Exhaustion: All actions are rolled on ACT column C for the duration.

Movement is reduced to 10% of normal for physical and complete exhaustion.

Falling: * This is the result of an uncontrolled fall from a height. Every fall has an Intensity score based on the distance fallen and the type of ground landed on. When a creature falls, a falling attack is rolled against him, using the fall's Intensity score minus the victim's PS modifier.

Falling has the special effect of complications C, and the victim must make a Constitution Check to avoid these effects. A red result is always a critical injury.

The Intensity of a fall equals one for every five meters fallen, minus one point. The base damage is twice the Intensity score. Because of air resistance, falling Intensity cannot exceed 100. For every 25 meters fallen, the falling attack result increases by +1 RF.

The GM may lessen the Intensity score and the damage suffered based on any appropriate devices used and the surface landed on. Soft landings in water, sand, snow, trees, and crash foam may reduce the Intensity score by 1/2 to 1/4. Armor and force fields also reduce the amount of damage suffered. Parachutes, gliders, and antigrav negate the attack unless a character gets a black result when he rolls a Dexterity Check to land safely. Then the Intensity score is 1/4 of that for an unaided fall from the same height.

Fatal: * A fatal injury indicates that the victim will die if he does not receive emergency care soon. How soon help must arrive is determined by rolling a Constitution Check, inverting the result, and then consulting the Duration Table (thus a red result is treated as a black result, a yellow as a blue, etc.).

While a creature waits to die, it is treated as an invalid.

Fear/Mental Revulsion: When a being encounters something that causes fear or awe or incites his phobia, he must roll a Mental Strength Check and compare the results to the Fear Table.

Fear Table

Result	Effect
Red	Strong willed, resists
Orange	All actions -1 CS
Yellow	Panic
Green	Tremors
Blue	All actions at 1/2
White	Weakness
Black	Paralysis

All results last as long as the being is in the presence of the object the reaction. If the GM feels something would give a creature a second chance, he may roll again.

Fire: Fire causes burns to those near or caught within the flames. Fire has a special effect of poison gas/smoke. Fire resistance, force fields, and special clothing reduce the effect by -2 RF. Wet clothing, insulation, and ice reduce the effect by 1/2.

Infection: This is the result of untended wounds, disease, and spore infection. If a being is infected, he must make a Constitution Check and compare the results to the Infection Table.

Infection Table

Result	Effect
Red	Healing doubled
Orange	Recovering, no infection
Yellow	Drugged (-1d6 CS for days)
Green	Complete Exhaustion
Blue	Crippled
White	Invalid until cured
Black	Critical

The drugged effect lasts for one day per CS suffered.

Internal Injury: The victim is suffering from a vital organ that is ruptured, punctured, inflamed, or bruised. He suffers progressive damage from the attack for 10 turns. Then the victim must make a Constitution Check on the Critical Table.

Only surgery, acupuncture, or regeneration can halt this progressive damage. Medicine may be used to reduce the amount of damage suffered each turn.

Invalid: An *invalid* creature may not move without aid, nor fight, nor utilize any mutations or abilities until healed back to 25% of his hit points. He may communicate haltingly.

Each character may exert himself once for a number of turns equal to his CN score, at 1/2 his ability scores. Beyond this he will fall into a Coma. If a character is an invalid due to a lethal injury, each turn he exerts himself he must make a Constitution Check; on a white result he falls into a coma, and on a black result he dies.

Irritant: The victim suffers from a substance that causes itching, swelling, sneezing, gagging, burning fever, or eyes to water. He must make a Constitution Check and suffers a penalty equal to -5 CS plus 1 CS per RF of the save. On a black result he suffers Exhaustion.

Knocked Down: A knocked down character loses Initiative for one turn. It takes one turn for him to stand back up during which he suffers a -5 CS to all actions.

Special Effects and Attacks

Mental Shock: This effect is caused whenever a Mental Attack gets a Red result. It may also be the result of brain fever or when a character is stretched to his mental limits. The victim must make an MS Save to determine the effects of this shock.

Mental Shock Table

Result	Effect
Red	Stunned for 1 turn
Orange	Trauma
Yellow	Tremors for 1d6 turns
Green	Delirium for 1d6 turns
Blue	Mental Damage
White	Knockout
Black	Paralysis

Mutate: * This is the result of exposure to Radiation and Biogenetics Agents. When a *mutate* effect is indicated, the victim must make two Constitution Checks; first to determine the nature of the mutation using the following chart, and second to define how long the mutation lasts. Individual mutations are generated by turning to the Mutation section in the Appendices.

Mutation Table

Result	Effect
Red	+2 to a current mutation
Orange	No effect
Yellow	Gain 1 physical mutation
Green	Gain 1 mental mutation
Blue	-2 to a current mutation
White	Gain 1 defect mutation
Black	Lose 1 mutation

Pain: If a creature is suffering from the loss of 50% or more of his hit points or some other circumstance is causing great pain all the victim's actions suffer a penalty of -5 CS.

Panic: This result causes the victim to suffer a penalty of -1RF on all Ability Checks. Further his speed is doubled and those attacking him suffer a -5 CS penalty.

Poison Gas/Smoke: Poison gas or choking smoke may be resisted for a number of turns equal to 1/3x a being's CN score. After that point, the poison attacks with its Intensity score minus a being's CN modifier. Its base damage score equals 1/2 the Intensity. Poison Gas has the Special Effect of Sickness, that a character must make a CN Save whenever successfully attacked, to avoid the effect. A White result equals 1/2x the base damage, and a Red result is always a Critical injury.

Scarred: This effect results in the permanent loss of some Ability score points. Treat this as ability damage.

Seizure: The victim of this effect suffers from periodic, uncontrollable muscle spasms and cramping. The victim becomes unable to perform any action for 2d10 minutes when overcome by a seizure. Muscle relaxants can be used to shorten this duration by x1/2; but the character must then function as if Physically Exhausted for the remainder of the original duration.

If this is the result of a chronic condition the victim must make a Constitution Check whenever he is startled and at the start of a battle. Any colored result equals no effect; a White result equals Tremors overcome the victim; and a Black result indicates a Seizure.

Sickness: A character stricken by *sickness* usually suffers from a fever and is lethargic. This results in a penalty of -2CS to all actions and reduces Speed to half. Additional effects may occur during the sickness and the GM may choose the specific effect. Suggestions include: Bruises, Delirium, Exhaustion, and Pain.

This effect lasts 1d6 days, and a character who is *sick* cannot heal nat-

urally during this time.

Slam: * A Slam effect may occur as the result of a charging or smashing attack. If a character suffers a Slam effect, the player must make a PS check and use the following chart to determine the results.

Slam Table

Result	Effect
Red	Avoided
Orange	Staggered, -1CS for 1 turn
Yellow	Stunned, for 1 turn
Green	Pushed Back
Blue	Knocked Down
White	Slammed
Black	Knockout

A character who is *pushed back*, moves backward 1d6 meters, and is Stunned for one turn. A character who is *knocked down* is also Stunned. A character who is *slammed* moves backward a number of meters equal to 1/2 the base damage score, is Knocked Down and is Stunned for one turn.

Stimulant: A stimulant will increase one's reaction time by adding +1 to Initiative and any DX actions. However, stimulants reduce any IN and reasoning actions by 1. The effect of a stimulant lasts one hour, at the end of which the victim must make a Constitution Check and any failure indicates that the victim will suffer as if Drugged, with a penalty of -1CS to all actions for one hour per dose taken.

System Shock: This effect is the result of traumatic physical injury. When a system shock is indicated the player must make a Constitution Check for his character, using the following chart to determine results.

System Shock Table

Result	Effect
Red	Stunned
Orange	Trauma
Yellow	Exhaustion
Green	Delirium
Blue	Knockout
White	Invalid
Black	Death

Tangled: A creature may become tangled in a net, rope, vines, web or other enveloping item. A *tangled* creature suffers a +2CS penalty to be hit. To escape from the entanglement, the victim must make a Physical Strength Check minus the material strength Intensity of the item holding him. He may try each turn for a number of turns equal to his CN score, after which point he is considered exhausted for an hour.

Trauma: A *traumatized* victim suffers a surge of energy due to shock. Treat the effect of trauma as a Stimulant. Further, the victim may make a Mental Strength Check, and if successful, his PS score increases by 2 points times the result factor of the save for an equal number of turns. A Black result indicates that the character suffers a Crippling result at the end of the stimulant period.

Tremors: The victim is suffering from involuntary muscle spasms. This results in a penalty of -5 when attacking or performing any action requiring DX. Further, the victim gains a bonus of -5 to all attacks against him for the duration of the tremors. Tremors will last for 25 turns minus the victim's CN score.

Weakness: Treat this as Physical Exhaustion.

PART IV: ENCOUNTERS

During a game, the GM will present the player characters with a wide variety of challenges that must be overcome to reach the adventures goal. An assortment of differing challenges makes for the most interesting types of adventures, and this section explains how to use the various types of encounters and hazards that may arise.

Encounters involve living creatures and animate machines. These may be met as a result of the heroes trespassing on their home territory, or as wandering bands, or at specific locations selected by the GM for the adventure. The chance of encountering wandering creatures is a function of the terrain type the characters are crossing and this is explained later.

Hazards include natural terrain obstacles, weather, and unnatural dangers such as fire, radiation, poison and traps.

This section explains how to use each of these types of encounters and hazards. Details on specific types of creatures, the Cryptic Alliances, Robots, and typical hazards are listed in the Reference Book. After you read this section you may want to glance through those listings to see the variety of challenges that may be used.

CREATURES

Creatures comprise the friends and foes of the player characters. They may also be neutral parties from which information or some small aid may be gained. The many odd and bizarre creatures of the GAMMA WORLD® game, make it a land of wonder and danger.

Over four dozen typical creatures and mutated plants are provided as a basis with which you may begin to create your own adventure. However, every GM should create many new and different creatures of his own to present new challenges to his players. GAMMA WORLD® games should always be new, exciting and different, the players discovery some new wonder or challenge every adventure. A complete step by step procedure is presented with the Creature Files to help any GM create his own new species.

However, creatures are not present in the game just so the PCs have something to fight. Each creature possesses individual goals and wills. They have families and friends, as well as dire enemies, just like the PCs. The GM should play every major creature personality, the leaders of groups and those questioned, with the same attention to their individual motivations as the players act the part of their heroes.

When a creature is encountered, a GM should consider how he will react to the characters. If the creature is defeated, but not slain, will he swear vengeance or reform. Even wild beasts have homes or dens, and the GM might wish to consider where these are located, and what the consequences of killing some members of a pack, or a mother of a litter of young, will have on future adventures.

By considering such details, the GM is making his own job to create future adventures easier. Often, the premise for a later adventure may result from the actions of PCs in an earlier adventure. Imagine the heroes reactivating a computer and not knowing they had, what changes could the computer cause between adventures. Or consider a blood feud with Arks for slaying their brethren. A thirst for vengeance so great that the Arks track the PCs and await the opportunity to ambush them. The possibilities are endless, and the tie in to previous adventures will give the players the feeling that their characters are adventuring in a living, breathing world.

CRYPTIC ALLIANCES

Cryptic Alliances are a major element the GM can use to weave intricate adventure plots and sequels to previous adventures. These secret societies are everywhere, and every one is driven with a single-mindedness toward their own goals.

The major driving force in the heroes' life is to work with the Restorationists to recover artifacts of the Ancients and rebuild that lost society.

Interaction with one group of a Cryptic Alliance will follow the characters as they journey throughout the world, for the Cryptic Alliances have branches everywhere. And once an ally or enemy is made, they will continue to interact with the PCs no matter where they go.

Descriptions of the major known Cryptic Alliances are provided in the Reference Book. In addition, statistics for typical members of each alliance have been provided to help the GM create his own adventures with these societies. But, as with creatures, the GM should feel free to create his own alliances or splinter groups of these major alliances to create more challenge and surprises for his players.

ROBOTS

Robots are some of the most powerful forces in the GAMMA WORLD® game, still enduring from the age of the Ancients. They are mankind's greatest chance against the terrors of this wilderness, but they are difficult to find, power and control. Indeed, some robots have even forgot their duty to serve man and are a menace to all living creatures.

Details on typical types of robots and their capabilities are presented in the Reference Book. Again, the GM should use these as a model for creating his own robots.

Since robots are so powerful, they are also fairly rare. The GM should make efforts to keep it this way. The limits on available power and the restrictions of their programming will make robots both a tempting prize and an exceeding frustration to players, a challenge to play that both GM and players will enjoy.

COMPUTERS

Computers are immobile super robots, capable of controlling the ancient technologies and revealing some of the Ancients' secrets. However, they have become seemingly living entities themselves and have their own goals and purposes that might prove at odds with the PCs'.

Computers are detailed in the Equipment section in the Appendices.

CHANCE OF ENCOUNTERS

The chance of a random encounter during a GAMMA WORLD® game is determined by the type of terrain the characters are occupying during a march or rest period of four hours. If this includes a variety of terrain types, the GM must decide which type to use to make the check.

Each terrain possesses a danger Intensity score. This score is used to randomly determine the chance of a variety of events. Terrains are comprised of geographical forms and the ground cover of that region. A list of the Intensities and base damages for both form and ground cover are listed below. To determine the Intensity of a given terrain add the two scores for form and cover together.

By separating form and ground cover a wide variety of terrains may be generated. All forms may combine with all ground covers. For instance, a grassy desert is a savannah, a wooded desert is a cactus forest, and a jungle desert is a morass of brambles.

Chance of Encounters

Terrain Tables

Form	Intensity	Base Damage
Plains	1	x1
Hills	2	1
Coastal	3	3
Riverbed	4	4
Swamp	5	5
Desert	10	6
Ruins	12	7
Cliffs	15	8
Mountains	20	9
Craters	35	10
Settlement	8	2

Ground Cover	Intensity	Base Damage
Grass	1	1
Wooded/Overgrown	2	2
Sandy	3	2
Mud	4	3
Flooded	5	3
Rock	6	4
Dry & Barren	8	5
Jungle/Buried	10	6
Canyon	15	7
Deathland	x2	8
Volcanic	x3	9
Arctic	x4	10

Some forms and ground covers have a Special Effect assigned to them, when a character suffers from exposure to the elements in that terrain (as explained in Part III, Game Time). If two special effects are combined, the victim must make a Constitution Check to avoid each effect.

Terrain Special Effects

Terrain	Special Effect
Swamp	Sickness
Desert	Exhaustion
Ruins	Disease
Cliffs	Fall (1d10 x 5 meters)
Mountains	Complications C
Craters	Complications C
Mud	Quicksand I10(5) Drown
Flooded	Drown
Dry & Barren	Infection
Rock	Crippling
Jungle	Disease
Canyon	Fall (1d6 x 5 meters)
Deathland	Radiation I 3d6(x1/2)
Volcanic	Burns
Arctic	Complications A

Terrain Movement: The speed at which a character can move through a type of terrain is determined by finding how many meters or kilometers, one measure of a terrain type equals. The value of a meter in any terrain equals the total base damage score for that terrain. Thus 1 meter in wooded hills equals 3 meters of normal movement across grassy plains or within a building.

Terrain Hazards: There are a wide variety of natural hazards that may be encountered. As with any *danger* the GM should assign an Intensity score to each hazard. Terrain hazard base damage scores typically equal 1/4x the Intensity score. Some examples of typical severe hazards may be found in the *Danger* section of the Reference Book.

In addition to major hazards, characters may encounter minor terrain hazards, obstacles to further travel. The GM should invent obstacles

that are appropriate to the terrain. For instance, a bridge over a river might be washed out, a tree may have fallen across a path, a pond or lake may interrupt the PCs journey across a swamp, and so forth.

Becoming Lost: A special type of terrain hazard that a GM may wish to use on characters exploring unfamiliar territory, is the chance that they become lost. To determine if a party becomes lost, find the total base damage score. Now roll 1d20. If the result is less than or equal to the base damage score, the party has become lost.

A lost party will believe they are moving in the direction they desire, when in fact they are deviating from their path. Roll 1d6 to determine how they deviate.

Roll	Direction Traveled
1	Right of intended path
2	Far right of intended path
3	Opposite of desired direction
4	Far left of intended path
5	Left of intended path
6	Wander in a circle for a day

A lost party may always backtrack to their last camp to find their correct trail again.

Hiding: The type of terrain may enhance the chances to hide. The total base damage score should be subtracted from the checking creature's IN score when trying to detect a creature hiding in a terrain.

Water Hazards: There are a variety of water hazards, from swift currents and rapids to waterfalls and whirlpools. Typical water types Intensities and base damage scores are listed in the *Danger* section of the Reference Book.

In order to cross a water hazard, a creature must either fly, swim or use a boat. Water hazards may only be waded where shallow and strong currents are not present. The chances to swim a water hazard are explained in Part III, Movement.

If a nonpowered boat is used, a character must make a PS check, using the total PS of all characters poling or rowing the boat, or the Rank plus the IN score of the person piloting a sailboat, once for every 10 meters crossed. From this score, subtract the Water Intensity score. If the result of the Action roll is White, the water may now attack the characters for one turn. If the result is Black, the boat is upset and the victims are Strained for one turn. Any Spectrum color is a success.

Weather Hazards: Characters may also encounter weather hazards while travelling. Typical weather hazards are detailed in the *Danger* section of the Reference Book.

Hazards

Other types of hazards that may be encountered while exploring the wilds include poisons, biogenetics, radiation and traps. These are all *dangers* and work exactly the same way.

To use a *danger* in a game, the GM must assign an Intensity rating to the *danger*, usually between 1 and 200. The base damage score of most *dangers* equals 1/2x or 1/4x the Intensity rating. Finally, the GM must select any Special Effect the *danger* may cause and the Ability score which is to be used to try to avoid the effect.

With this basic rule, a GM can create any *danger* called for during his game. Some examples of typical *dangers* may be found in the *Danger* section of the Reference Book.

Poison, biogenetics, and radiation are detailed in the Special Effects section of Part III. Traps are easily invented by a GM by combining special attack forms with special effects. For instance, a falling stone would use the rules for Crushing Weight; a pit would use the rules for falling plus additional damage similar to spears for spikes that line its base; a net would use the rules for tangling.

REWARDS

Upon completion of an encounter, the GM should take care to reward the players for their efforts. Rewards of some sort are important because they tell the players how well they are doing, show them their efforts had value and encourage them to continue on. Rewards may also be used to entice the characters onward and to expand the chances for further adventures.

Rewards may be divided into several categories: information, valuables, and artifacts and equipment. This section explains each type and how they may best be used.

When trying to decide what sort of reward you should give your players, you must first consider the nature of the encounter just completed and the purpose it serves in the overall adventure. If the encounter was a chance meeting and negotiation with strangers, the reward will most likely take the form of information gained. If a creature has been defeated in his lair, then valuables and booty are a natural reward.

Rewards should be given *only* after some challenge has been overcome or in preparation for some mighty encounter. To gain a reward should require some effort on the player characters' part. Gaining a reward without trial is unsatisfying to players and GM alike.

Rewards should not be excessive either. Small rewards are pats on the back to players that tell them they are playing well. A scarcity of reward value will make the big rewards at the end of an adventure seem all the more valuable. The rule of thumb is that a reward for an encounter should be equal to the challenge that had to be overcome to gain it.

Information

Information can be a very satisfying reward to players who are playing in this world of mystery. So much remains unknown, that learning the secrets of the land and the plots of the Cryptic Alliances are a major reward in itself.

Information rewards can be divided into four categories: background information about people, places and events; hints and advance clues about dangers that lie ahead in the adventure or weaknesses of foes; riddles and mysteries that cry out to be answered, and which will lead further into other adventures; and solutions to both large and small mysteries, problems, and puzzles.

Information may be gained by questioning strangers, research in a town, interpreting facts discovered, overhearing a whispered conversation, as the dying words of a friend and many other ways. The best way to make rewards of information valuable to players is not to reveal everything at once. Let out portions of the information, let the PCs discover items or overhear conversations from which they must interpret the true information. In this way you provide further challenges to players and more ways you can reward them by confirming their theories about a mystery at a later date.

Don't feel that you need to know all the answers to the players questions during an adventure. Listen to their discussions with each other and the questions which seem to concern them. Then develop your own answers to these problems and work clues regarding their solution into your adventure. If you don't have a solution to one of the mysteries that is puzzling them, listen to what they think is the solution. It may give you some ideas, and there is nothing more rewarding to players to discover they were right!

Valuables

Valuables in a GAMMA WORLD® game may vary greatly in form, since this society's economy is based primarily on trade and barter. Almost anything may be traded for other items if a buyer can be found. In general, valuables fall into several categories: coins and gems, works of art, natural treasures, including furs, herbs, woods, and food, trade items including tools, native handicraft and textiles, and rare collector items. If a valuable treasure functions as a weapon or is an artifact of the

ancients, it should be treated as an artifact.

A good average worth of valuable rewards that may be gained from defeating a creature equals about 10 gold pieces per Rank or Hit Die of the creature, times the number of creature's defeated. It should be kept in mind, however, that not all creature's are hoarders of valuables, many are just beasts of the wilds and the only treasures that may be found in their lair are those on their latest victim.

Artifacts and Equipment

An *artifact* is any item of a technology unfamiliar to a player character. This always includes Tech IV and V items, and may include Tech I, II and III items depending on the Tech level of the character. Devices of the same Tech level as the character are treated as equipment by that character.

Artifacts and equipment will prove the most sought after reward by players. Since, too many weapons and high tech devices can too easily remove the challenge for players, it is important that this type of reward be used sparingly. Once artifacts are found, PCs should have only limited or temporary use of the item. For this reason, most weapons have a limited supply of ammunition, and devices constantly require fresh energy cells to work. The challenge is to provide the PCs with the tools needed to overcome the trials of an adventure, not to help them to create an endless stockpile of weapons.

Should the amount of high tech devices possessed by PCs begin to eliminate the challenges of the game, the GM may always have the weapons melt, become the envy of others, be drained by energy eating creatures and in many other ways reduce the items stockpiled by the characters. This is after all a harsh world and the ancient technology is notoriously unpredictable.

Equipment and Artifact Condition

When a piece of equipment or an artifact is discovered during an encounter or while searching an ruin of the Ancients, it will not always remain in working condition. Items looted from defeated foes or bought at a base will usually be in working order, but may possess a limited power supply or supply of ammunition.

If an item is found in the wilds or ruins the GM will have to decide on its condition or use this procedure. Multiply the Tech level of the item x2 and add the result to 10. This is the column of the Action table on which to roll the Items Condition. The meaning of each color result are as follows.

Equipment and Artifact Condition

Result	Condition
Red	Item is broken and hazardous
Orange	Item is broken and worthless
Yellow	Item is unpowered and can only perform half of its functions
Green	Item is unpowered and damaged
Blue	Item power or ammo is depleted
White	Item is in good condition
Black	Item works; extra value

The GM will need to decide the specific nature of the condition. For instance, if the item is hazardous, it may be radioactive, poisonous or may explode if used; a damaged item may malfunction on some result. An *extra value* indicates that something special is found in regards to the item, extra power or ammo, a special aiming device, or enhanced in some way.

Examining Artifacts

Unless a character acquires an artifact from someone willing and able to explain how it works, or a character has previously used an artifact just like the one discovered, most of the time a character will not know how to use a newly acquired artifact.

To discover how to use an unfamiliar artifact the Artifact Examination Flowchart should be used.

First the GM must determine the Complexity Rating of the item being examined. Complexity is both a function of the Tech level of the item and the number of operations or actions necessary to use the item properly. All items detailed in this game have already been assigned a Complexity Rating. The GM will have to decide the complexity of any new items he introduces.

Complexity Ratings

- A = 1 Operation—bows, darts, daggers, ropes, canteens, hammers.
- B = 2 Operations—crossbows, slings, armor
- C = 3 Operations—pistols, rifles, glow cubes, shelters, small boats
- D = 4 Operations—small energy weapons and powered devices
- E = 6 Operations—large energy weapons, energy armor, machinery
- F = 8 Operations—ground cars, force fields, powered water vehicles
- G = 10 Operations—complex machines, simple robots, battle armor
- H = 11-20 Operations—large robots, small computers, flying vehicles, some Tech V
- J = 21-30 Operations—large transports, big computers, medical centers
- K = 31+ Operations—highly sophisticated, multifunctional equipment

There is also a large difference between learning how to use an artifact and really understanding it well enough to maintain and attempt repairs on an item. To *understand* an item, the item is treated as two complexity levels higher.

How to Examine Artifacts: To use the Artifact Examination Flowchart, a 1d20 will be used. Starting in the circle marked Start, roll the 1d20 and add any of the appropriate modifiers detailed below. If the result is less than 1 or greater than 20 treat it as a 1 or 20 respectively. Once the score is determined follow the arrow leading from that space that bears the same number. Success is gained when the appropriate square with the Complexity Letter is reached.

Each roll of the dice or round of examination requires 10 minutes of game time. If the players tire of their efforts to decipher an artifact, the GM may note how far they progressed. Then the next time the players decide to try again he should start them two steps back from where they had previously finished.

If the dice rolls ever lead to the four diamonds at the top of the chart, the examination is also considered concluded, the PCs have made a wrong deduction which they believe to be correct. The specific effects of each round of examination are left to the GM to describe based on the item being examined. This chart is provided only as an aid for the GM to create an interesting sequence of events that occur as the PCs examine an item.

Examination Modifiers

The following modifiers should be added to the dice roll when examining an item.

Tech Level Difference: Subtract the Tech Level of the item from the character's Tech Level and add the difference. A Tech IV item examined by a Tech I character will result in a -3 modifier.

Mutations: Some mutations may modify the chances of deciphering an artifact.

Experience: If the item is Complexity A, B, C, or D and its examiner has seen it be used by another creature, he may add +2 to his dice rolls.

Instruction: If the item is Complexity A through E and the examiner

is being taught how to use the item by someone who is already learned in its use, they may add +2 to their dice rolls.

Skills: If the GM rules that a PC possesses skills or talents that would aid in the understanding of how to use the item he may allow them to add +1 to his dice rolls.

How to Read the Chart: There are several special symbols used on the chart. If an arrow leads to a box, triangle or circle, it indicates that one of the operations necessary to use the item has been performed. If an arrow leads to a skull & crossbone or a bank of wavy lines, it indicates that something has happened. Once this event has occurred, the GM should return to the previous space and roll from there. If the roll takes the GM to one of the diamonds at the top of the chart or the box containing the Complexity letter of the item, the examination comes to an end.

Three Wavy Lines: This symbol indicates that the item has malfunctioned in some manner. The GM may use his own judgement as to the specific effect, or he may make an Endurance roll for the item. Use the item's Hit Dice score or 5x the item's Tech Level for the item's Endurance. On a Black result the item is broken and will not work. The Malfunction table found in the Vehicle section of the Reference Book may be used for defining other types of Malfunctions.

Skull & Crossbones: This result signifies that the PC has done something to harm himself or his friends with the device. If the item can not cause harm, some piece breaks off or sparks and smoke leap from the item for a moment.

Diamonds: Each one of these diamonds indicates that the character has come to the wrong conclusion about the item, but is convinced he is right. His opinion will not change until someone shows him how to use the item correctly.

If the character is being instructed in the use of the item, instead of the conclusion noted below, he just can't grasp how to make the item function and gives up in frustration.

A. The character has come to the conclusion that the item is used for something other than its intended purpose. For instance, a pistol might be used as a hammer.

B. The PC has come to the conclusion that the item is broken.

C. The user has come to the conclusion that the item is worthless to them, but may retain it to trade.

D. The character has come to the conclusion that they can't decipher the items use, but believe it to be very valuable and will not part with it.

Inventions & Research

During a GAMMA WORLD® game, players may want their characters to try to build something or to invent some new use for an item. This is easily handled by using the Artifact Examination Flowchart.

In order to invent or build new things, the character must first possess any talents appropriate to the item they are trying to build.

Inventions are divided into five types: traps, tools, weapons, machines or buildings, and research of artifacts. A base Complexity level for Tech I items has been given for each type of invention. If the item is of a higher Tech level, use the next higher complexity for each level. Tech V and Tech VI items may not be built, they may only be adapted for other uses, with a dice roll penalty of -3 and -5 respectively.

The cost to build complex items is listed as a base price per dice roll. This price increases by doubling for every Tech level higher than Tech I.

In most cases, each dice roll equals 10 minutes or 1 day, whichever the GM deems the most appropriate. However, there will be situations where a PC wants to create swiftly with the materials on hand. At such times, the GM may reduce the time factor to one turn or one minute per dice roll and replace the gold piece cost with a cost of XP.

Trap: Tech I = B; Cost = 5 gold.

Tool: Tech I = C; Cost = 10 gold.

Weapon: Tech I = D; Cost = 20 gold.

Machine: Tech I = E; Cost = 100 gold.

Research: Tech I = D; Cost = 50 gold.

PART V: ADVENTURE DESIGN

Now that you have played your first adventure, you know the basic principles of what is required to create an exciting and fun adventure for others. This section provides you with some ideas for how to design your own adventures.

The Reference Book contains an entire campaign setting and ruined city of the Ancients to provide you with an example of the background necessary for an adventure. You can set your own adventures here around Pitz Burke or you may use this as an example to create your own setting.

One of the best ways to gain new ideas for adventures is to read books. Here is a limited list of books that might give you ideas for new adventures. You will find many others at your local library.

Robert Adams
Brian Aldis
Poul Anderson
Piers Anthony
Edgar Rice Burroughs

Allen Dean Foster
David Gerrold

Harry Harrison
Sterling Lanier
Andre Norton
Phillip Nowlan
John Sievert
Ryder Stacy

Horseclans books
Starship
Vault of the Ages
Battle Circle books
John Carter of Mars
The Lost Continent
Midworld
A Matter for Men
A Rage for Revenge
Death World trilogy
Heiro books
Daybreak 2250 AD
Armageddon 2419 AD
C.A.D.S.
Doomsday Warrior books

The Steps to Designing an Adventure

Here is a list of the steps you should consider when designing your own adventure. You should start out simple. Five well-designed encounters can be a lot more fun to play than a poorly-thought-out, 100-room ruin, and it certainly will be easier to create when you are just beginning.

- 1) Select a story scenario and goal for the adventure
- 2) Choose the setting for the adventure
- 3) Select the major villains and other forces that affect the goal of the adventure
- 4) Determine what type of major obstacles or encounters must be overcome to reach the goal, and divide the adventure around those obstacles
- 5) Draw any necessary encounter maps, especially a map for the climactic final encounter with the major villain
- 6) Fill in the rest of the adventure with sights, sounds, discoveries, and the many strange and eerie things common to the mutated life of the GAMMA WORLD® game.

CHOOSING SCENARIOS

A *scenario* is an idea or theme that ties together an adventure and keeps it from being just a series of meaningless encounters or combats. Like a good novel, a good scenario always gives the players a reason for their adventure. In addition, a good scenario presents the players with challenges that test their capabilities to the utmost while giving them some chance of surviving. The best scenarios are usually those that present a realistic environment filled with inhabitants whose motivations and relationships with each other are easily grasped. The following paragraphs describe some common types of scenarios the beginning GM may want to try out.

1. **Exploring the Unknown:** The players are recruited to explore a wild area (deep forest, ruined Ancient town, etc.) to determine its potential value as the site of a new settlement.
2. **Destroying a Terrible Menace:** The players are recruited to find and destroy some deadly menace that is threatening the well-being of a tribe or holding.
3. **Fulfilling a Quest:** The players must travel to a particular place and bring back something to prove that they were there or to bring back some desperately needed item from that place.

4. **Escaping From Enemies:** The characters begin the scenario as prisoners or fugitives and must make good their escape.

5. **Rescuing Prisoners:** The players are recruited to find and rescue certain prisoners being held by a Cryptic Alliance or a band of savage NPCs (arks, for example).

There are many other possibilities including escorting a caravan or important person, retrieving a lost or stolen item, infiltrating a secret society to stop a deadly plot, attempting to unite the tribes of the area, trying to rebuild an Ancient wonder, etc.

DESIGNING A SETTING

Once a scenario has been selected, the next step in designing an adventure is to determine the adventure location, the surroundings, and the scene of the adventure's final action. It is not necessary to know where every element of the setting is located or to have a detailed map of the area, but it is good to have a general idea of what the setting is like. Popular settings for adventures include:

1. **Mechlands:** These robot farms are always computer-controlled and are excellent sources of processed foods for those who can convince the controlling cybernetic installations to turn the food over to them.
2. **Ancient Military Installations:** These might have any purpose connected with government or war. Most have large numbers of security robots, defense borgs, and security monitors in them. Many contain weapons, armor, and vehicles. Some hide government records in shock-proof buildings or caverns deep under the installations. A few are military experimental labs that contain partially tested artifacts of great power.
3. **Ancient Communities:** Most Ancient communities were destroyed during the Social Wars and thoroughly looted in the years since. However, the vast weed-grown fields of rubble and decaying, vine-draped statues that mark these sites are objects of religious worship to many. In some cases, portions of such communities are fairly intact and still yield some functioning artifacts. Very rarely, a town, village, or city of the past even has a functioning broadcast power station. The robots powered by that station keep the buildings in repair and replace worn-out equipment and machinery. It is even possible that an Ancient metropolis partially escaped the destruction.
4. **Spaceports:** Though most spaceports are near what were once population centers and are surrounded by wide belts of radiation and rubble, their sturdy construction has saved them from destruction and they are good places to find artifacts.
5. **Deathlands:** These radioactive deserts are usually shunned by travelers, but it is within such areas that the largest troves of unlooted artifacts are found. However, all characters who spend any time in these areas have a 2% chance per four hours of exposing themselves to random Intensity Level radiation. These areas are often places of exile for wanderers or have religious significance to Radioactivists and others.
6. **Enemy Strongholds:** The bases of hereditary tribal enemies or of Cryptic Alliances are often armed strongholds that the characters must escape or penetrate (to rescue captives, for example). These may be located in castles or towers of post-holocaust construction, in caves, caverns, or old mine shafts, in walled towns or villages, or virtually anywhere the GM desires.

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SELECTING A VILLAIN

Once the GM has decided on a setting and planned the surrounding area in a general way, he should decide on a major villain.

The major villain is an important element of every adventure for he gives the PCs someone to strive against and to eventually overcome in the finale after having encountered and defeated several of his minions.

The villain should be intelligent, devious and even mysterious. He or it may be striving for the same goal as the PCs, treat the PCs as unfortu-

nate intruders, or may even be the PCs' goal.

Villains will always have minions who do their dirty work for them or act as guards. Sometimes, they may even use wild creatures' lairs as a line of defense to deter the curious. The GM should also decide what other types of creatures or special new mutants are present in the area.

DRAWING ENCOUNTER MAPS

Now the GM should sketch out maps of the primary encounter areas. He should note their defenses and obstacles in a map key. The most important map to draw before play begins is the encounter map for the adventure finale. This map should possess special terrain features that provide a spectacular and possibly awe-inspiring setting for the climax.

TYPES OF OBSTACLES

There are many types of obstacles that may need to be overcome to reach the PCs goal. This section provides some examples of the types of encounters that may be used to create an adventure. Not all of these are obstacles, some are included to add atmosphere to the adventure.

- 1) Guardians that repel intruders
- 2) Sensors that warn the villain
- 3) Automated defense systems, including mines, laser banks, and gas fields
- 4) Special newly designed mutants that inject an element of the unexpected into the adventure
- 5) Patrols and security forces—lead to battles that may be ambushes or organized defenses
- 6) Traps that may either snare PCs or cause damage
- 7) Dilemmas or puzzles that must be resolved to continue the adventure (how to climb a sheer cliff, how to cross a river of fire, how to open a door locked from the other side, etc.). The penalty for not properly solving a dilemma is often damage.
- 8) Negotiation and investigation—chances to gain clues and valuable information
- 9) Hazards—physical terrain dangers that must be passed
- 10) Searches for secret passages, keys, or IDs
- 11) Omens—clues to the adventure awaiting the PCs
- 12) Eerie and bizarre places. These need not challenge players, but rather create an alien feel: a plant with eyes that watch them, a swath of purple color that oozes across the ground, an area of tilted gravity, etc.
- 13) Rewards. The GM should never give out rewards and artifacts haphazardly. The PCs should have to overcome some challenge before they can gain the item, or else the item may prove faulty.

STOCKING THE AREA

Once the setting is mapped, it must be stocked. Stocking is the process of deciding what interesting or dangerous NPCs, equipment, fixed machinery, and hazards are present in an area and where they are located. The GM needs to first decide what NPCs (if any) have to be present in a setting because of the scenario he has chosen. For example, if the scenario is the rescue of a friend from a badder village, the GM must obviously make sure that there are a lot of badders present. Once he has determined who must be present, he may then use his own judgment to add other NPCs to the area or he may use the encounter tables to randomly select other creatures for this area.

Once he has selected the NPCs for a setting, the GM should decide what equipment is present. He needs to consult the equipment tables for this purpose in most cases. However, if common artifacts are desired, he may simply roll on the Loot Table whenever he needs to place an artifact in the area. When deciding what equipment is present, the GM should remember that very valuable or powerful items should not be common or easy to acquire. In general, such items should be found only

in the heart of installations that are difficult to penetrate or should be part of the equipment of powerful NPCs.

When all NPCs and equipment have been placed in the setting, the GM should fill in any other details of interest and establish the locations of areas of radiation or other hazards. He may also wish to adjust his maps so as to direct the players toward any interesting encounters or other situations he has devised (blocking a passage with rubble so that the characters must enter the room occupied by the three hoops, for example). Finally, he should locate any small items of fixed machinery present.

In some cases, the GM needs to create special encounter tables of his own to handle those situations in which the characters are wandering around a large installation or similar area for hours (or days) on end. In such cases, he should use the same format as for the encounter tables given in these rules, but should use only those types of NPCs that he has decided are present in the area.

SELECTING A PARTY

The GM sometimes finds that, because of a lack of players, a party does not have enough PCs to handle all of the dangers that he has built into his scenario. As a way of anticipating this problem, the GM should prepare several potentially friendly NPCs before the game and have them available for recruitment or hire at the PCs' base.

He may also want to preplace one or more such NPCs in the vicinity of the adventure so that their services can be made available to the PCs (via a random encounter) if the going gets too rough. GMs should use this technique with care since, taken to extremes, it can lead to the PCs being nothing but spear carriers for the GM's powerful NPCs.

For this reason, the NPCs who join a party should be weaker than the PCs, so the GM can use them as shields to help the PCs stay alive long enough to defeat their foe. If the GM does not wish to use NPCs to strengthen a party, an alternative is to dilute an adventure to give the players a chance. In such cases, the GM decides how many characters the party is short of and subtracts this number from the die roll when determining the number of NPCs appearing.

This is only a synopsis of the steps you need to follow. The real strength and excitement of an adventure comes from your own creativity.

Still if you have difficulty creating your own adventures, fear not. Future exciting, bizarre, and challenging adventures for the GAMMA WORLD® game are available from TSR at your local book, toy, or hobby store.

PART VI: CAMPAIGNS

This section shows how to create the background for your own world of adventure. Using this background, you can design and play a series of connected adventures in which characters share in a common goal and they may grow and advance. A series of linked adventure settings is called a *campaign*.

HOW TO CREATE A CAMPAIGN

A campaign background adds new dimensions to GAMMA WORLD® adventures. The players have a sense of purpose that links all their adventures and the world remains consistent and becomes familiar as the PCs explore it. The potentials for story development greatly increase in a campaign setting where rescued NPCs may later call on the characters to help them in another matter, and defeated villains may plot their revenge.

The steps for creating a campaign are as follows.

- 1) Select an area where most adventures will occur
- 2) Select a campaign goal for the players
- 3) Create major factions within the area with conflicting goals and motivations
- 4) Decide on the major needs of your campaign and make a list of the things you will need to develop
- 5) Draw a map of the area and write a map key for the location of major features

Selecting the Area

Post-holocaust America is shown on the Continent Map included in this game. However, only a few important features are detailed on the map. The first step in creating a campaign is to decide where on this map the action will take place and list the important details for that area.

Selecting the Campaign Goal

The goal for a campaign should be wide ranging and difficult to complete. This results in a continuing purpose for the PCs. A campaign goal may be prolonged by creating other factions who are trying to destroy or steal the PCs' accomplishments as fast as they adventure. Possible goals include the following:

- Trying to unite all the barbarian tribes into a peaceful coalition
- Exploring the unknown ruins of the world, searching for ancient sources of knowledge
 - Discover the creators of Tech V artifacts
 - Build a spaceship to escape the wilds and find the lost worlds of men
 - Quest for a special artifact of wondrous powers that has been lost and keeps changing hands as if of its own will
 - Build a working computer from scratch
 - Raise the Tech Level of the PCs' base to Tech IV
 - Defeat the tyrannical lord of the land and his horde of followers
 - Train and temper their skills in preparation for the ultimate trial of might that will take place in five years in a distant land
 - Tame the wilderness for 100 kilometers around the PCs' base

Deciding on the Major Factions

The major factions most often at the heart of conflict in the land are the Cryptic Alliances. However, other forces, including a supercomputer or a surviving Ancient, might be used. The conflicts between these forces and the PCs provide the backdrop over which the drama of the adventures is played.

Determining the Needs of Campaigns

Not everything needs to be detailed before a campaign setting can be used. As PCs adventure through an area, the GM develops additional

details and may later add these to his campaign key. Only major factors need to be detailed when beginning a campaign. These factors might include the following:

- Potential foes or competitors
- Potential allies and friends
- The PCs' base
- Lairs of major creatures that prowl the region
- Possible adventure locations
- Ancient roads and ruins of note
- Special transport systems available
- Specialized dangerous terrain and hazards of the area
- Trade routes
- Types of obstacles that the PCs will commonly encounter, including social pressures and laws, creatures, dangerous terrains, bandits and ambushers, etc.

Campaign Play Balance

The GM must be careful in setting up a campaign to keep a close eye on game balance. If the campaign area is too dangerous, the players may become frustrated as one PC after another is killed off. If it is too easy, the players may become bored from lack of challenge and danger.

The easiest way to balance the game is to limit the Tech Level of equipment available. Most characters should begin in Tech Level I bases located in wilderness areas. Initially, most of the PC's challenges should then come from fellow savages with Tech Level I (and limited amounts of Tech Level II) equipment. As the PCs gain experience (and Status), they will gravitate toward more civilized areas with Tech Level II bases. This change shows itself in the types of equipment they carry. It should be reflected in the equipment of the NPCs they face. Characters with Tech Level II equipment should encounter mostly NPCs with Tech Level II (and some Tech Level III) equipment. Eventually, experienced PCs will gravitate toward the few remaining cities or may join a Cryptic Alliance with access to Tech Level IV equipment. At this point, the PCs' equipment is again upgraded and they are finally ready to meet the tougher NPCs (especially those armed with lots of Tech Level IV and V equipment) on equal terms.

Another way to balance the game is to bring the players into contact with certain high-tech equipment early in the campaign in a nonhostile setting. Most high-tech equipment is carried by hostile NPCs who are prepared to use it on the PCs. In rare cases, the GM may want to let the players find some high-tech items early on so that they can use them to take on tougher opponents. If providing the characters with such technology makes them too powerful, the GM can later arrange for the items to break or otherwise become unavailable.

Other methods of providing fair challenges for low-Rank characters is to allow them to adventure in large groups to start and as they advance in rank, the group size should diminish.

The GM might use other plot devices, such as scary encounters that only cause a minimum of harm. Or providing the characters with a chance to escape an encounter until the average PC is Rank 5 or better. Finally, the GM could have the monsters attack the PCs' base, providing the characters with a chance to prove themselves in battle while there are other characters to be shot. The result of their heroic actions can swiftly increase their Status and improve their chances to borrow community equipment.

Gaining Information

While the characters should never know as much about the campaign setting as the GM, they should have a general knowledge of their surroundings and the possible threats in those surroundings (or they would never have lived long enough to go adventuring). Therefore, once the GM has constructed and balanced his campaign setting, he should decide what information the characters should start the game with and

what other information might be available. He should then draw a crude sketch map for them showing only what they can be expected to know and should spend the first session of any campaign introducing the players to the setting.

If the players want more information, they must investigate their area. Investigating may consist of anything from consulting tribal elders to reading journals in a ducal library. The success of investigations depends on the Tech Level of the base at which the investigation is done, the amount of time and money spent, the initiative and imagination of the players, and the obscurity of the information being investigated.

Whenever the players want to investigate something, they should tell the GM what they specifically want to know, and how much time and money they are spending to do the investigate. A minimum of one day and 25 gold pieces must be spent. And the more obscure the information sought, the longer a character must investigate and the more money that must be spent. These figures represent time and gold spent questioning travelers and buying them drinks, meals and gifts, bribing guards to gain entry to archives, and studying old books. The players must state exactly how they will perform the investigation when they begin.

The GM assigns a difficulty factor to the information being investigated. The GM then adds the base's Tech Level plus 10 to the character's Status level and uses that score as the ACT column to roll against the task's difficulty factor. A color result equal to or greater than the difficulty factor of the investigation means that the PCs have succeeded in finding the sought-for information.

The ACT column to roll on may be modified as follows:

- * Add one for each day spent investigating
- * Add the IN modifier of the smartest investigator
- * Add one for every 25 gold pieces spent to investigate
- * Add five if the investigation was done at a Tech Level III base
- * Add five if the GM thinks the characters have shown great initiative and intelligence in their investigation
- * Subtract five if the GM thinks the characters have overlooked obvious sources in their investigation
- * Subtract five if the investigation was done at a Tech Level II base
- * Subtract 10 if the investigation was done at a Tech Level I base

In addition to investigation, PCs may gain information about an area by hiring a guide or purchasing maps (which are more detailed than the sketch map initially shown to the players) or lexicons. Lexicons are multi-lingual dictionaries that enable characters to communicate with those whose languages are included in the lexicon. The average lexicon contains listings for 1d6 common languages (minimum of two) chosen by the GM.

PLAYER CHARACTERS AND SOCIETY

When playing a single adventure, a character's position in society is fairly unimportant, but in a campaign the position is crucial. This section discusses how characters fit into society.

Social Systems

There are scores of distinct social structures in postholocaust America. All can be grouped into several broad classifications.

1. **Tribal and Clan Societies:** Most societies are primitive in both technology and organization. They are generally made up of a group of tribes organized into a large clan. The tribes are usually run by a council of elders or by a chief. Cowardice and betrayal of one's people are considered the most serious criminal acts.

2. **Feudal Societies:** Most Tech Level II societies are feudal in nature. That is, they are peasant societies ruled by a nobility charged with the

protection of that segment of the society. The nobles, in turn, owe loyalty to nobles of higher rank. There may be a high degree of plotting among noble family members to usurp the power of the reigning noble, and banditry and class suppression may occur. Residents pledge loyalty to their lord in turn for his protection. Thievery and destruction of the noble's property are considered major crimes. In this society, a character can only rise in Status if his lord bestows it as a reward. Such societies are usually localized, including a dozen castles and villages within 20 kilometers of each other.

3. **City-States:** Some Tech Level III societies are organized into city-states. These may be ruled by a single tyrant or king, by an appointed council, or by an elected assembly. A citizen of a city-state must obey the dictates of the government in charge, but the support of the people or the military is needed for a government to remain in charge. In city-states, treason, murder, and terrorism are considered major crimes. A character's Status is often defined by how much money he has. However, the state may keep a character in a certain Status by reducing a character's wealth through taxes.

4. **Cryptic Alliances:** Societies of all levels of technology are often part of a Cryptic Alliance. Many small independent villages are bases for such organizations and most Cryptic Alliances are tightly organized and continent-wide.

All social characters (those who do not normally live alone) are members of a community in the game. Each character's stature in the postholocaust world depends in part on how well he lives up to the ideals of his community. Those who adhere to the community's ideals gain access to community property and, in some cases, to special knowledge. Those who consistently or severely violate community standards are cast out of their community (and often marked by branding with hot metal or chemicals).

The "Character Status" section gives details on Status. A PC's community is noted in the "Community" box on his Character File.

Economic Systems

The basic economic system of the postholocaust world is a primitive sort of free enterprise. There is no real world economy, but in most areas private property is recognized and trade is based on a mixture of barter and a dual monetary system (gold pieces and domars). Some communities practice tribal communism, where all property is considered property of the community and there is no individual property, and many Tech II cultures are feudal in nature (divided into classes, some of which are tied to the land). In some feudal communities and city-states, a system of credit or debts owed by the community are used as a form of currency. However, credit has less value the farther one travels from the community. In general, PCs come from (and operate in) an economic environment similar to the American West in the 1800s.

In this sort of environment, inflation is an ever-present danger. Any local increase in the money supply is almost immediately followed by an increase in prices for all goods. The GM should take this factor into account by increasing prices above the levels given for items on the equipment tables whenever a large supply of money enters an area. This is most often the result of PCs looting an Ancient bank or other financial institution for a large supply of domars. The amount of the price increase should be determined by the GM, but it should be roughly proportional to the amount of new money entering the local economy. Thus, if the PCs bring 5,000 domars into a small village economy (300 people and a money supply of 15,000 domars), the money supply would increase by roughly a third and prices would jump accordingly. As a rule, assume that Tech Level I areas have a money supply of about 50 domars (or 100 gold pieces) per person. This figure should be doubled for Tech Level II areas and quadrupled for Tech Level III areas.

CHARACTER STATUS

As characters have adventures, they gain experience and fame. These are expressed in the game as experience points (XPs), which may be spent to improve the characters' Ranks or ability scores. Experience points may also be used to improve a character's Status in his community.

Improving Status

All characters begin the game with a Status of 1. They may improve their Status by spending XP equal to 200 times their current Status level and then attempting a yellow difficulty roll on the ACT column corresponding to their Rank score. If the roll succeeds, the character gains one Status level. On a black result, he has made a social blunder and is treated as one Status level lower for a period of 1d6 weeks.

Besides using XP gained through normal adventures to try to improve one's status, there are actions that may award a character with special XP that can only be used to purchase a chance to increase one's Status.

1. **Acting as the Champion of the Community:** This happens if the character represents his community in a contest of honor or participates in a deed of renown. If the character succeeds, he may treat any XP gained from the task as worth twice its value for trying to gain a Status level. Even if he fails, the character gains a bonus of 4d10 XP.

2. **Giving Artifacts to the Community:** A character may turn over artifacts to the political or social organization of which he is a member. The character may then treat the XP value for these items as if double when trying to increase his Status level. Only functional, powered artifacts that have been figured out by the character may be turned in for Status points. An artifact requiring ammunition may be turned in only if the proper ammunition is turned in with it.

3. **Accomplishing a Mission:** If the GM assigns the party a mission for their community, they should be rewarded for accomplishing all or part of the mission. In general, the GM should treat all such awards as being worth double when trying to purchase a Status level.

4. **Special Awards:** The GM should reward personal sacrifice on the part of a PC, if it promotes the welfare of the community. The GM should award 20 XP times the degree of difficulty of the act for the purpose of raising one's Status. These XP may not be used to purchase any other type of advancement.

All awards are cumulative and should be announced at the end of each adventure. Exception: Awards for turning over artifacts are made when the artifact is actually turned over. All awards are recorded in the Status box of the Character File of the PC receiving the award.

Fluctuations in Status

Communities are fickle, and a character who is a hero one week may become an outcast the next due to some failure on the character's part or a change in the community's governing body. Events that might result in a loss of one Status level for a character include the following:

The former ruler is deposed, and a new ruler is appointed, or a new faction gains the majority control of the government.

The character becomes involved in a public scandal.

The character is publicly defeated as an insult to the community.

A successor steps in to replace the PC as the community's champion

The Effects of Status

Status has the following effects on play:

1) A character's Charisma is always modified by the addition of Status. Thus, a character with a Charisma of 12 and a Status of 4 would have a modified Charisma of 16. There is no limit to how high Charisma can be raised by Status.

2) A character's chance of finding a particular functioning item of equipment for sale at a given base are increased by one per Status level. Thus, a Status 2 PC trying to purchase a piece of Tech Level II equipment at a Tech Level I base would use a score of 14 (Tech Level plus 10 plus 2). A yellow or better result is needed to succeed. The chance of finding an item at a base is never increased by more than 20 as a result of Status.

3) The equipment a character can borrow equipment from his community is limited by his Status. In order to borrow equipment, he must be at one of that community's bases. Thus, a member of clan Cambol could only borrow equipment at a Cambol base. The value of the equipment borrowed at any one time may not exceed 100 times the character's Status in gold pieces. Any items that are depleted (drugs, grenades, etc.) or are lost or damaged by the character must be paid for before he can borrow any more equipment from his community. The equipment borrowed must be of the same (or lower) Tech Level as the base the character currently occupies. Thus only Tech Level I and II equipment can be borrowed from a Tech Level II base.

4) The score used to determine if PCs gain they are investigating is modified by the addition of the highest Status level among the PCs.

5) Characters of Status 3 or higher may elect to join a Cryptic Alliance. A character may try once per month per level above 3 to join a Cryptic Alliance. Thus, a Status 4 character could try twice to join a particular Cryptic Alliance in a given month.

For each such attempt, the GM first rolls 1d100 and consults the description for the particular Cryptic Alliance. The "Type" section of each Cryptic Alliance description includes a percentage chance for each character type that the Cryptic Alliance will accept as a member. If the percentile dice roll is less than or equal to that chance, the Cryptic Alliance deems the character a worthy candidate. However, the character must now roll against his current Rank, and only a green or better result indicates he has passed the alliance's membership tests. The GM may, if he wishes, create these tests as a small adventure rather than having the character make a Rank Check.

If a character fails he may try again if he has sufficient Status; otherwise he must wait one month (30 days) before trying again. A character may try to join only one Cryptic Alliance in a three-month period. Immediately upon joining a Cryptic Alliance, a character treats that Cryptic Alliance as the community of which he is a member. He may no longer consider his home base to be his community.

If he rolls a black result, he may never apply to join this Alliance again; some action of his has made him an unsuitable candidate.

Communities and Cryptic Alliances

In general, a character cannot change the community of which he is a member except by joining a Cryptic Alliance. In some isolated instances, the GM may wish to allow a character to join a new community if his own is destroyed, but this should be the exception, not the rule.

A character may only be a member of one community or Cryptic Alliance at a time. Once a character joins a Cryptic Alliance, he may not voluntarily switch to another one. He may be ejected from membership in the Cryptic Alliance (or from any other type of community or group) at the GM's discretion if he fails to live up to the ideals of the group.

Any character who is ejected from his community or Cryptic Alliance becomes a *wanderer* (an outcast, a character without a home base to support him). Wanderers are not able to borrow equipment since they have no community. They may not gain Status points for turning over artifacts. A character loses all benefits specific to membership in his Cryptic Alliance as soon as he becomes a wanderer.

Characters who are members of a Cryptic Alliance, clan, or other social grouping with more than one settlement or dwelling place may turn in artifacts, borrow equipment and seek free shelter (for one night per Rank) in any of the settlements of the group. They are not limited to using only the base where they live.

When modified Status points are received for beating or negotiating with NPCs, the Status point award to the PCs' party is calculated normally. Then the award actually given to the PC is modified. The modifications applying to a particular PC's Status never affect the number of Status points awarded to his companions.

Membership in a specific Cryptic Alliance carries the following benefits and penalties:

Archivists: Members may turn in artifacts for Status points even if the artifacts are not functional or powered or if they have yet to be figured out. Members receive double the usual number of Status points for turning in any kind of robot and receive one Status point per item for turning in any artifact.

Brotherhood of Thought: Members receive the same number of points for successfully negotiating with NPCs (e.g., avoiding conflict) that they would receive for beating the NPCs. In addition, for each character a member recruits into the organization, he receives 10 Status points times the recruit's Rank.

Followers of the Voice: Members modify their Charisma by twice their Status when interacting with borgs, think tanks, and cybernetic installations. They also add their Status to their die roll when trying to figure out an artifact.

Friends of Entropy: Members receive double Status points for beating NPCs and triple Status points for destroying robots. In general, Red Death bases consist of Tech Level II nomadic camps and only Tech Level I and II equipment may be borrowed at them.

Healers: Members receive no Status points for beating NPCs. However, they get one Status point for every 20 hit points recovered by a patient under their care. A Healer may simultaneously care for a number of individuals equal to his Status. Characters may be under the care of only one Healer per day. Whenever a character is under a Healer's care, he adds half the Healer's Rank to the chance of recovery from illness at the end of the day. In addition, characters under a Healer's care recover double the normal number of hit points that would be recovered by resting. Healers add their Status to their die roll when trying to figure out a medical artifact. They get double Status points for turning in medical artifacts.

Knights of Genetic Purity: Members gain double Status points for beating an NPC party containing one or more humanoids. They lose 20 Status points each time their party negotiates with an NPC party that includes one or more humanoids.

Radioactivists: Members receive 25 Status points for each radiation check they must make. They get 100 Status points for each nondefect mutation arising out of a radiation check and lose 100 Status points for each defect they gain from a radiation check. In addition, members receive five times the normal value for turning in a mutation bomb or genetic booster.

Restorationists: Members get double Status points for turning in artifacts or beating NPC parties that include members of the Friends of Entropy, Followers of the Voice, Archivists, Seekers, Zoopremicists, or The Created.

Seekers: Members get no Status points for turning in artifacts and lose 50 Status points from those they currently have each time they get an artifact as part of their share of the party's loot and do not destroy it. They get 10 Status points times the recruit's Rank for recruiting a character into their organization and get double the normal Status points for beating a party that includes one or more members of the Restorationists, Knights of Genetic Purity, The Iron Society, Zoopremicists, Followers of the Voice, Archivists, and The Created. In addition, they get triple Status points for destroying robots.

The Created: PCs cannot be members of this organization.

The Iron Society: Members get double Status points for beating parties which include one or more pure strain humans and lose 20 Status points from those they currently have each time their party negotiates with an NPC party containing one or more pure strain humans.

The Ranks of the Fit: Members get 20 Status points times the Rank of the recruit for each character they recruit into the organization. They get double Status points for each weapon artifact they turn in.

Zoopremicists: Members get double Status points for beating a party that includes one or more pure strain humans or humanoids. If an NPC party includes one or more members of The Ranks of the Fit, triple Status points are received. If both situations apply, triple Status points (only) are received.



PART VII: MUTATIONS

Player characters begin the game with some mutations and may gain more during play. There are four types of mutations: physical, mental, plant, and defects. All are listed in alphabetical order. Physical mutations affect a creature's body. Mental mutations affect the functions of the mind. Plant mutations are physical changes to the body of a plant. Defects are weaknesses or limits the creature suffers. When a creature gains a mutation, percentile dice are rolled and the result is first found on the Mutation Type table. Then roll the dice again and consult the appropriate Mutation table to find the exact nature of the mutation. Then find that mutation in the mutation descriptions and note the details on the PC's Character File.

Mutation Type

Humanoid	Animal	Plant	Type
01-15	01-15	01-15	Defect
16-45	16-50	16-20	Physical
46-80	51-75	21-45	Mental
81-85	76-85	46-85	Plant
86-89	86-89	86-89	Pick Type
90-92	90-92	90-92	Pick Defect
93-95	93-97	93	Pick Physical
96-98	98	94-95	Pick Mental
99	99	96-99	Pick Plant
00	00	00	Pick Mutation

When instructed to pick from a certain type of mutation, the player may pick any one of those mutations.

In some cases a character may gain mutations with conflicting results. The GM must decide how to resolve any conflicts, or may instruct the player to roll again for a different mutation. No player character should start the game with more than one defect. If the same mutation is rolled more than once, roll again for a different one.

Mutation Descriptions

The entry that follows each mutation describes the way it works. Each mutation is divided into the following categories.

Name: Beside the name is a listing of whether the mutation requires conscious (C) or subconscious (S) effort to operate. Conscious mutations may only take effect when the character concentrates on their use. When concentrating, the mutant can do nothing else that turn unless he has other mutations that allow for multiple actions. Subconscious mutations work automatically regardless of concentration. Mutants cannot turn off a subconscious mutation.

Defects are always subconscious mutations. Their effects are presented in detail to tell the character when the defect comes into play.

Range: This is the base distance, given in meters, out to which the mutation is effective.

Touch: The mutant must touch the target for the mutation to take effect.

Body: The mutation takes effect only within the body of the mutant.

Variable: This usually indicates an area-effect mutation where all the beings in that area are affected and varies with the circumstances.

Duration: This is the length of the time that the mutation remains effective.

For duration, a base number and a notation of the increment of time is listed. This base score is to be multiplied by the result factor of a roll on the ACT. Or, if no base duration is noted, check the Ability Check result on the Duration Table, if the check fails.

Constant: The mutation takes effect instantly or is always in effect.

Permanent: Once the mutation takes effect, it never goes away.

Number: This is the number of beings who may be affected by the mutation.

Self: Only the mutant is affected.

Variable: This usually deals with an area-effect mutation where all the beings in that area are affected and varies with the circumstances.

#: This is the number of characters who may be influenced.

Modified By: This notes the ability score that determines any modifier to the mutation.

Use: This is how often the mutation can be used during a given time period.

Damage Base: This is the base damage an offensive mutation causes. This number is multiplied by the result factor of the attack.

Effects: These are the specific effects of the mutation. Unless stated otherwise, an ACT roll to determine effects must be made each time the mutation is used.

Saves: This states whether a victim of a mutation attack may make an Ability Check to avoid or reduce the effect. The ability to be used is listed by standard abbreviation. If two abilities are listed, the victim may use whichever is higher.

The references to column shifts, result factor adjustments, and result shifts refer to using the Action Table as explained in Part II, "Creating Characters."

Mutations and Artificial Intelligences: The physical and plant mutations that inflict damage also cause damage to robots and other artificial intelligences (taking into consideration Armor Class and the like). Most mental mutations, on the other hand, have unpredictable effects on androids, robots and computers. There is only a 50% chance that a mental attack will affect an artificial creature. Also, every successful mental attack against an artificial intelligence is treated as one result factor less. The following mental mutations do not work on artificial intelligences: death field generation, devolution, empathy, gamma eye, life leech, mental control, stunning force, and symbiotic attachment.

CREATING MUTATIONS: The GM is free to create any new mutations he wishes. When doing so, however, the GM must consider the effect these new mutations will have on the balance of the game. Several factors should be kept in mind when mutations are created.

1) If the new mutation does not serve a useful purpose or fill some neglected niche in your campaign, do not add it.

2) If it causes a lot of damage, some restriction or penalty should also occur. Examples include: may only use once a day; causes base damage to user; treat extra damage as a special effect; victim may roll an Ability Check to avoid.

3) There should be a counter force able to negate or resist the new mutation. For example, life leech is negated by anti-life leech.

4) Figure out the maximum and minimum limits to the power of the mutation and how it will react to other mutations. If it is too tough or too weak, change it.

Mutation Scores

Each mutation possessed has an individual score. This score is determined when the mutation is first acquired by rolling 2d6 and adding the character's PS or MS modifier, depending on whether it is a physical or mental mutation.

This score is used whenever the character tries to perform any uncertain action or attack with the mutation. If the mutation can be used to attack, its **base damage** score is equal to 1/2x the score, rounding fractions up.

Mutation scores may be increased by spending XP to raise each one point at a time.

An entry for a *new mutation* has been placed on each chart for insertion of a GM's own created mutations.

PHYSICAL MUTATIONS

Humanoid	Animal	Mutation
01-05	01-05	Roll on Defect Chart
06-08	06-07	Anti-Life Leech
09-11	08	Body Control
12	09-10	Carapace
13	11-12	Chameleon Powers
14	13	Density Control (self)
15	14	Displacement
16-17	15	Dual Brain
18	16	Duality
19-20	17-18	Electrical Generation
21-22	19-21	Energy Absorption
23	22	Energy Metamorphosis
24	23-24	Gas Generation
25	25-26	Gills
26-28	27	Hands of Power
29-30	28-29	Hear Generation
31-32	30-32	Heightened Balance
33-35	33	Heightened Physical Ability
36-38	34	Heightened Precision
39-40	35-36	Heightened Senses
41-42	37-39	Heightened Speed
43	40-41	Horns or Antlers
44-48	42-50	Immunity
49-50	51-52	Infravision
51	53-54	Invisibility
52	55	Kinetic Negation
53	56	Light Generation
54-55	57-58	Mane or Bristles
56	59	Metamorphosis
57-58	60-62	Modified Body Parts
59-60	62-63	Multiple Body Parts
61-63	64	New Body Parts
64-65	65-66	Poison Generation
66	67-68	Photosynthetic Skin
67	69	Physical Reflection
68-69	70-71	Quills or Spines
70	72-73	Radar/Sonar
71	74	Radiation Eyes
72-73	75-76	Regeneration
74	77	Shapechange
75-77	78	Shorter
78-79	79-80	Skeletal Enhancement
80	81	Sonic Blast
81	82-83	Sound Imitation
82-83	84-85	Taller
84	86	Total Healing
85-86	87-88	Ultravision
87-89	89	Wings or Gas Bag
90	90	New Mutation
91-96	91-96	Pick any One Mutation
97-00	97-00	Pick any Two Mutations

Anti-Life Leech (C)

Range: Body Duration: Constant Number: Var
 Modifier: CN Use: Constant Effect: Special

Description: The mutant is resistant to the effects of Life Leech. Whenever he is attacked by Life Leech, he may roll this mutation score. If this roll is successful, he does not lose any points, but instead the Life Leech attacker loses a base damage of 6 points times the result factor of the counter attack roll. If a Red result, the attacker must make an MS Save and check the

results on the Slam Chart. If the result is White, the defender is only drained 3 points. This mutant gains any hit points drained from the attacker, and may absorb up to 100 hit points in one day.

Save: Attacker may only make a CN roll if the counter attack would slay him, and retains one hit point per result factor.

Body Change (S)

Range: Body Duration: Constant Number: Self
 Modifier: None Use: Constant Effect: None

Description: This mutation is not found on the table. It is given to provide the GM with guidelines for altering the appearance of a mutated animal. Most mutated creatures will exhibit a physical alteration which marks them as changed. These body changes do not typically confer any special abilities unless the GM wants to assign some power to them. Further, a body change does not need to possess a score. Typical body changes may include the following, as well as others. The GM may roll 1d100/4 to randomly determine the change or choose.

- | | | |
|-------------------|------------------------|------------------|
| 1 Skin Color | 10 Enlarged Legs | 19 Forked Tongue |
| 2 Hide Texture | 11 Enlarged Arms | 20 Crest |
| 3 Skin Sheds | 12 Enlarged Chest | 21 Clump of Hair |
| 4 Hair Color | 13 Enlarged Hands/Feet | 22 Bony Ridge |
| 5 Eye Color | 14 Enlarged Spine | 23 Bony Brow |
| 6 Feathers/Scales | 15 Enlarged Eyes | 24 Tail |
| 7 Tentacle Limbs | 16 Enlarged Ears | 25 Trunk |
| 8 Skin webbing | 17 Fangs or Tusks | |
| 9 Antennae | 18 Different Feet | |

Body Control (C)

Range: Body Duration: 3d6 minutes Number: Self
 Modifier: MS Use: Once each 8 hrs Effect: Special

Description: The mutant may temporarily increase one body function of his choice. He must make a mutation roll, and if he succeeds, he raises one function either by 1 point per result factor or increasing effect of that action by +1RF per result factor. The mutant suffers a loss of 4 hit points per result factor of this roll due to the strain. If the result is White, he loses 2 hit points. If it is Black, this mutation is Sprained, see the special effect.

Sight: The mutant can see one range factor further per result factor. He can see his base range in the dark, in fog or in water and can gauge radiation intensity levels.

Hearing: The mutant can hear one range factor farther per result factor, and can not be surprised by things within this range. He also suffers double damage from sonic attacks.

Touch: The mutant gains an intuitive understanding of the structure of most things being touched (one Tech level per factor). In combat, he treat each result as if one result better. He also adds +5 when examining artifacts.

Smell: The mutant can distinguish faint smells. Identifying their source and adding 1 per result factor, to his Tracking talent rank; if he does not possess tracking, he performs at a rank equal to this bonus. He can also detect poison.

Endurance: The mutant may increase the number of turns he may endure a hardship by +1 per result factor. He may also add this bonus to his CN score for any Saves necessary.

Speed: The mutant may increase his speed by one tenth of his base speed per result factor. He may also parry and attack in the same turn without dividing his attack rank.

Strength: The mutant may increase his PS score by 1 per result factor.

Reflexes: The mutant may increase his DX score by 1 per result factor.

Force: The mutant may increase the hardness of his flesh to improve his AC by 1 per result factor, plus adds +1 per bonus to his brawling base damage.

Awareness: The mutant may add 1 per result factor to his IN score when attempting any Awareness/Observation action.

Save: At the end of the duration, the mutant must make a second mutation roll modified by CN. If he fails he must make a CN roll and find the result on the System Shock Chart.

Carapace (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Armor

Description: The mutant gains a chitinous carapace that gives him natural armor. Roll d100: 01-75 = Partial Carapace; 76-00 = Full Carapace. Each has a natural AC value as noted below. A character with a carapace may not wear other suit armor, unless he is an insect. He may wear energy fields.

Partial Carapace: AC 3(-15) Total Carapace: AC 6(-30)

The mutant may concentrate on his carapace, and pull it tight by making a mutation roll. His AC improves by 1 per result factor of that roll, and the damage reduction increases by -5 per. He may perform no other action while so concentrating.

Save: None

Chameleon Powers (C)

Range: Body Duration: Constant Number: Self
Modifier: MS Use: Constant Effect: Hides

Description: The mutant has the ability to alter his color and the color of his garb to blend in with his surroundings. Each time he uses the mutation, he must make a mutation roll. The color of the result indicates the difficulty factor for someone spotting him. If the mutant remains motionless he gains a +1 result shift. This mutant gains a -1CS when others are attacking him with missile weapons. He can not be tracked by smell.

Save: To see him, a creature must make an IN save minus this mutation's modifier at the difficulty color established.

Density Control (Self) (C)

Range: Body Duration: 60 Minutes Number: Self
Modifier: CN Use: Once per 16 hrs Effect: Special

Description: The mutant has the ability to increase and decrease his size by altering the density of his body. The mutant may increase his size by stages of +50% of his original size, and he may decrease his size by increments of 1/2 his current size or 1/2, 1/4, 1/8, 1/16 and 1/32. The chance of success is equal to one Difficulty factor per increment, starting with Blue. Thus for the mutant to increase his size by +150% or reduce his size to 1/8th normal would require be a Yellow Difficulty level.

This size change is the result of the mutant decreasing his density to grow, and increasing his density to shrink. Changing one's density affects the being's movement rate, AC, Attack Rank and the base damage caused in Melee and Unarmed Combat.

Growth: For every +50% increase the being's speed increases by +1/2. His AC decreases by 1(-5). His Attack Rank increases by +1CS and his base damage is decreased by 2 points.

Shrink: For every 1/2 increment of decrease, the being's speed is x1/2. His AC increases by 1(-5). His Attack Rank decreases by -1CS, while his base damage increases by 1 point. However, a decreased character must use smaller melee weapons. Small versions of normal weap-

ons, unless energized, cause half the normal base damage.

Displacement (S & C)

Range: 10 meters Duration: Constant Number: Self
Modifier: DX Use: 1/hour per score Effect: Short Teleport

Description: The mutant has the power to avoid danger by automatically teleporting away when first encountering a hazard or suffering damage at start of an encounter. The distance teleported is equal to 10 meters times the result factor +1RF. The GM decides where the being teleports to. If there is no safe place to teleport to, this automatic response will not work.

The mutant may also intentionally try to teleport away, but the distance teleported equals 5 meters times the result factor of the roll. A Black result means the character is Stunned for a turn. Displacement is treated as one action for purposes of combat.

Dual Brain (S)

Range: Body Duration: Constant Number: Self
Modifier: MS Use: Constant Effect: Two Actions

Description: The mutant's brain has divided into two distinct segments. He gains an additional 1d6/3 mental mutations and adds +2 to his roll when examining artifacts. He may make two mental attacks or one mental and one physical action at the same time. Whenever this character is mentally attacked, he may make a Mutation Save gaining +1 result shift to his roll, to avoid the effects of the attack. If already permitted a MS Save, he adds his mutation score to his MS before rolling.

Duality (S)

Range: Body Duration: Constant Number: Self
Modifier: DX Use: Constant Effect: Two Actions

Description: The mutant has heightened reflexes and may perform two different physical actions in one turn. Whenever this character is physically attacked in melee or unarmed combat he may make a Dodge attempt adding his Mutation score to his DX. For all actions modified by Dexterity, treat the modifier as double. He may also use this mutation to gain a second roll when checking for Surprise.

Electrical Generation (C or S)

Range: Touch Duration: Constant Number: Var
Modifier: DX Use: 1 per minute Effect: (Critical)

Description: The mutant has the power to generate an electrical shock once every minute. The mutation score is used to when attacking with this mutation. The base damage caused equals 1/2x the score. This attack may be made against several creatures at once so long as they are all touching the mutant or one another. See types of damage for Electrical.

Energy Absorption (C)

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: Damage Reduced

Description: The mutant has the power to negate damage from each energy attack that strikes him. He must make a Mutation save and negates 3 points of damage times the result factor. This mutant is not affected by Paralysis.

Energy Metamorphosis (C)

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: Healing

Description: The mutant has the power to transform power from some form of energy attack to cure damage. If this mutant also possesses Energy Absorption, this mutation may be used to transform electrical, light, heat, microwaves and radiation attacks into healing. If he does not, he may only affect one of these types of energy, GM choice.

The being must make a Mutation roll whenever attacked by that type of energy. If the roll gains any Spectrum result, instead of suffering damage, the being is cured a number of hit points equal to the base damage score of the attack times the result factor rolled. If the result is a failure, the creature suffers damage, but may reduce the total damage suffered from that form of attack in one turn, by subtracting the mutation score.

If the energy absorbed exceeds that needed to cure the being, he may attack another creature that turn by making a mutation roll and causing the same base damage as the original attack. The base range of this attack is 2 meters.

Gas Generation (C)

Range: 10 meters Duration: 3 turns Number: Var
Modifier: None Use: 1 per hour Effect: Special

Description: The mutant has the ability to generate and spray one type of gas. The mutation score is the Intensity of the gas, and the area of effect equals 2 meters per result factor of the attack. The base damage caused and the base duration in minutes of any effect is 1/2x the Intensity score. All creatures within the area of effect may make a CN Save to avoid the special effects of the gas. Possible types of gas include:

1. **Foul Odor:** Victims suffer -1CS on Attacks.
2. **Paralysis:** Victims may be paralyzed.
3. **Blinding:** Victims may be blinded.
4. **Sensitivity:** Victims become vulnerable as the defect, to one element as previously defined by GM.
5. **Poison:** Victims may suffer Progressive Damage.
6. **Double Vision:** Victim's of gas see double and will miss on any Attack Roll that is an odd number.

Gills (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Breathe Water

Description: The mutant has developed a set of gills as well as normal lungs. He may breathe water. Any CN rolls involving poison gas, or while the character is underwater, use this score instead of CN.

Hands of Power (C)

Range: 3 meters Duration: 1 turn Number: One
Modifier: CN Use: 1 per hour Effect: Special

Description: The mutant has the power to emit special energies from his hands through conscious molecular agitation. He is immune to the energies he emits, but not to the other attacks using similar energies. He may select the effect he wants to generate from the four listed below. To attack he must roll his Mutation score; his base damage equals 1/2x his score.

1. **Electrical Hands:** Emits bolts of lightning.
2. **Flaming Hands:** Emits a jet of fire, causing double damage to anything that is flammable.
3. **Defoliant:** Emits sonic waves that destroy plants.

4. **Gamma Hands:** Emits invisible waves of radiation.

Heat Generation (C)

Range: Touch Duration: Constant Number: Var
Modifier: DX Use: 1/3 turns Effect: Heat

Description: The mutant has the power to generate extreme heat with his hands or leaves. This heat may be used to attack others by making a Mutation roll; base damage equals 1/2x score. This character only suffers half damage from other heat attacks after the damage reduction due to defenses is subtracted.

Heightened Balance (S)

Range: Body Duration: Constant Number: Self
Modifier: DX Use: Constant Effect: Balance

Description: The mutant has a strong sense of balance and can walk wires, slippery surfaces and maintain his feet when making long leaps. This score is added to the being's DX score when checking for balance actions. Further, he may subtract this score from the Intensity score of buffeting attacks.

Heightened Physical Abilities (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: This mutant has heightened capabilities in one of the three physical abilities.

1. **Strength:** The mutant may add this score to his PS score when lifting, pushing or crushing something. He also gains +2 to his base damage score when using melee weapons and unarmed combat requiring strength.

2. **Dexterity:** The mutant may add this mutation score to his DX score when climbing and performing other acts of nimbleness. He also gains a -2CS bonus on all melee and unarmed combat attacks against him.

3. **Constitution:** The mutant's gains additional hit points equal to 2x his CN score. Further, when saving vs Poison or Radiation effects, this score may be added to the being's CN score.

Heightened Precision (C)

Range: Sight Duration: Constant Number: Self
Modifier: IN Use: Constant Effect: Special

Description: The mutant has improved observation skills and treats all ranges as one range closer. He gains +1RF on any Spectrum color on an attack. In addition, he may determine an item's weakness by studying it for several minutes and making a mutation roll. It takes 10 minutes per result factor gained to succeed in the study. Then on any successful attack against the item, that item must make an Ability Save at the Difficulty level of this mutation roll or suffer a Critical result.

Heightened Senses (C)

Range: Variable Duration: Constant Number: Self
Modifier: IN Use: Constant Effect: Special

Description: The mutant possesses one superior sense. By concentrating on its use, the character may improve his range by one factor per result factor of a Mutation roll. However using this sense may make him more vulnerable to certain types of attacks. He also gains a +1 to his roll when examining an item, per result factor of his Mutation roll.

Hearing: Suffers double damage from sonic attacks while using this

mutation. He also must save vs each of these attacks or be deafened for 2d10 minutes.

Sight: Suffers double damage from light attacks and must make a Mutation save or be blinded for 1d10 minutes.

Smell: Affected by odor attacks at twice their normal range and must use this score instead of his CN when rolling to avoid special effects of gases.

Taste: Can identify items by taste if ever tasted before. Must use this score when rolling to save vs the special effects of poison present in food.

Touch: Suffers from Pain when has lost only 25% of all hit points.

Heightened Speed (C)

Range: Body Duration: 1 hour/4 Number: Self
Modifier: CN Use: Constant Effect: Faster

Description: The mutant can move at twice his normal fast speed for up to one hour, but then must rest for one hour or suffer from fatigue. This mutant maintains a higher level of awareness while moving at faster speeds and treats each rate of speed as the next lower one.

During combat, this being may attempt to move more than half his movement rate (up to twice his rate) and still gain another action the same turn. He must make a Mutation roll to gain a second action on any Spectrum result.

Horns or Antlers (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Attack

Description: The mutant has grown an extra set of horns or antlers and may use these as a physical attack inflicting a base damage equal to 1/2x the Mutation score. When making an attack with these horns, the mutant must use his Mutation score instead of his rank.

Immunity (S)

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: No damage

Description: The mutant has become immune to certain Intensities of a specific type of energy attack. Any Intensities less than his mutation score will cause no damage to the character. Those equal to or greater than his score he may add his mutation score to his CN when saving to avoid the special effects of the energy. Things that a creature might be immune to include:

Light	Drugs	Paralysis	Electricity
Heat	Poison	Control	Microwaves
Cold	Disease	Suffocation	Sonics
Corrosives	Biogenetics	Mental Attacks	Radiation

Infravision (S)

Range: 10 meters Duration: Constant Number: Self
Modifier: IN Use: Constant Effect: See Heat

Description: The mutant has the power to see any heat-producing source, regardless of normal visibility conditions. Instead of making an IN roll to identify the item, he must make a Mutation roll. Intense blasts of heat at close range (lasers, explosions, fires, etc.) require the character to make a Mutation Save vs the attack or be blinded for 1d6 minutes.

Invisibility (C)

Range: Body Duration: Special Number: Self
Modifier: MS Use: 1 per 10 minutes Effect: Invisible

Description: The mutant's body possesses cells that may be altered through concentration, so that light passes right through them making the character transparent and potentially invisible. An invisible creature also masks its heat source and while invisible may make a Mutation Save vs the sensing roll of the creature looking for them. When a creature wants to become invisible, he must concentrate, and a Mutation roll is made. The result of that roll defines the degree of difficulty that exists when trying to detect the creature. Turning invisible inflicts 5 points of damage on the creature. He may try to change the degree of invisibility by rolling again.

Kinetic Negation (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: The mutant possesses resilient cells that can adapt to physical impact. He must make a Mutation Save and negates 3 points of damage times the result factor. This mutant is not affected by Slams.

Light Generation (C)

Range: 15 meters Duration: 1 turn Number: Var
Modifier: None Use: 1 per hour Effect: Blind

Description: The mutant can generate an intense flash of searing light that causes base damage equal to 1/4x the Mutation score. In addition, all victims within range must make an IN Save vs the attack or be blinded for 6 turns. At greater ranges than short the Save may be made at 1RF less per additional range.

Mane or Bristles (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: The mutant has a thick mane or bristly hair that provides a natural AC value of 1(-5). This value is only available when not wearing other armor. These bristles may also function as a Heightened Sense: Touch.

Metamorphosis (C)

Range: Touch Duration: Variable Number: Self
Modifier: CN Use: 1 per hour Effect: Change

Description: The mutant has the power to transform his body to match that of any creature he touches. This transformation is instantaneous. The mutant gains any mutations possessed by the form he is copying while in that form, but he retains all of his original Rank and hit point scores ability scores of the form he is copying. But he retains his own and loses his own natural powers.

To transform, the mutant must touch the creature he is copying and make a Mutation score. The chance of success is dependent on how different the creature is from the character's original form, based on size, form, and powers. The GM assigns a difficulty rating. If successful, the being metamorphoses into the new form. He may retain this form as long as he desires.

In addition to this shapechanging power, the being can copy energy, but only while in his own form. He must make a Mutation Save vs the attack and if successful, he suffers no damage and may fire a similar energy blast at another target on the next turn using his Mutation score as

Physical Mutations

his Attack Rank.

This mutation can not copy inorganic or partially organic beings.

Modified Body Parts (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: The mutant possesses an altered body part that gives him a new power. The player may invent this change but must consult with the GM to make sure it is allowable. The game effect of this mutation will either add the Mutation score to an existing ability, replace the use of the score in certain situations or be required to determine the chance of success when using the new ability. Some examples are given:

Changed Appendix: Provides Immunity to most poisons.

Changed Flesh: Repels a single form of energy.

Changed Nerves: Faster reflexes or heightened sense.

Patagia: Glider membranes.

Pineal Eye: Allows being to see through other creatures' eyes.

Large Legs: Doubles leaping distances.

Multiple Body Parts (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: The mutant possesses 1d6 additional appendages or organ of some type. The ability to use these additional parts is the Mutation score. This may not affect the brain. If this mutation is multiple limbs, the character may gain the ability to make additional melee and unarmed combat attacks. Some possibilities include:

Multiple Eyes/Ears	Multiple Arms/Legs
Multiple Fingers	Multiple Hearts
Multiple Teeth	Multiple Lungs

New Body Parts (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: The mutant possesses some body part not typically found in his species. To use this mutation to perform uncertain actions requires a Mutation roll. This item may be chosen by the player, but should be confirmed by the GM. Some possibilities include:

Wings	Tentacles	Tail
Antennae		
Extra Eye	Different Head	Fur/Scales
Faceted Eye		
Trunk	Claws	Mantle
Light Organ		

Photosynthetic Skin (S)

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: Food Reduction

Description: The mutant has skin that produces nutrients that serve the creature's need with 1/4th the normal food and water consumption and sunlight. He heals at twice the normal rate and may make a Mutation roll to attempt to recover from a crippling injury, or a disease. He may even regenerate limbs by tripling his food intake and making an Orange difficulty roll. However, he suffers a penalty of +5 points to the base damage of a cold or heat attack.

Physical Reflection (S)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Special

Description: This mutant's skin reflects even the most intense forms of a particular energy type away in a random direction (GM decides direction). He suffers no damage from this type of attack. The reflected energy attacks using this Mutation's score. Possible categories of energy include:

Heat	Laser
Radiation	
Cold	Electrical
Sonic	

Poison Generation (S & C)

Range: Touch Duration: Constant Number: One
Modifier: None Use: 1 per turn Effect: (Critical)

Description: The mutant can generate a special poison which it may deliver using one of its natural attack methods. The Intensity of the poison equals the Mutation score, and the base damage is 1/2x the score. A Red result is always a Critical injury. The special effect of the poison include one of these.

1. Drugged
2. Sickens
3. Progressive Damage
4. Paralysis
5. Knockout
6. Delusion

Quills or Spines (C)

Range: 5 meters Duration: Constant Number: Self
Modifier: DX Use: Constant Effect: Missiles

Description: The mutant has quills all over his body, or spines have grown along his back and tail, if any. There are a total of 1d100 quills or spines and these may be flung at a target, up to four a turn. The Mutation score is used as their Attack Rank. Quills and Spines cause a base damage equal to 1/4x the score. If a creature makes an unarmed attack against this creature he is automatically attacked four times at +1RE. Spent quills and spines will grow back in two weeks.

Radar/Sonar (C)

Range: 15 meters Duration: Constant Number: Self
Modifier: IN Use: Constant Effect: New Sense

Description: The mutant has either enlarged ears or antennae that allow him to see by using sound waves. When using this mutation to identify an item, make a Mutation roll instead of an IN roll. Loud noises, myriad moving objects and much metal may interfere with this mutation, making it more difficult to identify items and their movement. Radar can see invisible creatures.

This mutation also gives the mutant a +1CS in melee combat.

Radiation Eyes (C)

Range: 15 meters Duration: Constant Number: One
Modifier: PS Use: 1 per hour Effect: Radiation

Description: The mutant can emit a blast of radiation from his eyes equal in Intensity to the Mutation score.

Regeneration (C)

Range: Body Duration: Constant Number: Self
Modifier: CN Use: 5 per day Effect: Healing

Description: The mutant has the power to regenerate a number of hit points equal to this mutation's score twice a day. Instead of regenerating hit points, this ability may be used to attempt to cure a personal crippling injury, disease or poisoning by making a Mutation roll at a Difficulty level assigned by the GM. When a character uses this mutation he must consume twice the standard rations and water for that day or suffer Exhaustion.

Shapechange (C)

Range: Body **Duration:** 1 hour **Number:** Self
Modifier: PS **Use:** 1 per day **Effect:** Shapechange

Description: The mutant can assume the shape of any mammal, insect or reptile that he has seen. The chance of success is determined by the GM based on how different the size and shape is from the being's original form. This change allows the being to use any of the natural physical abilities of the assumed form, such as wings to fly; but does not duplicate mutations or internal abilities, such as poison. It takes one turn to transform. None of the being's gear or clothing will transform with him. While changed, a creature retains his own Attack Rank and hit points, and his physical scores. The GM will have to decide if he retains any of his physical mutations while transformed. The mutant may use all of his mental mutations.

If a character wants to change back to normal form before the end of the duration, he must make a Mutation roll. If he fails he is stuck in the shape the rest of the duration.

Shorter (S)

Range: Body **Duration:** Constant **Number:** Self
Modifier: DX **Use:** Constant **Effect:** Smaller

Description: The mutant is smaller than normal for his species. Divide the species' normal height by 10 and roll 1d6. The being is that many units smaller than normal. This change causes attackers to treat the creature as if the next smaller size category. Treat this as double the combat modifier for tiny creatures. The mutant uses this score instead of his DX score when dodging and hiding. He adds this score to his DX when trying to squeeze through a space. Subtract this score from the being's PS when determining leaping distance. This mutant suffers from Increased Metabolism.

Skeletal Enhancement (S)

Range: Body **Duration:** Constant **Number:** Self
Modifier: PS **Use:** Constant **Effect:** -1 RF

Description: The mutant's skeleton is reinforced and he takes less damage (-1RF) from all melee and unarmed combat attacks doing crushing and bashing damage. He also gains -1RF vs crashes, crushing weights and falls. This score is added to the being's CN when resisting Slams and Crushing Attacks. Due to the hardy nature of this creature, he heals 5 points naturally per day, instead of 3.

Sonic Blast (C)

Range: 20 meters **Duration:** Constant **Number:** Var
Modifier: CN **Use:** Constant **Effect:** Sonic At

Description: The mutant can generate high frequency sound waves that cause damage to exposed tissue. Use this Mutation score for the Attack Rank; it causes a base damage equal to 1/2x the score. Non-organic targets gain a -1RF to the damage they suffer.

Sound Imitation (C)

Range: Mutation **Duration:** Constant **Number:** Var
Modifier: CH **Use:** Constant **Effect:** Special

Description: The mutant can attempt to imitate any sound. The GM must assign a difficulty level to the sound being imitated, and then a Mutation roll must be made to determine success. The base range of this sound is a number of meters equal to the Mutation score. Even a Sonic attack may be imitated, but he suffers a -1RF result and the base damage is limited to 1/2 the ability score. He can only duplicate a sound he has heard in the last 24 hours. This mutant is immune to sonic attacks. He has an excellent memory and may recall exactly anything he has ever heard by making a Mutation roll.

Taller (S)

Range: Body **Duration:** Constant **Number:** Self
Modifier: PS **Use:** Constant **Effect:** Larger

Description: The mutant is taller than normal for his species. Divide the standard height by 2. Roll 1d6 times this measure and this is how much taller the creature is. This results in the creature being treated as the next larger size category. A huge creature is double the combat size modifier. Taller mutants gain +1RF to their melee and unarmed PS combat Spectrum results. Add this score to the creature's PS when determining how far he can leap, and to the being's CN when resisting Slams and Knockdowns. Subtract this score from the creature's DX when trying to squeeze through a space. This creature requires twice the normal ration and water daily needs.

Total Healing (C)

Range: Body **Duration:** Constant **Number:** Self
Modifier: CN **Use:** 2 per day **Effect:** Heals

Description: The mutant can accelerate his healing process to heal himself in one turn. He must make a Mutation roll, but gains a +1RF. He heals 20% of his losses per result factor. On any result but a Red, he is then Stunned for one turn. This mutation may also be used to try to heal crippling injuries, disease and poison, by rolling against the Difficulty factor of that injury as assigned by the GM. The mutant gains +1 result shift. He must consume twice the normal rations and water needs for each day that he uses this mutation to heal.

Ultravision (S)

Range: 20 meters **Duration:** Constant **Number:** Self
Modifier: IN **Use:** Constant **Effect:** Dark Vision

Description: The mutant has the power to see into the ultraviolet spectrum, which allows him to see in the dark, and to see Radiation and identify its Intensity. The Mutation score is used to identify an item when using this sense, rather than IN. Large emissions of radiation, solar flares and cold will interfere with this sense. With this mutation, a being can detect the amount of energy remaining within an energy cell.

Wings or Gas Bags (S)

Range: Body **Duration:** Constant **Number:** Self
Modifier: DX **Use:** Constant **Effect:** Flight

Description: The mutant has working wings or bags that may be inflated with a naturally produced hot gas that allows the being to fly at a rate of 120. When maneuvering while flying, the Mutation score is used instead of DX. Gas bags are most common in reptiles and allow the mutant to ride the wind currents.

The mutant can carry twice his weight while flying.

MENTAL MUTATIONS

Humanoid	Animal	Plant	Mutation
01-05	01-05	01-05	Roll on the Defects Chart
06	06	06	Absorption
07-08	07-08	—	Beguiling
09	09	07	Confusion
10	10	—	Death Field Generation
11	11	08	Density Control (others)
12	12	09	Devolution
13	13-15	10-11	Directional Sense
14	16-17	12-14	Empathy
15-16	18-19	15-16	Fear Generation
17	20	17	Force Field Generation
18-19	21	18	Gamma Eye
20-22	22	19	Genius Capability
23-24	23-25	20	Heightened Brain Talent
25	26	21-23	Heightened Intelligence
26	27	24-27	Illusion Generation
27-28	28-30	28-29	Intuition
29-30	31-32	30	Levitation
31-35	33-35	—	Life Leech
36	36	32-34	Light Manipulation
37	37	35	Magnetic Control
38	38	36-38	Mass Mind
39-40	39-40	39-40	Mental Blast
41-42	41-42	40-41	Mental Control
43-45	43-45	42	Mental Control of Body
46	46-47	43-44	Mental Invisibility
47	48	45-46	Mental Multiplier
48-49	49-50	47	Mental Paralysis
50-51	51	48	Mental Shield
52	52	49	Molecular Disruption
53	53	50-51	Molecular Sense
54	—	52	Planar Opening
55-57	54	53	Plant Control
58	—	54	Precognition
59	55	55	Psychometry
60-61	56-57	56-57	Pyro/Cryokinesis
62-63	58-59	58-59	Reflection
64	60-61	60-61	Repelling Force
65	62-63	62	Repulsion Field
66-67	64	63-64	Stunning Force
68-70	65-67	65-67	Summoning
71	68-69	68	Symbiotic Attachment
72-74	70-71	69-70	Telekinesis
—	72-75	71	Telekinetic Arm
75-76	76	—	Telekinetic Flight
77	77-79	72-74	Telepathy
78-79	80	75-76	Teleport Object
80	81-82	77	Teleportation
81	—	78	Temporal Fugue
82	83-84	79	Thought Imitation
83-84	85	80-82	Time Distortion
85	—	83	Time Manipulation
86	86	84	Time Phasing
87	87	85-86	Total Healing
88	88	87-88	Weather Manipulation
89	89	89	Will Force
90	90	90	New Mutation
91-96	91-96	91-96	Pick any One Mutation
97-00	97-00	97-00	Pick any Two Mutations

Absorption (C)

Range: Body Duration: Constant Number: Self
 Modifier: MS Use: Constant Effect: Special

Description: The mutant can mentally transform one type of energy to cure himself. The GM should select the type of energy the creature may affect. The being must make a Mutation roll when attacked by this type of energy. Any Spectrum result, instead of the attack causing damage cures a number of hit points equal to the base damage score times the result factor. The being may also try to absorb energy from a benign source, such as a battery and gains a +1RF.

Beguiling (C)

Range: 30 meters Duration: 2 turns Number: Variable
 Modifier: CH Use: Constant Effect: Tricks

Description: The mutant makes a separate mutation roll against all creatures in range, any Spectrum result indicating success. Those beings affected will use their least powerful attack if attacking or must subtract the Mutation score from their IN or Morale Rating when making a Response check. After every two turns, the affected beings may make a MS check with an Orange result meaning they have broken free of the effect.

Confusion (C)

Range: 30 meters Duration: 3 turns Number: One
 Modifier: MS Use: 1 per hour Effect: Confusion

Description: The mutant can cause confusion and disorientation in others. Use the Mutation score as the Attack Rank. The results of a successful attack include the following:

Result	Effect
Red	Flees for 3 turns
Orange	Stunned for 3 turns
Yellow	Does nothing but defend
Green	Attacks at -2CS for 3 turns
Blue	Attacks largest thing

Death Field Generation (C)

Range: Mutation Duration: Constant Number: Variable
 Modifier: MS Use: 2 per 24hrs Effect: Special

Description: The mutant can generate an anti-life field that destroys all but one hit point of all creature's within a range a number of meters equal to the Mutation score. An Attack roll using the Mutation score is made to define the save color. Then all victims may make an MS Save to reduce the effect of the field so that they only lose half their hit points. The mutant is immune to this effect, but will be unable to perform any actions for 1d20 turns after using the mutation.

Density Control (Others) (C)

Range: 6 meters Duration: 1 hour Number: One
 Modifier: MS Use: 1 per hour Effect: Special

Description: The mutant has the ability to increase and decrease the size of another creature, by altering the density of the creature's body. This has double the effects of Density Control (Self) the physical mutation.

Devolution (C)

Range: Mutation Duration: Permanent Number: One
 Modifier: MS Use: 3 per 24hrs Effect: Mutation Loss

Description: The mutant has the mental power to strip mutations and abilities from a creature by regressing the victim to an earlier ancestral form. Use the Mutation score as the Attack Rank. The victim is then permitted a MS Save to avoid the effect. The victim will also suffer damage equal to 1/4x the Mutation score. When a being is regressed he loses one point per result factor from his highest ability score, or his highest mutation. A Red result indicates the loss of the entire mutation or double the point loss for an Ability score. If one's CN is reduced, his hit points will remain the same.

Directional Sense (S)

Range: Body Duration: Constant Number: Self
 Modifier: None Use: 1 per hour Effect: Navigation

Description: The mutant possesses the power to find his way back to his base or to any place he has visited in the last 48 hours, by making a successful Mutation roll. Further, this score is subtracted from the chance to become lost when exploring.

Empathy (S & C)

Range: Mutation Duration: Constant Number: Variable
 Modifier: CH Use: Constant Effect: Read Emotions

Description: The mutant can sense the presence of creatures within range. He can also determine their emotional stage by making a successful Mutation roll. By this means, the being can detect a character's perceived health or if he is lying. A Mutation roll is also necessary to detect the presence of a nonorganic being.

Fear Generation (C)

Range: Mutation Duration: 5 turns Number: One
 Modifier: MS Use: 1 per 10 min Effect: Fear

Description: The mutant may cause fear in a target within range. Use the Mutation score for the Attack Rank. If successful the victim must make an MS roll minus the mutation score, and consult the Fear table to determine the effect. If unable to respond as indicated, the creature will fall unconscious for 1d20 minutes.

Force Field Generation (C)

Range: Body Duration: Variable Number: Self
 Modifier: None Use: Constant Effect: Field

Description: The mutant can create a mental force field equal to -1RF per result factor gained from a Mutation roll. The mutant may make physical attacks from the force field but may not use any other mental mutation while the field is up. A mental forcefield may be reduced and destroyed the same way other forcefields are, Red attack results drop it by -1RF.

Gamma Eye (C)

Range: Mutation Duration: 6 turns Number: One
 Modifier: MS Use: 1 per 24hrs Effect: Mental Shock

Description: The mutant can emit an ebony light from its eyes which cause any creature hit by the light to make a Mental Shock roll using its MS score. Use the Mutation score in place of Attack Rank.

Genius Capability (S)

Range: Body Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Special

Description: The mutant's mind is particularly acute when dealing with information in a specific area. When dealing with this specific area, this score is added to the creature's IN score. Further bonuses may be gained.

1. **Military:** Gains a +1RF on all attacks and all Special Effects are treated as one result higher for purposes of Saves. Also adds +1 to his roll when examining military items or problems.

2. **Mechanical:** Add +4 to his die roll when examining vehicles and machines. Any weapon he fashions gives a bonus of +1CS to the Attack Rank.

3. **Economic:** When bartering he may add this score to his Charisma score. Further he will usually gain double normal value for items he sells.

4. **Biological:** This mutant knows how to placate an enraged or hungry creature. He may subtract this score from the creature's Response score, before determining responses. The mutant can only use his mutation once per creature per day.

Heightened Brain Talent (S)

Range: Body Duration: Constant Number: Self
 Modifier: None Use: Constant Effect: Special

Description: The mutant has heightened mental capabilities in one of the three mental abilities.

1. **Mental Strength:** The mutant may add this score to his MS score when resisting mental attacks and trying to control some creature. He also gains +5 points to his base mental damage scores.

2. **Intelligence:** The mutant may add this score to his IN score when checking for Surprise, and making IN Saves or using awareness. He also gains a +2CS when using devices modified by IN.

3. **Charisma:** The mutant may add this score to his CH score when attempting to persuade or impress a creature. He also may subtract 5CS from any creature's Response score.

Heightened Intelligence (S)

Range: Body Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Smarter

Description: The mutant is smarter and may add this score to his IN score when trying to control things. He also gains a +5 to his rolls when examining an item.

Illusion Generation (C)

Range: Sight Duration: 5 minutes Number: Variable
 Modifier: MS Use: 1 per hour Effect: Illusions

Description: The mutant has the power to create illusions that can be seen, heard and smelled. To create the illusion a Mutation roll must be made. The illusion will last one minute per result factor of the roll. A White result indicates the illusion only lasts for one turn. Those who see the illusion must make an MS Save vs the color result of the creation, and if successful may ignore the illusion. Those who fail will treat the illusion as real. The illusion will appear to respond to attacks, but can cause no real damage itself, though it may disguise another danger.

Intuition (S)

Range: Body Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Special

Mental Mutations

Description: The mutant is subconsciously aware of the intentions of those around him, especially during combat. He gains +1 on Initiative rolls and +3 on his Attack Rank. Intuition will also warn the mutant if he may suffer damage from some action before he does it if he makes a successful roll. The mutant may add this score to his IN score when checking for Surprise.

Levitation (C)

Range: 2xScore Duration: Special Number: One
Modifier: MS Use: 2 per 4hrs Effect: Levitates

Description: The mutant can mentally lift himself or an item equal to 2x his weight into the air. If using this as an attack form he must make a Mutation roll. He may hold the thing aloft for a number of minutes equal to his score. At the end of this time, or when he stops concentrating, the item will slowly drift to the ground. Levitated items and creatures are subject to high winds.

Life Leech (C)

Range: Mutation Duration: 24 hours Number: Variable
Modifier: MS Use: 1 per turn Effect: Point Drain

Description: The mutant can drain 6 hit points each from other animals and humans, but not from plants, and add these points to his total. The user must roll to hit each creature in range using the Mutation score as the Attack Rank. A mutant cannot absorb more than 300 points in a 24 hour period. The attack will drain both friends and foes within the range.

Light Manipulation (C)

Range: 1 cm Duration: Special Number: Self
Modifier: MS Use: 2 per 24hrs Effect: Defense

Description: The mutant can cause light to bend around his body, making him potentially invisible. He remains invisible for a number of minutes equal to the Mutation score. When attacked by light energy, he may make a Mutation Save at +1 result shift, to avoid the effect (includes lasers and black ray pistols).

Magnetic Control (C)

Range: 30 meters Duration: 2 turns Number: One
Modifier: MS Use: 1 per hour Effect: Special

Description: The mutant can create and control magnetic fields to repel, attract or otherwise move at ferrous metal objects. A Blue difficulty feat will allow him to move a weight equal to 5 times his MS in kilograms. Each additional increment of 5x is an additional Difficulty level. He may move something weighing up to his MS score automatically. If objects are used as missile weapons they cause a base damage equal to 1/2x the score plus 1 per 100 kilograms of weight.

The mutant may also create a magnetic shield against metal weapons, and is allowed to maintain this shield while performing some other action, once the shield has been created. The shield will last for a number of turns equal to the score. This shield allows the mutant to make a Mutation Save vs every metal attack to avoid the effect.

Mass Mind (C)

Range: Touch Duration: Variable Number: Variable
Modifier: None Use: Constant Effect: Mind Link

Description: The mutant may link his mind with another mutant and enhance that mutant's mental mutations by one per result factor of

the Mutation roll. He must make further mutation rolls every minute he stays linked. A Black result anytime indicates the character has suffered a Critical injury and must make an MS roll and compare the results on the Critical Chart. The mutant can perform no other action while mindlinked.

Mental Blast (C)

Range: Mutation Duration: Constant Number: One
Modifier: MS Use: 1 per 3 turns Effect: Mental Damage

Description: The mutant may attack with a Mental Blast which causes damage equal to 1/2x the Mutation score. Use the Mutation score as the Attack Rank. The victim must make an MS Save or also suffer Mental Damage.

Mental Control (C)

Range: 250 meters Duration: 24hrs Number: One
Modifier: MS Use: 1 per 24hrs Effect: Domination

Description: The mutant can send his psyche to gain control of another creature's body, while his lies dormant. He must make an attack at 2x his Mutation score minus the MS of his victim. Control lasts for a number of hours equal to the result factor. After this time, the victim may attempt to regain control of its body by making a 1/2 MS Save. If the victim re-establishes control, the mutant may return to its own body if in range, or may attack for control again, each time the body loses 1/4th its hit points.

The creature being controlled, must initially be in range, but after that period it may wander beyond the range. The mutant is only aware of the condition of his current body. He can only return to his original body when within range. If the body he inhabits dies while out of range, he dies too. The mutant retains his mental mutations and scores, but also gains the mental mutations of his new form and the physical abilities and mutations.

Mental Control of Body (C)

Range: Body Duration: 2d20 min. Number: Self
Modifier: MS Use: 2 per 24hrs Effect: Special

Description: The mutant may override physical pain and alter himself internally to cure 3 hit points per result factor on a successful Mutation roll. In extreme situations, he may also use this Mutation to increase his PS, DX and Speed by 3 per result factor. The mutant falls unconscious for 1d6 minutes after using this mutation.

Mental Invisibility (C)

Range: Mutation Duration: Variable Number: Variable
Modifier: MS Use: 2 per 24hrs Effect: Invisibility

Description: The mutant can affect the minds of all those within range to make himself unnoticeable. Only one roll using the Mutation score needs to be made to turn invisible. However, if the mutant does something to attract attention or a new creature enters the range, the creature is allowed to make an MS Save against the Invisibility Difficulty to see the mutant. The invisibility lasts a number of turns equal to the Mutation score.

Mental Multiplier (C)

Range: Mutation Duration: Variable Number: One
Modifier: MS Use: Constant Effect: Double Mental

Description: The mutant may double any mental score of an ally, by

making a successful Mutation roll. He cannot do anything else while doing this. This mutant's emotions, mental powers and intentions can not be detected.

Further, he subconsciously adds +1 to all mental powers of allies that are within range, and causes all foes in range to attack at -1.

Mental Paralysis (C)

Range: Mutation Duration: Variable Number: One
 Modifier: MS Use: Constant Effect: Paralysis

Description: The mutant can affect an opponent's nervous system slowing his reflexes and causing a -1CS per result factor of the attack. Use the Mutation score for the Attack Rank. Further, those suffering from the attack must make an MS Save vs the attack or be Paralyzed, making the victim incapable of physical or mental actions. The mutant can maintain this paralyzation by concentrating each subsequent turn. After 5 turns of paralysis the victim must make a CN check for a Critical injury every turn until released or dead. Plants need not roll for Critical injuries.

Mental Shield (S & C)

Range: Mind Duration: Constant Number: Self
 Modifier: None Use: Constant Effect: Special

Description: The mutant may automatically sense any creature with a mental mutation that approaches within a number of meters equal to the mutation score. Beyond that range requires a Mutation roll at greater ranges. When making MS Saves, the mutant may add this score to their MS. He may also consciously attempt to use this mutation to block the effects of one mental attack a turn by making a Mutation Save.

Molecular Disruption (C)

Range: Touch Duration: Permanent Number: One
 Modifier: MS Use: 1 per 24hrs Effect: Disintegrates

Description: The mutant can disintegrate anything up to 500 kilograms of weight. He must make a Mutation attack roll, and disintegrates 20% of the item's hit points per result factor. The mutant must then make an MS Save vs his own attack or fall unconscious for 1d6 hours. The GM may assign a Difficulty factor to this attack if the item is a particularly dense material. If the target is a sentient creature he may make a DX save to reduce the damage to half. Armor does not stop this attack, though a force field or shield will.

Material	Difficulty
Metal	Red
Stone	Orange
Plastic	Yellow
Vegetation	Green
Flesh	Blue

Molecular Sense (S)

Range: Touch Duration: Constant Number: One
 Modifier: IN Use: Constant Effect: Sense

Description: The mutant instinctively understands the structure of anything he touches. He adds +5 to his base damage score when attacking something he has successfully touched. He may add 5 to his dice rolls when examining an artifact. He may also attempt to circumvent a security device by making a Mutation roll at a Difficulty factor equal to the Code level of the device (thus a Code I = Blue and a Code V = a Red Difficulty).

Planar Opening (C)

Range: 15 meters Duration: 1d6 min. Number: Variable
 Modifier: None Use: 2 per 24hrs Effect: Dimensional Door

Description: The mutant can create a three meter square door into an alternate plane of existence, anywhere within range. The mutant may then manipulate this plane to strike any creature within range on a successful Mutation attack roll. This contact causes base damage equal to 1/2x the score, and the victim must make a DX Save vs the attack or fall through the door. Creatures may attempt to find their way out as long as the door is open by making an IN Save once each minute and getting a Red result. Once the door is closed the creature is lost and will not return. If a Black result is rolled when materializing a new doorway, the mutant has accidentally opened a door for one of the creatures he previously trapped and that creature may try to escape again.

The mutant may also use these planes to teleport randomly. He and those touching him may step through one plane and back into the Gamma World through another. The GM may determine where the character teleports to. A Mutation roll should be made to determine the distance travelled.

Result	Distance
Red	1d6 x 1000 kilometers
Orange	1d6 x 100 kilometers
Yellow	1d6 x 10 kilometers
Green	1d6 x 1 kilometer
Blue	1d6 x 100 meters
White	1d6 x 10 meters + 10 meters above ground
Black	1d6 x 1 meter + lost for 1d10 days

Plant Control (C)

Range: 15 meters Duration: 1d6 min. Number: One
 Modifier: MS Use: 1 per hour Effect: Control

Description: The mutant may control the actions of one plant within range if a successful roll is made. Intelligent plants may make an MS Save vs the attack to avoid control, but if successful, must roll for Mental Shock. This mutation works like a domination attack. Intelligent plants may attempt to break free of control, but unintelligent plants may not. However the mutant can only control one plant at a time.

Precognition (S)

Range: Mutation Duration: Constant Number: Self
 Modifier: None Use: 1 per 30min. Effect: Warning

Description: The mutant can sense danger before it strikes. He knows the direction of the danger but not its identity. The mutant may also use this ability to attempt to see one minute into the future, but the clarity of what he sees is dependent on the color of the result. If he sees physical damage for himself, and possible death, the mutant must make a MS Save vs the mutation roll or fall unconscious for 1d6 minutes and lose 50% of his current hit points.

Psychometry (C)

Range: Touch Duration: Constant Number: One
 Modifier: None Use: 1 per 24hrs Effect: Reading

Description: The mutant may read the past of any item he touches. He can learn the history, functions, purpose, origins and where the item has been in a past number of years equal to 10 per result factor. Mutants with this ability treat an item they are examining as 3 complexity levels simpler than that indicated if it has been successfully used within the time period.

Mental Mutations

Pyro/Cryokinesis (C)

Range: Mutation Duration: Variable Number: One
Modifier: MS Use: 1 per turn Effect: Special

Description: The mutant has the ability to either increase or decrease the temperature within an area. He may use this ability to attack a creature by making a Mutation attack roll. The base damage equals 1/2x the score. For each consecutive attack on the same target, the mutant gains +1RF. After three turns of exposure to heat, flammable items will ignite. And after three turns of exposure to cold, water will freeze, and pottery, plastic and crystal will turn brittle and become AC 0.

The mutant may also attempt to control fire or ice depending on the Intensity of the item. For every factor of the danger equal to the Mutation score, this is treated as one Difficulty level higher. Control allows the mutant to double or halve the item's Intensity for one turn. A pyrokinetic can cause smoke, sparks, flares and colored fire as well as control the direction of the fire spreading. A cryokinetic can shape the ice, cause it to splinter, create more ice and change its color.

The mutant is immune to either heat or cold damage.

Reflection (C)

Range: Body Duration: Constant Number: Self
Modifier: None Use: Constant Effect: Reflect

Description: The mutant can reflect a specific form of energy attack back at the attacker by making a successful Mutation Save vs the attack with a +1 result shift. This mutation can only be used as one action during a turn.

Repelling Force (C)

Range: 1 meter Duration: Variable Number: Variable
Modifier: MS Use: 2 per 24hrs Effect: Special

Description: The mutant can create a force field 2 meters wide that will block all physical attacks from any item less than 300 kilograms or x3 result factor. The mutant makes a Mutation roll and the field will last for 2 turns per result factor. Items bounce off the field. This effect is good against crushing attacks, crashes, collisions and falling. Any attack equal to or greater than this may harm all characters within the force field. The mutant must make a Mutation roll and may subtract 1RF per result factor from the damage caused. If this still causes damage, the field collapses.

Repulsion Field (C)

Range: 15 meters Duration: Variable Number: Variable
Modifier: MS Use: 2 per 24hrs Effect: Special

Description: This mutation is similar to Repelling Force, except it works against mental attacks. The mutant must make a Mutation roll and the field will last for 2 turns per result factor. A 3 meter spherical force field can be created around any point within range. Only attacks causing x3 or more results need be rolled for. The damage from these attacks is reduced by 1RF per result factor of the Mutation defense roll and if any damage is still caused, the field collapses.

Stunning Force (C)

Range: 30 meters Duration: Variable Number: One
Modifier: MS Use: 1 per hour Effect: Special

Description: The mutant may make a mutation attack using the mutation score as the Attack Rank. Those successfully hit are Stunned for a number of turns equal to 1/2x the score times the result factor. The vic-

tim must also make a MS Save or be knocked out.

Summoning (C)

Range: 1 km Duration: Variable Number: One
Modifier: MS Use: 1 per 24hr Effect: Command

Description: The mutant may attempt to summon and command an unintelligent beast within range by making a successful Mutation roll. He may automatically summon one creature whose hit dice are less than half the mutation score. It requires a Blue result to summon any creature whose hit dice are up to the mutation score. And for each additional die above the score, the roll is treated as one Difficulty factor higher. The mutant must state what type of creature he is attempting to summons. The creature will obey the mutant's commands for a number of minutes equal to one times the result factor of the roll. After that time, the creature will leave and avoid further summoning.

Symbiotic Attachment (C)

Range: Touch Duration: Variable Number: One
Modifier: MS Use: Constant Effect: Control

Description: The mutant can control a creature if he can successfully touch it and make a successful mutation roll. He may then control the creature's actions and cause it to use its powers and mutations at his command. As long as this contact is maintained, mental and physical control is possible for a 24 hour period. The controlled creature may attempt to break free every 4 hours by making a 1/2 MS roll. At the end of the control, the victim suffers from mental exhaustion for 1d6 minutes.

If the controlled figure dies while the mutant is in control the mutant also dies. It takes three turns to break the connection.

Telekinesis (C)

Range: 15 meters Duration: 10 minutes Number: One
Modifier: MS Use: Variable Effect: Move Object

Description: The mutant can mentally lift other objects into the air and move them about. This requires a successful Mutation roll. The mutant can move a number of kilograms equal to 2x his mutation score per Difficulty level. He can make careful maneuvers with the item by making subsequent mutation rolls. If the item moved is a creature, the creature may make an MS Save vs the attack to avoid movement, but is then Knocked Down.

Telekinetic Arm (C)

Range: Mutation Duration: Mutation Number: One
Modifier: MS Use: Variable Effect: Special

Description: The mutant can create a shimmering arm and hand of force, ten meters long. The arm is similar to the mutant's own, and will last a number of minutes equal to the mutation score. This arm may be manipulated like a real limb and may not be damaged. However, whenever the arm is struck with an energy attack, the mutant must make a MS Save plus the mutation score or the arm disappears. The PS and DX strength of this limb equals the mutation score.

Telekinetic Flight (C)

Range: Body Duration: 1 hour Number: Self
Modifier: MS Use: Variable Effect: Flight

Description: The mutant may fly through the air telekinetically. His speed equals 2x his land speed and he may carry up to 2x his mutation score. When maneuvering use the mutation score. The mutant may fly

for 60 minutes during a 24 hour period. He may perform other actions while flying, but may not use other mental mutations.

Telepathy (C)

Range: Mutation Duration: Constant Number: One
 Modifier: MS Use: Constant Effect: Communication

Description: The mutant may communicate with other creatures through projected thoughts and emotions. This mutation transcends languages and works with all creatures. Common beasts will only grasp simple messages. The mutant may also read the thoughts and emotions of another creature by making a successful mutation roll.

Teleport Object (C)

Range: 10 meters Duration: Constant Number: One
 Modifier: MS Use: 1 per hour Effect: Special

Description: The mutant can cause any object weighing no more than a number of kilograms equal to 1/2x the mutation score, that is in range to teleport into his hand. If the item is in a creature's hands he may make a DX Save vs the attack to hold on to the item. The mutant must be able to see the item he is trying to teleport.

Teleportation (C)

Range: Variable Duration: Constant Number: One
 Modifier: None Use: 1 per hour Effect: Teleport

Description: The mutant can teleport himself and his gear up to a number of kilometers equal to his mutation score. However, if he has not spent at least 8 hours memorizing his landing spot, he will suffer damage equal to 10 times the result factor of the mutation roll. Items in the landing area and energy fields prevent teleportation.

Temporal Fugue (C)

Range: Body Duration: 4 hours Number: Self
 Modifier: MS Use: 1 per 72 hours Effect: Duplicates

Description: The mutant can create one perfect copy of himself per result factor of the mutation roll, by moving back and forth through time. Should any of these duplicates be slain the mutant instantly loses 25% of his hit points and falls unconscious for 1d6 hours. At the end of the duration the duplicates and their equipment vanish.

Thought Imitation (C)

Range: Body Duration: Variable Number: Self
 Modifier: MS Use: Constant Effect: Special

Description: The mutant can attempt to imitate any thought or mental attack directed at him in the last 24 hours. The GM should assign a Difficulty factor to the thoughts that the mutant is trying to imitate, and he must then make a Mutation roll to succeed. He may attempt to imitate a mental attack, but uses this mutation score and a base damage of 1/2x this score for the mental attack. These attacks suffer a -1RF. He only suffers half damage from mental attacks.

Time Distortion (C)

Range: Body Duration: Variable Number: Self
 Modifier: MS Use: 1 per 24hrs Effect: Slows Time

Description: The mutant can distort the effects of time on his body so that he can gain one additional action per result factor per turn. He

must make a mutation attack using the mutation score as the Attack Rank. However he also suffers 3 points of damage per result factor. This effect lasts for a number of turns equal to 1/2x the mutation score. Note that mechanical objects and energy systems are not speeded and the character can only use these once an Action Turn, but may make multiple melee and unarmed combat as well as mutational attacks.

Time Manipulation (C)

Range: Touch Duration: Permanent Number: One
 Modifier: None Use: 1 per 24hrs Effect: Negates Act

Description: The mutant can attempt to negate one action that took place the previous turn by making a successful Mutation roll. This action may only include the mutant and one item or creature, and this manipulation can only happen if the mutant is alive after the act.

Time Phasing (C)

Range: Touch Duration: Constant Number: One
 Modifier: None Use: 1 per week Effect: Repair

Description: The mutant can manipulate time to repair a broken item, by reaching back to a time when the item was new. This requires a mutation roll. This may restore energy to a drained item or fix broken functions. The mutant must first have an idea of what is wrong with the item before it can be fixed.

Total Healing (C)

Range: Body Duration: Constant Number: Self
 Modifier: MS Use: 2 per day Effect: Heals

Description: The mutant can accelerate his healing process to heal himself in one turn. He makes a mutation roll and gains a +1RF to his results. He heals 20% of his losses per result factor. On any result but a Red, he is then mentally exhausted for 1d6 turns. This mutation may also be used to heal crippling injuries, disease and poison by rolling the Difficulty factor of the injury as assigned by the GM.

Weather Manipulation (C)

Range: 100 meters Duration: 6 turns Number: Variable
 Modifier: None Use: 1 per 24hrs Effect: Weather Creation

Description: The mutant can create and control the weather outdoors in a 100 meter radius, with varying effects based on the type of weather present. He must make a mutation roll to change the weather, based on the Difficulty factor chosen by to GM to represent the difference between the two types of weather. Temperature can be made to vary by 10 degrees Celsius (18 degrees Fahrenheit) and winds can be doubled or halved in speed or created at a speed equal to the mutation score.

Will Force (C)

Range: Body Duration: Variable Number: Self
 Modifier: None Use: 1 per 24hrs Effect: Doubles

Description: The mutant can exert his will power once every 24 hours to double one ability or mutation score for one turn per result factor of the mutation roll.

PLANT PHYSICAL MUTATION

Independent	Symbiot	Mutation
01-05	01-05	Roll on the Defects Chart
06-07	06-07	Absorption
08	08	Accelerate Growth
—	09	Adaptation
09	10	Allurement
10-11	—	Animal Parts
12-13	11-12	Anti-Life Leech
14-15	13-14	Aromatic Powers
16	15-16	Bacterial Symbiosis
17-20	17-19	Bark or Spines
21-22	20-21	Beguiling
23-25	22-24	Berries
26-28	25-26	Body Change
29-30	27-29	Chameleon Powers
31-32	30-32	Contact Poison
33-35	33-35	Control Birds
36-37	36-38	Control Insects
38	39	Death Field Generation
39-40	40-41	Displacement
41-42	—	Dissolving Juices
43-45	42-43	Divisional Segments
46-47	44-46	Electrical Generation
48-49	47-49	Energy Negation
50-52	—	Explosive Fruit/Seeds
—	50-51	Heat Generation
53-55	52-56	Immunity
56-57	57-59	Increased Sense
58-59	60-62	Mimicry
60	63	Mobility*
61-62	64-66	Modified Leaves
63-67	—	Modified Vines & Roots
68-69	67-68	New Body Parts
70-71	69-71	New Senses
72	72	Physical Reflection
73	73	Radiated Fiber
74	74	Regeneration
75-76	75-77	Seed Mobility
77-78	78	Shorter
79	79	Sound Imitation
80	80-81	Spore Cloud
81	82-84	Symbiotic Attachment
82-84	85	Taller
85-86	86-88	Thorns or Spikes
87-89	89	Wings/Gas Bag
90	90	<i>New Mutation</i>
91-96	91-96	Pick any One Mutation
97-00	97-00	Pick any Two Mutations

* If this is a player character, he already possesses this mutation and the player should roll again.

Absorption (C)

Range: Body Duration: Variable Number: Self
Use: Constant Damage: Nil

Effects: The plant can absorb the damage of one particular energy type and convert that damage into hit point healing energy for itself. Every time it has absorbed twice its hit point total in that energy form it grows one-half meter in length. The GM should roll to determine the type of damage absorbed from their list of energy weapons.

Adaptation (S)

Range: Touch Duration: Permanent Number: Self
Use: Constant Damage: Nil

Effects: The plant can develop an immunity to some type of physical attack not involving edged weapons once it has survived that type of attack one time. The plant can never be immune to having its stem or stalks hacked off by weapons. It never gains immunity to mental attacks but it can gain immunity to all other types of attacks. This immune process takes 5 days to develop after being exposed to the energy attack form.

Allurement (C)

Range: 15 meters Duration: Constant Number: Variable
Use: Constant Damage: 13 (for working)

Effects: The plant's fragrance has a hypnotic effect on intelligent beings, attracting them to the plant and seducing them into thinking it is beneficial to be around the plant. This effect lasts until the plant makes any type of attack. Those beings allured may roll on the 5 Combat Column every 5 days to try and resist the effects of the plant.

Anti-Life Leech (S)

Range: Body Duration: Constant Number: Var
Use: Constant Damage: Nil

Effects: Anti-Life Leech for plants is similar to the physical mutation except plants get 12 hit points per attack instead of 6.

Aromatic Powers (C)

Range: 20 meters Duration: 60 seconds Number:
Use: 1 per hour Damage: 10 (Special)

Effects: This mutant acts like the physical mutation "Gas Generation" except the plant's chemicals are stronger.

Bacterial Symbiosis (S)

Range: Touch Duration: Constant Number: Var
Use: 5 per 72 hours Damage: Nil

Effects: Plants with this mutation form a symbiotic relationship with powerful micro-organisms living just beneath the outer skin of the plant. When the plant is damaged these micro-organisms are released into the air around the plant instantly infecting all hostile living organisms in a meter area around the plant. A successful roll on the 10 Combat Column for each organic being forces them to be the mental slave of the plant for 24 hours and immediately stop attacking the plant if that is what they were doing. This mental enslavement will force the being to serve the plant but not do dangerous feats. These micro-organisms effect friend and foe alike. The infection will occur for 5 punctures to the plant in a 72 hours time period.

Beguiling (S)

Range: 15 meters Duration: 24 hours Number: Var
Use: Constant Damage: 15 (for working, damage nil)

Effects: This plant mutation is similar to the mental mutation but the plant does it with an odorless gas and the effects when successful last for 2d4 days.

Berries (C)

Range: Body Duration: Constant Number: Var
 Use: Constant Damage: Variable

Effects: The plant is able to grow special types of berries twice in a period of 300 days. It receives 1d100 berries and takes 1d6 weeks to grow them. During this time if the plant takes more than one-half its hit points in damage its berry producing systems will become inactive for 150 days destroying any potential berries for that crop. Roll a 1d8 to determine the type of berries the plant can produce and these are the only ones it can make. The plant can take into its system its own berries for the same effects.

- 1) Purple berries heal 1d10 hit points of damage instantly.
- 2) Blue berries heal all damage like a total heal.
- 3) Green berries increase mental strength to 18 for a 24 hour period after eating.
- 4) Violet berries are a 19 intensity poison.
- 5) Orange berries create random effects designed by the GM.
- 6) Golden berries create a total immunity to the harmful effects of radiation for 24 hours after eating.
- 7) Red berries are an antidote for all types of poisons.
- 8) Black berries provide an immunity to all forms of mental attack for 24 hours after eating.

Berries lose potency within 1d10 days of picking, berries stay ripe on the plant for 1d10 days, and unripened berries don't do anything but make the eater sick for a time.

Contact Poison Sap (S)

Range: Touch Duration: Constant Number: Var
 Use: Constant Damage: 10 (for hitting, damage special)

Effects: The plant secretes a contact poison of variable intensity. The GM must roll a 1d20 when the plant is touched for the intensity of the poison at that time. If the poison touches naked flesh its harmful effects instantly activate. The poison itself will become inactive within 20 minutes of leaving the surface of the plant.

Death Field Generation (C)

Range: 15 meters Duration: Constant Number: Var
 Use: 1 per 24 hours Damage: 19 Combat Column

Effects: The plant emits an energy field of force that acts exactly like the mental mutation of the same name. In non-intelligent plants the field's generation is up to the GM.

Dissolving Juices (C)

Range: Touch Duration: Constant Number: Var
 Use: Constant Damage: 16 Combat Column

Effects: The plant secretes an acidic substance damaging to anything it touches save the plant itself. The juice may coat the leaves or trunk or be squirted under pressure at the desire of the plant.

Divisional Body Segments (C)

Range: 60 meters Duration: Constant Number: Self
 Use: Constant Damage: Nil

Effects: The plant's tendrils, vines, limbs, trunk, stalk, or whatever (as deemed appropriate by the GM) have become segmented so that they can separate themselves from the parent body and move about independently to the maximum range of the plant. These appendages can grasp and use items and make separate attacks apart from the parent body.

Electrical Generation (C)

Range: Touch Duration: Constant Number: Var
 Use: Constant Damage: 12 Combat Column

Effects: This mutation works all the time and activates when the plant wishes. Those touching the plant will receive the shock. The electric forces the plant can generate do triple damage to electric circuits and the containers protecting these circuits.

Explosive Fruit/Seeds (S)

Range: Variable Duration: Constant Number: Var
 Use: Constant Damage: 6 Combat Column

Effects: Some of the plant's fruit or seeds are explosive. 10d10 of them are generated in a 300 day period. These growths remain potent for 1d10 days on the vine and 5d6 days after picking. There is a meter blast radius with the explosion and they erupt upon impact.

Heat Generation (C)

Range: Touch Duration: Constant Number: Var
 Use: Constant Damage: 10 Combat Column

Effects: This mutation acts in plants just like it does for other mutants.

Modified Leaves (S)

Range: Touch Duration: Constant Number: Var
 Use: Constant Damage: 5 (Special)

Effects: The plant's modified leaves can do damage to those coming in contact with them. To determine the exact modification for the plant roll a 1d4.

- 1) BARBED LEAVES: The leaves are ringed with hardened barbed hooks causing a +1 Result Shift in damage after hitting.
- 2) SAW-EDGED SILICA LEAVES: The leaves are in clusters of 8-10 and stay hidden until touched and then they spring out causing a +1 Column Shift for hitting and a +1 Result Shift for damage.
- 3) RAZOR HARDENED LEAVES: Clusters of 6-8 razor-edged leaves surround the plant doing a +1 Column Shift for hitting and damage.
- 4) MISSILED VERSIONS: At the mutant's choice they have one of the above types that they can throw up to 20 meters away as a missile weapon.

Modified Vines/Roots (S)

Range: Variable Duration: Constant Number: Var
 Use: Constant Damage: 4 (Special)

Effects: The plant has a network of modified vines or roots surrounding it. They are always camouflaged by ground cover or hang from nearby growth. This network extends for 3 meters around small plants, 12 meters around man-sized plants, and 30 meters around tree-sized plants. Unintelligent plants will use these growths to attack anything that touches them. Intelligent plants can be selective in what they attack. If the plant is mobile so is its network of vines and roots. To determine the exact nature of the network, roll 1d10. It takes 2d10 days to completely grow back a severed vine.

- 1) POISON VINES: The plant has a network of tendrils dotted with sharp poisoned thorns. The poison intensity is rolled for only once and remains that way (1d10).
- 2) TANGLE VINES: The plant has a network of thin, interlaced vines and if they strike they trip up the victim. Two successful hits completely immobilizes any victim until the victim or the plant is dead.

- 3) **SQUEEZE VINES/ROOTS:** The plant has 1d12 vines or roots (mutant's choice) that spring up when activated and whip about until they successfully strike a victim. They wrap around and squeeze until they destroy the victim or are themselves destroyed. After the first successful hit (the plant gets one try per vine) there is no need to roll again and the plant will do a +1 Column Shift in damage on every new Combat Turn for each squeezing vine until the 20th Column is reached. If the victim is still alive after a squeezing effect at the 20th Combat level the plant must release its victim because that vine becomes exhausted.
- 4) **MANIPULATION VINES:** The plant has 2d4 tough gripping vines. These do no damage themselves but can act like hands and manipulate devices any hand could use.
- 5) **SUCKER VINES:** The plant has 4d6 vines edges with suckers that affix themselves to a victim on a successful hit. Each vine then does damage and one new vine a Combat Turn can automatically attach itself to the victim.
- 6) **CARNIVOROUS JAWS:** The plant has 2d6 mouth-like feeders and each are at the end of 15-meter tendrils. The maws are lined with spines and produce an acid. If the plant has hit with tendrils or anything else it can automatically strike with one of these jaws. Extra Column rolls must be made to hit with more than one jaw.
- 7) **SPEAR VINES:** The plant has 4d6 hardened spear-like vines they can toss at will and in any number up to their per plant total. The plant has a range of 20 meters.
- 8) **ENERGY SAP MIST:** The plant can produce a mist around itself that will completely negate all weapon energy attacks for 1d8 minutes. The mist can be created 4 times in a 24 hour period.
- 9) The plant gets their choice of one of the above.
- 10) The plant gets their choice of two of the above.

New Body Parts (S)

Range: Body Duration: Constant Number: Self
Use: Constant Damage: Nil

Effects: This is just like the physical mutation of the same name.

Radiated Fiber (C)

Range: 15 meters Duration: Constant Number: 1
Use: Constant Damage: 10 (for hitting)

Effects: The plant emits a blast of random intensity radiation (1d20 per attack) in a narrow beam. This mutation makes the plant mutant immune to harm from radiation.

Seed Mobility (S)

Range: 60 meters Duration: Constant Number: Var
Use: Constant Damage: Nil

Effects: The plant has mobile seed pods physically or mentally linked to the parent plant. All specimens of the plant in the area will be linked. These seeds can carry things to the plant or manipulate devices like hands or can just act as scouts for the parent. They can move at the speed of the parent plant.

Spore Cloud (C)

Range: 15 meters Duration: Constant Number: Var
Use: Constant Damage: 10 Combat Column

Effects: The plant has motion-sensitive maneuverable pods that can shoot spores. Anything moving nearby can be struck at a +1 Result Shift for damage. The successfully striking spores will bore into the flesh or shell of the victim and do an automatic Column 10 set of damage.

Victims cannot heal until they do something to get rid of the spore infection.

Symbiotic Attachment (C)

Range: Touch Duration: Constant Number: 1
Use: Constant Damage: 5 (for hitting)

Effects: This plant mutation is exactly like the mental mutation version.

Taller (S)

Range: Body Duration: Constant Number: Self
Use: Constant Damage: Nil

Effects: This plant mutation is exactly like the physical mutation.

Texture Change (S)

Range: Body Duration: Constant Number: Self
Use: Constant Damage: Nil

Effects: At the choice of the plant mutant the outer coating of the creature is either unusually slippery or unusually fibrous and touch. This causes a -1 Column Shift for hitting the plant and a -1 Column Shift for damage when the plant is hit.

Thorns/Spikes (S)

Range: Touch Duration: Constant Number: 1
Use: Constant Damage: 3 Combat Column

Effects: The plant has a bushy growth of spikes or thorns at its choice. When the plant is struck by a paw or fang attack it does automatic damage to the attacker. The plant can also make an attack with them besides any other attack it is allowed to make.

Throwing Thorns (C)

Range: 30 meters Duration: Constant Number: Var
Use: 2 per day Damage: 4 Combat Column

Effects: The plant has massive numbers of thorns it can throw in a wide area (causing the plant character to roll for hitting every victim in the area). The plant can grow back one throwing batch of thorns in 1d6 days. If the plant mutant has poison in its makeup the throwing thorns will be poisoned as well.

Wings/Gas Bag (S)

Range: Body Duration: Constant Number: Self
Use: Constant Damage: Nil

Effects: All plant mutants having thorns and this mutation will have gas bags otherwise the plants with this mutation have functional wings. This mutation acts just like the physical mutation of the same name.

MUTATION DEFECTS

Humanoid	Animal	Plant	Mutation
01-05	01-02	01-02	Achille's Heel
06-12	03-10	03-08	Allergy
13-18	11-16	09-11	Amphibious
19-23	17-19	12-16	Attraction Odor
24-28	20-26	17-24	Body Weakness
29-37	27-35	25-34	Diminished Sense
38-41	36-39	—	Hostility Field
42-44	40-44	35-40	Increased/Decreased Metabolism
45-46	45-46	—	Inhibiting Field
47-49	47-48	—	Insanity
50-52	49-50	41-47	Light Dependency
53-57	51-55	48-52	Mental Block
58-60	56-60	53-57	Mental Weakness
61-62	61-62	—	Narcolepsy
63-65	63-64	58-62	No Pain
66-70	65-69	63-65	Nocturnal
71-72	70-71	66-68	Periodic Amnesia
73-82	72-82	69-77	Phobia/Fear
83-87	83-86	78-85	Temperature Sensitivity
88-95	87-95	86-95	Vulnerability
96	96	96	<i>New Defect</i>
97-00	97-00	97-00	GM picks any One Defect

Mutational Defects also possess scores. To determine the score of a defect, a player rolls 3d6 and subtracts his character's CN modifier.

Low Defect scores are better than high ones. A player may decrease his character's defect scores by one point by spending XP in a similar manner to that used for increasing ability scores. The cost equals 100 XP times 20 minus the Defect score.

A Defect score may never be reduced below zero. However, reducing a Defect's score to zero does not eliminate the defect.

All Defects are [subconscious] mutations and cannot be controlled by the character.

Achilles Heel

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: Slam

Description: The mutant has a crucial weakness in his body. Whenever this specific spot is struck, he suffers double damage from that attack, and must make a CN Check minus the Defect score or suffer the effects of a Slam. When an attack is specifically aimed to strike this weakness, the damage reduction of the mutant's armor is reduced to just the AC score. Roll 1d6 to determine the location of this vital spot, or the GM may create its location.

Roll	Location	Roll	Location
1	Back of Skull	4	Some Joint (shoulder)
2	Forehead	5	Belly/Chest
3	Jaw	6	Bottom of Foot

Allergy

Range: 30 meters Duration: Special Number: Self
Modifier: CN Use: Constant Effect: (System Shock)

Description: The mutant suffers an allergic reaction to some foreign substance. He must make a CN Check minus his Defect score. He suffers a penalty of -5CS plus the result factor of his roll times +1CS when he approaches within 30 meters of the substance he is allergic to. Stronger concentrations of this substance or a closer presence to the crea-

ture may result in higher penalties. A Red result means the creature is suffering from System Shock.

The allergic reaction lasts for 1d10 minutes after escaping contact with the substance. Those substances that a creature might be allergic to include:

Amphibious

Range: Body Duration: Constant Number: Self
Modifier: CN Use: Constant Effect: (Critical)

Description: The mutant's skin is covered with a thin mucous membrane that must be kept moist by immersing in water once every four hours. When this need is not met he must make a Defect roll and suffers a base damage of 5 times the result factor each hour exceeding the four hour time limit.

Attraction Odor

Range: 100 meters Duration: Constant Number: Self
Modifier: None Use: Constant Effect: (Frenzy)

Description: This creature exudes a strong odor that attracts other creatures within a base 100 meter range, double this range on a windy day. To determine if a creature of the type indicated is attracted, a roll using this Defect score is made based on the range of the creature for Difficulty rating. A White result is treated as half range. A Red result means the creature attracted has flown into a frenzy of activity and all its actions suffer a -5CS, but it will not leave the mutant until slain or knocked out.

1 Carnivore	5 Insects	9 Herbivores
2 Androids/Borgs	6 Mobile Plants	10 Humans
3 Reptiles	7 Swarming Insects	11 Opposite Sex
4 Birds	8 Curious Rodents	12 Friends

If a mutant possessing this mutation is with a party, check twice for a random event every four hours.

Body Weakness

Duration: Constant Range: Body
Number: Self
Modifier: CN Use: Constant Effect: Compl. C

Description: The mutant suffers from some weakness in his skin, muscles, bones, nerves, or immune system. Every time the being is struck a crushing blow, he must make a CN Check minus this mutation score or suffer from Complications C. In addition further penalties occur due to the type of weakness.

1. **Weak Stamina:** Any actions requiring endurance may be performed only half the normal length of time.

2. **Sensitive:** Loud noises, heat, cold and radiation cause the being to suffer from intense Pain, as the effect.

3. **Bruising:** The mutant is an albino and is sensitive to bright lights (-1CS to act) and suffers Bruising from damage as described in the effect.

4. **Skin Melting:** The mutant's skin is very sensitive, and nondistilled water is treated as an acid of Intensity 4(2) each turn his flesh is exposed to it.

5. **Poor Immunity:** The mutant must make a Defect roll whenever exposed to cold or rain for more than a few minutes. A successful roll indicates the being has contracted a cold; treat as a Sickness as per the effect.

6. **Brittle Bones:** Whenever the being must make a crippling roll, his defect score is added to the attack score.

Mutation Defects

Diminished Sense

Range: Body Duration: Constant Number: Self
Modifier: IN Use: Constant Effect: Special

Description: One of the being's sense is impaired. If this sense is ever used to detect something, the defect score is subtracted from the IN score to determine the column to roll on.

1. **Nearsightedness:** The mutant can't focus on objects at distances greater than his IN score minus his defect score. He can only see things at point blank range at night. Attacks at greater distances are treated as half rank.

2. **Farsightedness:** The mutant can't focus on objects at distances less than 3 meters plus his defect score. Attacks at closer ranges are treated as half rank.

3. **Depth Perception:** Mutant can not determine the distance of objects and suffers a penalty of -5CS on all actions requiring he be able to judge the distance of something.

4. **Tunnel Vision:** Mutant has little peripheral vision and when checking for surprise suffers a -1 result shift. Foes attacking from the side gain double that modifier.

5. **Color Blind:** Mutant can not distinguish between green and red, or yellow and blue, or may even be unable to see things that are a certain color. Subtract 2 from his die roll when examining items.

6. **Sensitive Hearing:** Mutant hears many of the background noises causing constant confusion (-1CS to all actions) if not muffled. He also suffers double damage from sonic attacks.

7. **Hard of Hearing:** Mutant can only hear things within short range. He suffers a -2 result shift when checking if he is surprised. He suffers only half damage from sonic attacks.

8. **Impaired Smelling:** Mutant loses all sense of smell, and gains no olfactory warnings of toxic gases. He is immune to the affects of aromas used to entice, however.

9. **Impaired Taste:** Mutant has no sense of taste, and can't distinguish if food is spoiled or poisoned. However, he is not subject to nausea due to taste or odor.

10. **Impaired Touch:** Mutant's sense of touch is impaired and he suffers a penalty of -1 when examining an item, and can not feel vibrations in the ground or air.

Hostility Field

Range: 30 meters Duration: Constant Number: Var
Modifier: IN Use: Constant Effect: Outrage

Description: The mutant radiates a mental energy field making everyone in range irritable and quarrelsome. This causes a penalty of +3 to any Response check from other creatures. Further, if the situation becomes tense, a roll is made using the defect score; any successful result indicates that 1 being per result factor has grown angry and hostile. These beings may include friends. Each being may make an IN Check to avoid this effect. Anyone who has spent 1d10 days with the character gains a +1RF on his IN Check, and can resist the field's effects in normal situations.

Increased/Decreased Metabolism

Range: Body Duration: Constant Number: Self
Modifier: DX Use: Constant Effect: Slow/Quicken

Description: The mutant's metabolism has been speeded up or slowed down. This has weakened the creature's healing ability and all attacks requiring a Complications roll, subtract this defect score from the being's CN score when making that check.

Increased Metabolism: The creature must consume twice the daily ration and water requirement. After every full encounter he must rest

for 30 minutes or suffer from Exhaustion. He may add +3 to his reaction speed rolls.

Decreased Metabolism: The mutant need only consume half the daily ration and water requirement. However, he moves at half speed and suffers a -3 penalty to his reaction speed rolls. Due to his decreased metabolism he may make a Defect check to avoid detection by heat sensors and gains +3 when performing slow, careful maneuvers.

Inhibiting Field

Range: 15 meters Duration: Constant Number: Var
Modifier: MS Use: Constant Effect: Special

Description: The mutant emits a mental field that inhibits the function of all mental mutations, including his own. This defect score is subtracted from other mental mutations when attempting to function within range of this creature. This defect does not affect Mental Attacks originating beyond its range. However, this character can not be reached by telepathy or mental control.

Insanity

Range: Body Duration: Variable Number: Self
Modifier: IN Use: Variable Effect: Special

Description: The mutant is suffering from a brain tumor that causes bouts of erratic behaviour. Whenever subjected to stress a defect roll must be made, and if successful, the being will become irrational performing one of the actions noted following. This defect enhances MS and IN Checks by +3.

1. **Despondent:** Overcome with hopelessness of situation, may become suicidal, or attack blindly in hopes of relief through pain, for 1d10 minutes.

2. **Catatonia:** Stands motionless for 1d6 minutes.

3. **Depression:** Mutant falls down sobbing uncontrollably for 1d10 turns. Then his actions are as if suffering from Pain for 1d10 minutes.

4. **Manic:** Mutant stands in place screaming, defending himself and only attacking those who come near, but gaining +2 to his Attack Rank, for 1d10 turns.

5. **Attacks Friend:** Attempts to restrain friend from harming himself through the performance of any action. Possibly attempting to knock-out friend, for 2d10 minutes.

6. **Hysterical:** Mutant laughs hysterically, seeing all actions as silly. He may even do bizarre things for 1d6 minutes.

7. **Grim:** Mutant will not attack anyone, but will silently and grimly defend one he considers a friend for 10 minutes. He gains +5 to all defensive actions, but suffers a -1 penalty for Initiative.

8. **Destructive:** Mutant will attempt to destroy equipment, tools or structures for 1d10 + 5 turns.

9. **Aggressive:** Mutant leaps to attack the weakest beings around.

10. **Egotistical:** Mutant thinks he has the answers to all problems and will take great risks, even attacking his most powerful foe.

Light Dependency

Range: Body Duration: Constant Number: Self
Modifier: MS Use: Constant Effect: Special

Description: The mutant is totally blind in dim or weak light. He can not be blinded by bright light. When making reasoning rolls while in the dark, he must subtract the defect score from his IN.

Mental Block

Range: Mind Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Special

Description: The mutant's mind refuses to accept the existence of some type of being or item (GM's choice or use Phobia chart). Whenever this item is encountered, a defect roll must be made, and if successful, he will be unable to see or sense this item. If the roll fails, he suffers a -5CS to all actions while in the presence of this monstrous item. If forced to confront this item he suffers +1 to any base damage the item inflicts on him.

Mental Weakness

Range: Mind Duration: Constant Number: Self
 Modifier: MS Use: Constant Effect: Special

Description: The mutant suffers from mental defenselessness and must subtract the score of this defect from his MS score whenever making an MS save or using MS to defend against an attack. Further, the creature suffers twice the duration of a mental control and suffers a +1 Result Shift penalty when someone is trying to detect emotions or if he is lying.

Narcolepsy

Range: Mind Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Knockout

Description: The mutant suffers from a tendency to fall into a deep sleep during moments of routine activity or inactivity. A defect roll must be made to determine if the being falls asleep. He may be roused as described under the Knockout rules, but subtracts his defect score from his CN score when rolling to wake up. Once awakened, he will be drowsy for 1d10 minutes (1/2x all actions).

No Pain

Range: Body Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Special

Description: The mutant lacks sensory nerve endings and does not suffer from the effects of Pain. He must make an IN Check minus his defect score whenever he is injured, approached from behind or suffering from environmental exposure to even know he is in danger.

Nocturnal (Light Sensitivity)

Range: Mind Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Special

Description: The mutant is active at night and in the dark, and tends to avoid daylight, sleeping during this period and arising at dusk. In bright light he suffers extreme nervousness and is nearly blind (-5CS to all actions). When using IN to perform some action in light, he must subtract his defect score. Further, he actually fears light, and must make a defect roll when first encountering bright light, and every hour traveling in daylight; if successful, he will refuse to leave the shadows.

Periodic Amnesia

Range: Mind Duration: Constant Number: Self
 Modifier: MS Use: Constant Effect: Amnesia

Description: The character must make a defect roll at the start of every day and in stressful situations. If the roll succeeds, he will forget

one previous day (10 minutes in encounters) per result factor. His memory will slowly return at the rate of one factor an hour.

Phobia/Fear

Range: Mind Duration: Constant Number: Self
 Modifier: IN Use: Constant Effect: Fear

Description: The mutant suffers from an unreasoning fear. He must make an MS Check, minus his defect score whenever he is confronted by the item he fears most, using the Fear Chart to determine the results. Some phobias may be too overwhelming for a PC and the GM may wish to exclude these. In other cases the GM may wish to select a specific item from the group indicated.

- | | | | |
|----------------|-------------|-----------------|-------------|
| 1 Open Spaces | 6 Infection | 11 Water | 16 Reptiles |
| 2 Bright Light | 7 Touching | 12 Heights | 17 Insects |
| 3 Darkness | 8 Blood | 13 Large Groups | 18 Spiders |
| 4 Bright Color | 9 Plants | 14 Strangers | 19 Machines |
| 5 Loud Noises | 10 Fire | 15 Animals | 20 Robots |

Temperature Sensitivity

Range: Body Duration: Constant Number: Self
 Modifier: CN Use: Constant Effect: Special

Description: The mutant is extremely sensitive to heat or cold or both. He suffers +2 points to the base damage score of heat or cold attacks. Further, he must make a CN Check minus his defect score vs the attack, to avoid being Stunned for one turn in addition to other effects. A Black result indicates System Shock.

Vulnerability

Range: Body/10 m Duration: Constant Number: Self
 Modifier: CN Use: Constant Effect: Invalid

Description: The mutant is particularly vulnerable to a particular item. A list of categories has been provided, and where a category is large, the GM may want to choose one single item from that category (e.g., Animal Fur: Cats).

When the mutant is exposed to the item he is vulnerable to, he immediately begins to suffer damage, once every 10 minutes (or every minute depending on item concentration). The GM should pick assign an Intensity score to the concentration of the item. The base damage score equals 1/4x the Intensity score, and should range from 2 to 12 points. A defect attack is made each round of time that the GM has decided is appropriate. This attack adds +1RF so that a White result causes x1. Each attack, the victim must make a CN Check minus his defect score vs the attack or become an Invalid until he evades the item. A Red result is treated as Complications A.

If the item a mutant is vulnerable to already causes damage, he instead suffers +2 points to the base damage score. Possible vulnerabilities include:

- | | | | |
|----------|----------------|-------------|------------|
| 1 Energy | 6 Radiation/UV | 11 Poison | 16 Plastic |
| 2 Water | 7 Biogenetics | 12 Drugs | 17 Sonics |
| 3 Wood | 8 Insect venom | 13 Minerals | 18 Heat |
| 4 Metal | 9 Electricity | 14 Clay | 19 Cold |
| 5 Salt | 10 Animal Fur | 15 Feathers | 20 Oil |

PART VIII: EXAMPLE OF PLAY

The following example illustrates a small portion of an adventure, using the characters Karp, Cleve, and Rahn. Rahn is a Rank 3 pure strain human armed with a battle axe and autopistol. Karp and Cleve are Rank 2 humanoids. Karp has mental control, telekinetic flight, and ultravision and is armed with a scattergun and short sword. Cleve has bodily control, precognition, and temporal fugue and is armed with a battle axe and crossbow. All three are Armor Class 4. "GM" indicates words spoken by the GM and "C" indicates words spoken by Cleve's player, who has been chosen *caller* for the party. The caller is the player who communicates the group's questions and decisions to the GM in an effort to help organize the group's actions and to minimize confusion for the GM.

As we pick up the action, the characters have marched for four hours after an eight-hour rest. They are burdened, moving at normal speed, and are approaching the outskirts of Pitz Burke.

GM: "You've been following the Nanty Glo Road for four hours. Do you want to rest or continue?"

C: "We'll continue."

GM: *Rolls against a terrain rating of 4 for wooded hills, gets a 74—an event or encounter will occur during the march. Rolls 1d100 and the result of 45 means it occurs during the second hour.*

"The road winds through a shallow, quiet valley. You cover two kilometers in an hour."

C: "We're on guard...moving normally."

GM: *Rolls 1d20, gets a 15—an omen. He rolls 1d10 and his result is a 3, a scene of carnage. Uncertain what caused this carnage he decides it is a caravan wreckage. "You cross another two kilometers and come upon the charred wreckage of several burnt wagons off to the side of the road. The agents of this destruction are not to be seen. A scattering of overgrown rubble lie beside the road."*

C: "Are there any marks or indication of what attacked these wagons?"

GM: "Several broken crossbow shafts stick out of the wood."

C: "This must be a fairly recent attack, the wagons are still smoking. We'd better be alert, guys."

GM: "There appears to be little of value here, the scavengers have long since picked everything clean."

C: "We'll keep our eyes peeled for interesting structures."

GM: "Are you going to slow down?"

C: "No...we'll keep moving at normal speed."

GM: "During the next two kilometers, you don't see any intact buildings, but the ruins do seem to be getting closer together. The road begins climbing a rocky gorge. The walls of the gorge rise about you, cutting off the sun. Do you want to rest or continue?"

C: "We'll continue. We hope to catch sight of Pitz Burke before dark."

GM: *He rolls against the rocky hills' terrain rating (a 9) and receives a 61—another chance for an encounter. He rolls 1d100 and receives a 15, so the encounter occurs during the first hour.*

"The gorge is narrow and steep, but the road is fairly level now."

He rolls 1d20 for the ruins encounter and the result is a 7—a creature encounter. Before rolling randomly on the chart, he checks his area key a discovers that he previously placed a clan of badders in this area. He decides the PCs have stumbled onto a badder camp. Remembering the omen encounter, he decides that a badder raiding party ambushed the caravan, and is now celebrating the victory.

"As you round a bend in the road, you notice a squat, square stone ruin, about 20 meters off the right side of the road." C: "How big is it? Can we see any doors or windows?"

GM: "It's about six meters tall, and maybe twice that on each side. It's covered with vines, but there seems to be an area on the side closest to the road where the vines have been cleared away." *Meanwhile, he consults the badder entry in the creature descriptions. He decides that a fair challenge for this group would be three badders.*

C: "We'll check it out." *He quickly checks with the other players on how to approach the building.*

GM: *Rolls 6d6 to determine the badders' hit points, and gets 21. For the sake of fast play, he decides that all three badders have 21 hit points so he does not have to roll for each one. He will use typical PS and MS ability scores.*

"What are you going to do?"

C: "We'll approach the front of the building. Rahn and Karp have their guns out and I have my axe ready. What do we see when we get close? Is there a door?"

GM: "Who's in front?"

C: "We're advancing all three abreast."

GM: "The bare spot appears to be a slab of wood. There's a metal handle on it." *He decides that since the characters are approaching a familiar creature with weapons ready that there is no chance for the PCs to be surprised. Even though the badders have empathy as a mutation, there is a chance they will be caught up in their celebration and he makes a surprise check for them. Using their MS average score of 16 for the check, his roll is a white result. This indicates that the badders are surprised.*

C: "I will pull on the piece of metal while Karp and Rahn stand just to either side. Their guns are aimed at the door."

GM: *Deciding that the door is latched on the other side, he has Cleve make a PS Check at a green difficulty level. He rolls a 45 with his 18 PS, and just succeeds.*

"There is a splintering of wood and Cleve yanks the door open. You see the backs of three huddled furry figures. They turn at the sound of the breaking wood, wine spilling from their mugs."

C: "Oh, just great." *After a quick discussion with the other players: "We'll let 'em have it!"*

GM: "What exactly did you let them have?"

C: "Karp and Rahn shoot, while I step away from the doorway."

GM: "The three scuffle for their crossbows, and one snarls a warning towards the back room."

Each player rolls to see if he hits, after taking into account all appropriate combat modifiers. Rahn rolls a 72 and hits with a blue result, causing his weapon's base damage (12 points). Karp fires his scattergun at the same target and rolls 98, causing 40 points of damage at short range because he must treat the result as one color less since his Tech Level is II and the weapon's is III. Rahn's action for the turn was to open the door. The lead badder suffers 52 points of damage minus its AC of 25, for 27 points and so it falls over dead.

"The target falls down and does not move."

C: "What else is going on in there?"

GM: "You see two more of the furry humanoids moving toward you."

C: "We'll shoot at them, too!"

GM: "Hold it! Make an Initiative Roll." *He rolls 1d6, with a 6 result.*

C: *Rolls a 1. "Oh no!"*

GM: "There's a sharp crack and a sizzling hiss. You're shot at with a slug thrower and a laser!"

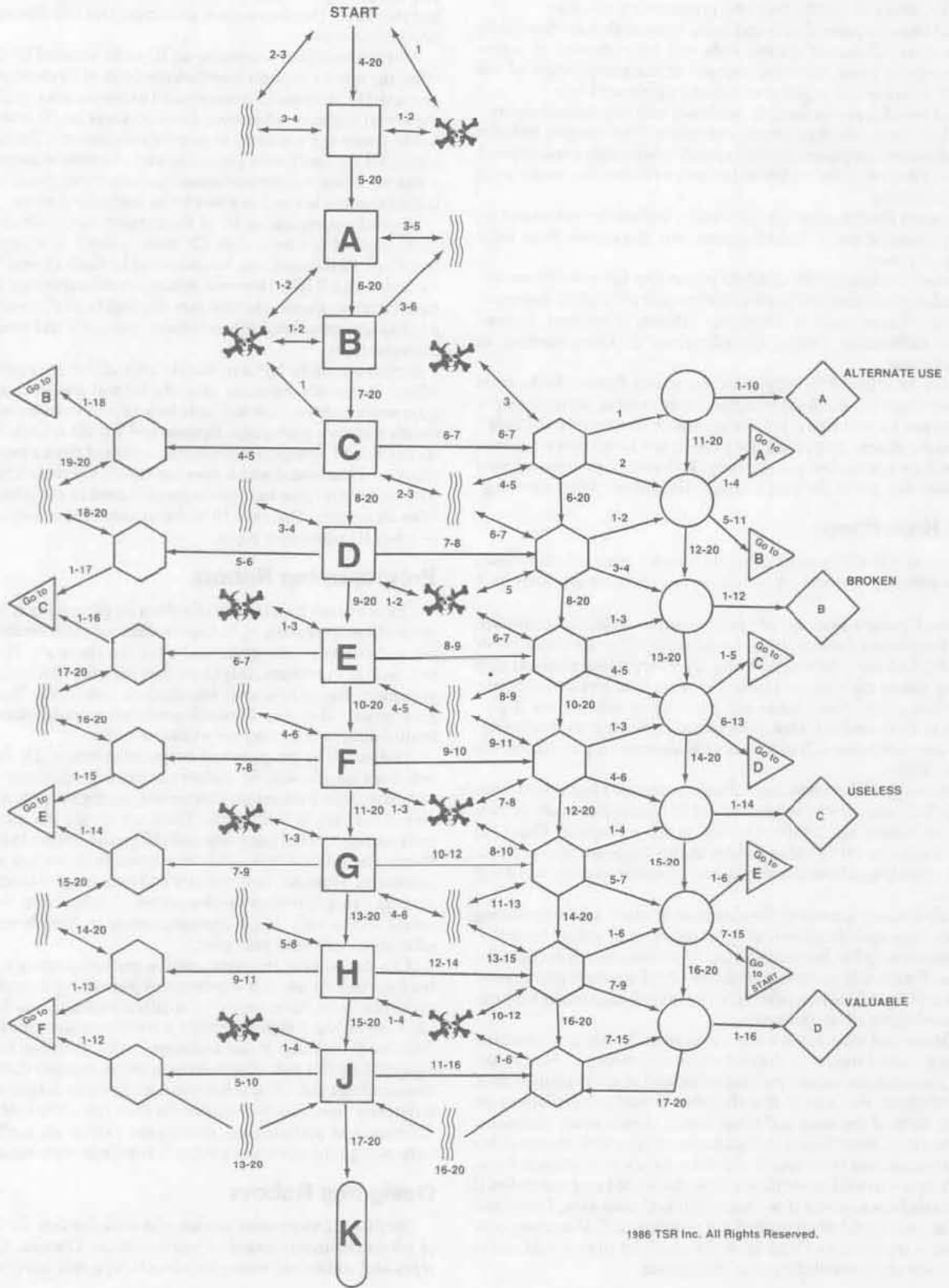
He rolls 1d6 to randomly determine who the badders fire at: 1,2 = Karp; 3,4 = Rahn; 5,6 = Cleve. The results are two 5s, so Cleve is the target of both attacks. The GM rolls two attacks on column 6, the badders Hit Dice number. He rolls a 99 with the slug pistol and a 27 with the laser.

"A crimson beam of light sizzles past Cleve's head, but a round of plastic pellets strikes him in the chest and inflicts 45 points of damage."

C: *Cleve suffers 25 points of damage (45 - 20 points from his armor. "Uh, guys, maybe this wasn't such a good idea!"*

Play continues like this until the combat is over. Cleve is seriously hurt, but the three badders are dead. The players take a search cycle to loot their foe's bodies and bandage Cleve. They then resume their march into Pitz Burke.

PART IX: ARTIFACT EXAMINATION CHART



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PART X: ROBOTS

Types of Robots

Robotic, programmed machines fall into three different categories: *artificial life*, *artificial intelligence* and *programmed machine*.

Artificial Life comprises droids and borgs because they are formed by deliberate manipulation of genetic code and are composed of a programmed organic brain, with the strength of machines. Artificial life views itself as *living* and *superior to naturally generated life*.

Artificial Intelligence include all machines with the limited capability to analyze, learn, think creatively and reason. This category includes robots and computers possessing the capability to interpret and respond to a human's desires. They are limited to actions *within the categories of their programming*.

Programmed Machines include all vehicles and machines that can repeat a *programmed list* of limited actions, but that cannot learn independently or reason.

Robots and Immunity: Most robots (those that fall into the categories of machines and artificial intelligence) are not affected by many special effects. These include *Biogenics*, *Burns*, *Knockout Poison*, *Radiation*, *Suffocation Drugs*, *Complications A*, *Complications B*, *Gases*, and *Panic*.

Borgs can be affected by *Biogenics*, *Knockout Poison*, *Suffocation Drugs*, and *Gases* provided the attacker is able to *locate an intake valve* or other means by which to inject the substance directly into the borg's closed system. Merely dropping a gas grenade at a borg's feet means the attacker *will be gassed*, but not the borg. However, if the attacker puts that grenade directly in the borg's intake, the gas will affect the borg.

Robot Reactions

Robots react like NPCs except that the robot's *mode* affects its reaction. Non-functional robots are inanimate and do not react. They have no mode.

Functional robots may be in *programmed*, *wild*, or *controlled* mode. *Programmed* robots are powered units still performing preassigned tasks. Lacking new programming, they keep doing whatever they were doing before the holocaust (planting seeds from an empty hopper, checking IDs, etc.). They notice the presence of others *only if programmed to do so* and will then react according to their programming. Only the simplest robots (those without sophisticated logic circuits) will be in *this mode*.

Wild robots are those whose logic circuits or memory banks have been damaged. They may fail to respond to control, omit some part of their program, or behave irrationally. The GM makes a Response Check (in the same way as for NPCs) when robots in this mode are encountered. All robot types (regardless of construction or sophistication) may be in this mode.

Controlled robots are under the direction of other robots possessing high-order logic and decision-making capacity or of other characters. Their programming has been changed to fit the controller's needs and it is necessary for the GM to make a Response Check for them (in the same way as for NPCs). All robot types can be controlled, but usually only unsophisticated types are in this mode.

The GM decides what mode a robot is in when he brings it into play. If it is in controlled mode, he decides who is controlling it. He also decides the nature of the robot's programming and of any malfunctions if it is in wild mode. As a rule of thumb, robots found in Installations are functional 40% of the time and those found elsewhere are functional 10% of the time. Those found in Installations have a 10% chance of being in wild mode and those found elsewhere have a 30% chance. Functional robots not in wild mode have a 30% chance of being controlled if found in Installations and a 10% chance if found elsewhere. Functional robots that *aren't wild* or *controlled* are programmed. If a strong controlling brain is present (a *Think Tank*, for example) all non-wild robots in the vicinity are controlled by that intelligence.

Only the GM knows the operating mode of each robot and what functions it can perform until it reveals this information through its actions or is hooked up to a *Cybernetic Installation* or *Think Tank* that can analyze the robot. The players must puzzle out this information by observation and analysis.

Also unlike NPCs, presenting an ID to be scanned by the robot may affect the robot's response based on the Code of ID displayed. Most programmed or controlled robots respond to the showing of ID by awaiting the verbal orders of whomever shows it. Once an ID is shown, it need not be shown again in order to give the robot orders. The robot will have identified the user's voice pattern as that of someone authorized to give it orders. If two or more authorized persons try to give it orders, the robot follows the last orders given by an authorized party.

Most robots respond to ID of their appropriate code or higher. They never respond to a lower code ID. Thus, a Robot that can be controlled by a Code III ID could also be controlled by Code IV and V IDs but not by Code I and II IDs. However, robots in wild mode may (20% chance) have lost programming so that they respond to all ID or to no ID. Many security and specialized robots require special ID and won't respond to common types.

Robots are unlike NPCs in that the type of character presenting an ID affects the robot's responses to it. An ID will always be accepted from pure strain humans, but will only be accepted from humanoids if they closely resemble pure strain humans and the ID is Code IV or less. An ID of Code IV or higher will never be accepted from a mutated animal, plant, or a humanoid which does not closely resemble a pure strain human unless the robot has been reprogrammed or modified to accept ID from these types. There is a 30% chance that a robot will accept Code III or lower ID from these types.

Programming Robots

Characters can gain control of a robot by presenting it with an appropriate ID and speaking to it. Once verbal control is established, the robot will thereafter recognize and obey the character. However, it will still be able to perform only those functions for which it has been programmed. Only Cybernetic Installations and Think Tanks can reprogram robots. They may do so independently or under direction of a pure strain human whom they are willing to obey.

A robot can be programmed to ignore common IDs and take orders only from specific sources. Military or security types won't normally attack pure strain humans (or humanoids passing for pure strain humans) even if they are in wild mode. There are simply too many commands built into most robot programs forbidding the subject to harm humans. Plants, mutated animals, and most humanoids are not subject to this protection. However, non-military and non-security robots can be programmed to ignore even this restriction. A robot must be directly connected to the unit that is reprogramming it. Simple reprogramming takes about one hour per robot.

If a robot is being reprogrammed to perform activity radically different from that for which it was designed (converting an ecology bot to security functions, for example), partially rebuilding may be necessary. It takes one to three days to rebuild a robot into something functionally different (but similar in size and shape). All Cybernetic Installations are equipped for this task. Think Tanks aren't so equipped. A rebuilt robot converted to a task for which it was not originally designed will perform differently from robots designed for that task. The GM defines exact differences in performance, though the players set forth general performance guidelines when a robot is rebuilt at their request.

Designing Robots

The *Robot Descriptions* portion of this section lists the different types of robots commonly found in post-holocaust America. These are basic types and individual examples of each type will have widely varying

characteristics. The GM should use these descriptions as guidelines for designing his own robots. Specific characteristics will depend on the function each robot is designed to fulfill, but all robots have the same basic design elements.

To insure that all of these elements are taken into account, follow these steps when designing a new robot:

1. Decide the robot's type and general purpose.
2. Decide how it is controlled and the type of ID to which it will respond.
3. Determine the general duties and list the abilities and tools that would be necessary for that robot to perform its function.
4. Select average scores for the robot. Borgs and droids will have high Mental Strength and Program Ratings (PR). Intelligent robots will have high Program Ratings and Dexterity ratings and may possess Physical Strength in an average range of 12 to 125. Programmed machines will have high Physical Strength and low Mental Strength and Program Ratings.
5. Decide on size and shape.
6. Select Hit Dice for the robot. *Rule of Thumb: assign 1 Hit Die per 2 Physical Strength points. This should actually be a function of mass, but that may be difficult to calculate.* Hit Dice are also used to indicate Constitution for machines. On that subject, if a robot is likely to malfunction or break, use one quarter its Physical Strength. If it is more durable assign 2 Hit Dice per 3 Physical Strength points.
7. Assign an AC value. Robots made of metal average an AC of 7. Borgs and those built of plastic will be AC 5 on the average.
8. Decide the robot's means of attack and other special equipment it might possess.
9. Decide its means of locomotion and its base speeds. Use vehicles for an additional guide when deciding.
10. Decide what type of Power it uses.
11. Decide what types of Sensors it would need to have.
12. Select a range for the number that may be encountered together. Since most robots are very powerful, this range is usually best as 1 to 2.
13. List any program limits and traits peculiar to this type.
14. Write a description of the robot using the same format as that used here.

Nearly all robots are powered by broadcast power beamed from huge urban broadcast stations or installation broadcast stations. They almost always have one or more additional power sources to which they can switch if broadcast power is interrupted. Most have human-like sensors with special microscopic or infrared sensors being used in units with a special purpose. Almost all robots respond to vocal control if the proper ID is presented, but some will only answer to electronic signals from a Think Tank or Cybernetic Installation. Most robots are Armor Class 7. Military and security types may be Armor Class 9 or 10 (especially if they are made of duralloy which is a lightweight, almost indestructible metal from the Shadow Years). Most robots have 1 Hit Die per cubic meter of size. Small household types may have fewer points and military types will often have more.

Robot Descriptions

Following are the descriptions of several common types of robots. They are listed in alphabetical order. The descriptions are divided into the following categories:

Type: This is the general type as determined by the robot's function.

Number: This is the number of this type of robot that may be encountered together.

Hit Dice: This is the number and type of dice used to determine the robot's Hit Point score.

Control: This is how the robot is controlled. Control systems in-

clude: Code I ID through Code V ID(A) — present ID and give verbal command; Code II ID(B) — present ID and use electronic signals from Comm Unit or computer to give commands; or use only a single designated control unit to give electronic signals that encode commands (C). If this last system is used, the character must convince the designated control unit (a Think Tank or Cybernetic Installation) to transmit the orders for him. Borgs have organic brains and will respond to proper ID by taking orders only 25% of the time. The rest of the time, they will react independently of their programming and should be treated as NPCs instead of robots for purposes of response, hiring, and recruitment. Borgs under the control of a Think Tank, Cybernetic Installation, or Building Computer are treated as followers of that unit.

Sensors: These are the types of sensors a robot can possess.

* H = Human Visual & Audio Ranges.

* IU = Infrared and Ultraviolet.

* S = Microscopic.

* T = Telescopic.

* A = Audio, 3x Human Hearing

* R = Radar/Sonar

* C = Communications, Radiowaves

* F = Feeling, 3x Human Standards (Touch, Smell, Electronic Aura)

* M = Magnetic (as Feeling Range)

* V = Vibrations (as Feeling Range)

Power: This is the robot's source of power. Those that run on broadcast power may possess auxiliary backup systems such as Chemical or Hydrogen Cells. These include:

* A = Atomic Energy Cells

* B = Broadcast Power

* C = Chemical Cells

* H = Hydrogen Cells

* N = Nuclear Power Plant

* S = Solar Energy Cells

If a number follows a power source, this is the number of hours of continuous operation that the power source provides.

Ability Scores: This lists the average robot's ability scores and may vary by as much as plus or minus five points. The scores of a robot include:

Mental Strength (MS): This score is primarily used to modify mental attacks against robots. The typical Mental Strength of machines is 6 (-2).

Program Rating (PR): This score is used in place of Intelligence and Morale for a robot. It also identifies the optimal number of programmed responses in the robot. A robot's Program Rating is used to determine if a robot will respond to a character's actions if the robot is only an artificial intelligence or machine.

Dexterity (DX): This represents the reaction speed and agility of the robot.

Physical Strength (PS): Robots possess physical strength in excess of human and animal norms. The modifier for Physical Strength is added to the creature's base damage when determining damage from grappling and melee attacks.

Endurance: This is the equivalent of Constitution for creatures. For simplicity, a robot's Endurance equals his Hit Dice.

Charisma (CH): This score is not needed by most robots. Only Borgs and Droids possess Charisma. If Charisma is needed during an adventure, use the robot's Mental Strength score or roll 4d6.

Speed: This lists the robot's type of locomotion and the base speed. Robots move like vehicles. Their Acceleration and Deceleration rates always equal one half their speed and they all possess twenty Brake factors that will reduce speed by an additional 50 units.

Types of locomotion include: *Pods* (built-in anti-grav pods), *treads* (steel or rubber tractor treads), *legs* (articulated metal limbs used for walking upright), *hoverfans* (used only by heavy equipment), *wheels* (similar to vehicles), and *rotors* (horizontal propellers used for flying).

Robots

The robots listed are all designed for land movement or low hovering. Some are sealed for underwater work but are not equipped for much movement in that environment.

Description: A description of the robot lists any special systems or weapons it possesses. The most common such term will be *tentacles* which the robot uses to grip weapons and equipment, lift weights, or attack enemies. Unless otherwise noted, tentacles can lift up to 50 kilograms. The base damage for tentacles varies with the length; these include:

Length	Base Damage
1 meter long	(5)
3 meters long	(10)
6 meters long	(15)
12 meters long	(20)
18 meters long	(30)

Type: Autobot

Number: 1 to 6
Hit Dice: 6
Sensors: H,C
PS: 25(+4) DX: 18(+2) MS: 6(-2) PR: 15(+1)
Speed: 3 Wheels = 120 or 3 Legs = 72

Description: Autobots are 1-meter-tall personal servant robots. The body is constructed of a plastic shell with hydraulic muscles and solid-state circuitry. They may either possess three legs or three wheeled struts which are used for locomotion and balance.

Autobots will have plug-in power tools pertinent to their programmed task attached to compartments in the midsection. These tools can be attached to and powered by the two robotic arm jacks. Such tools include vacuum hoses, flamethrowers, drills, water and wax jets, buffers, vibrosaw, and so forth. Few autobots have survived the holocaust, and most need new batteries.

Type: Automachine

Number: 1 to 8
Hit Dice: 4
Sensors: IU,S,M,C
PS: 120(+4) DX: 9(-1) MS: 0(-4) PR: 6(-2)
Speed: 1 Tread = 16 or 1 Pod = 40

Description: Automachines may vary from 1 meter square to 3 meters square. Automachines are robotic machines with very limited programming used as the work force of industrial plants and maintenance crews. Automachines have a minimal response level, and most are programmed just to avoid obstacles as they proceed with their work. An automachine may be reprogrammed by replacing the microcircuitry chipboard. Some even possess a 60-key miniature pad mounted somewhere on them, that a creature with the proper access code can use to reprogram them.

Most automachines are equipped with 1 to 12 robot limbs or 3-meter long tentacles, especially adapted to their assigned tasks. They may also be equipped with one of the following: rivet guns (treat as slug pistol B), welding torches, paint spray, heat lamps (treat as laser pistols for damage), metal punch (treat as knives), wire binder, or water jets and brushes.

Type: Automaton

Number: 1
Hit Dice: 12
Sensors: H,IU,A,C,F
PS: 50(+4) DX: 15(+1) MS: 18(+2) PR: 50(+4)
Speed: 2 Legs = 72 1 Pod = 40

Description: Automaton are 2-meter-tall humanoid robots, built of metal and plastic. Designed to be companions and tutors to humans, automatons may also serve as body guards if a security robot is not present. An automaton is usually programmed with a strong motivation for self-survival too, so long as this survival does not endanger humans.

An automaton possesses the equivalent of a small library of information in memory chips housed in its legs and chest units. It may be questioned as if a Tech V Base for any information within Ancient history, up to one hundred years before the cataclysm, and anything within its own personal history using the Research rules found in Part VII, Campaigns.

Automatons may use any Tech IV weapons. They can repair themselves at the rate of 5 points a day until half-damaged, after which they repair at a rate of 1 point a day.

The following pieces of equipment are built into an automaton: a searchlight, a loudspeaker, 50 meters of plastic line on an automatic reel, a electromagnet capable of lifting 200 kilograms of weight, a laser scanner/printer capable of creating two-dimensional color versions of things viewed by its optic centers, an electronics repair kit including five universal jacks to plug into other machines, an electric lighter, five doses of adhesive and a half-strength medkit.

Type: Cyborg

Number: 1 to 4
Hit Dice: 15
Sensors: H,IU,A,E,C
PS: 75(+4) DX: 21(+3) MS: 21(+3) PR: 18(+2)
Speed: 2 to 8 Legs = 120 or 2 Treads = 80

Description: Cyborgs were once Ancient humans who, in order to survive, had many of their fleshy parts replaced with robot parts. They still possess near-human minds and should be treated as NPCs. But the years have taken their toll, and many cyborgs have become insane or robotic in nature. Some cyborgs have even become cannibals, eating any flesh they can capture. Cyborgs are built of metal, plastic and protected flesh. Cyborg form can vary greatly, so only some common features are described.

Cyborgs have enhanced their strength and reaction speed. They are still living creatures and require half the normal food and drink, but always carry at least a week's worth of rations in the form of artificial foods. Cyborgs have also enhanced their senses.

Most cyborgs possess reinforced arms with manipulative digits. They may also have 1d6 1-meter-long tentacles and 1d6/2 robot tool arms. Cyborg weaponry is built into their form and they can make two attacks a turn as if possessing dual brains. They may also treat their Attack Rank as an Experience Rank to gain additional attacks by dividing their Rank.

Cyborgs will be armed with two laser pistols mounted internally but focused by a fiber optic that leads to two swivel mounted lenses. They carry 2d6 grenades of varying types, concentrating mostly on concussion grenades, poison and tear gas grenades, since they are immune to gas. They also have a welding torch, sonic screwdriver, vibrosaw, and protein analyzer. Cyborgs may be armed with other weapons that they use with their human hands. Cyborgs are rarely encountered and may be in command of other robots.

Type: Death Machine

Number: 1
Hit Dice: 200
Sensors: H,IU,T,R,C
PS: 650(+6) DX: 25(+4) MS: 10 PR: 2
Speed: 8 Pods = 240 8 Treads = 120

Description: This killing machine is 15 meters long, 9 meters wide, and 3 meters tall. It is covered with knobby projections housing sensors and weapons.

Its main weapons are two blaster cannons that cause base damage of 35 points at a base range of 300 meters. For close defense it has six black ray guns with a base range of 60 meters, four trek guns that do the same damage as trek bombs and have a base range of 35 meters, and 16 mark VII blaster batteries of four guns each. Other weapons include eight laser batteries (five guns each) that do base damage of 30 points per battery at a base range of 300 meters and can fire simultaneously, six mini-missile launchers with 5d20 missiles fired individually and a fusion bomb launcher with 5d10 fusion bombs. Both the missiles and the fusion bombs have a base range of 600 meters.

It is protected by a triple strength energy screen.

A Death Machine can normally attack with only six weapons a turn. To make additional attacks, the Death Machine must divide its Attack Rank among all of the attacks it makes. It will not attack at less than Rank 10 with any weapons. As a Death Machine's Endurance is reduced (reduced by 1 per 4 hit points of damage it suffers, as with Vehicles) its Attack Rank is affected.

A Death Machine may automatically repair 5 points of damage a turn until it is half-damaged. Once half-damaged, it may only repair 1 point per turn. When reduced to less than 50 hit points it can only repair 1 point a minute. Some death machines may shut down when reduced to 20 hit points so that they may repair themselves and attack later.

An energy-damping field fuses the circuits of robots coming within 60 meters of the death machine and causes a base 20 points damage to all those wearing energy screens (except itself) within that range. Death machines are very rare and will only be found near Cybernetic Installations that they are assigned to defend and from which they take orders. They almost always attack those who can't show Code V ID.

Type: Defense Borg

Number: 1 to 2 Armor: 9(-45)
 Hit Dice: 125 Control: C
 Sensors: H,IU,T,E,C Power: N,S
 PS: 180(+5) DX: 21(+3) MS: 10 PR: 1
 Speed: 3 Pods = 160 6 Legs = 80 Hoverfan = 48

Description: This 3-meter-diameter sphere has a 1-meter turret on top and two 6-meter-long tentacles. It also has a force field and twin tractor/pressor beams that can move 500 kilograms at a 60-meter range. Its main weapons are three batteries of five lasers each. All three batteries can be fired at once, have a base range of 180 meters, and cause base damage of 30 points per battery.

Other weapons include three grenade launchers with 4d10 grenades each of mixed types (all launchers can be fired simultaneously) and two micro-missile launchers with 2d20 missiles apiece (which must be fired separately). Grenade launchers have a base range of 60 meters and micro-missiles have a base range of 600 meters.

A Defense borg may make additional attacks by dividing his attack rank between his various attacks. However, his Rank decreases as his Endurance decreases from damage (loss of 1 per 4 hit points damage). A Defense borg can repair 1 point of damage per turn until it suffers half damage; then it can only repair 1 point per minute.

A rarity has been found of a Defense borg whose brain has mutated and possesses one mental mutation.

Defense Borks possess organic brains and will almost always be assigned to defend an Installation under the supervision of a Cybernetic Unit (Cybernetic Installation) or Supervisory Borg. They are nearly as rare as death machines.

Type: Ecology Bot—Agricultural

Number: 1 to 8 Armor: 7(-35)
 Hit Dice: 12 Control: II A
 Sensors: H,IU,S,F Power: B,S,C72

PS: 120(+4) DX: 15(+1) MS: 6(-2) PR: 15(+1)
 Speed: 2 Treads = 40 Hoverfan = 80

Description: These 3x6x1-meter ovoids have 1d6 tentacles, each 6 meters long and tipped with touch sensors and three-pronged manipulative claws. There is a 50% chance that each tentacle has an electric stun device (works by touch with the same effect as a Stun Grenade) in the end as well. Special devices that retract into the robot's body include a soil analysis lab, plow, disc, rake, mower, flamethrower, vibro saw, and nozzles with a 9-meter range containing water, herbicides, fungicides, fertilizers and insecticides.

These robots are common in rural areas.

Type: Ecology—Bot Wilderness

Number: 1 to 4 Armor: 7(-35)
 Hit Dice: 16 Control: II A
 Sensors: H,IU,S,T,A,R Power: B or S
 PS: 150(+5) DX: 18(+2) MS: 6(-2) PR: 15(+1)
 Speed: 2 Treads = 80 2 Hoverfans = 160

Description: This mechanical forest ranger is about the same size and shape as the ecology bot-agricultural. It has two 6-meter-long tentacles and four 3-meter-long tentacles. All are equipped the same as the tentacles of the ecology bot-agricultural (but there is an 80% chance they have electrical stun). All have soil, air, and water analysis labs, nozzles for spraying the same liquids as ecology bot-agricultural (but with defoliants in addition), a sonic torch, laser torch, flame gun and vibro saw.

Each has capture equipment including a paralysis field with a base range of six meters (works like a stun grenade), a launcher with three weighted throw-nets and a base range of four meters, and a collapsible man-sized duralloy cage. A veterinary medi-kit is included that works on mutated animals the way a normal medi-kit does on pure strain humans. The kit also has surgical tools for the robot's use. This robot is usually found in forests or mountains in a programmed state.

Type: Engineering Bot—Heavy

Number: 1 to 3 Armor: 8(-40)
 Hit Dice: 40 Control: III A
 Sensors: H,IU,S,R Power: B,H90
 PS: 150(+5) DX: 11 MS: 6(-2) PR: 6
 Speed: 4 Pods = 80 4 Treads = 120

Description: This cigar-shaped unit is 18 meters long and 6 meters in diameter. Its four retracting 12-meter-long cranes can lift 2,000 kilograms each and its heavy duty 18-meter-long tentacles can handle 800 kilograms each. The robot also has four 6-meter tentacles for handling human equipment. A tractor/pressor beam can lift 2,000 kilograms at a base range of six meters. Special equipment includes batteries of 1d6 sonic torches, lasers, atomic torches, and power tools. Most units also have 6d10 triangular duralloy sheets and a supply of assorted rivets, plates, or bolts, plus the special tools needed to use them. All units are sealed for underwater use.

Type: Engineering Bot—Light

Number: 1 to 6 Armor: 7(-35)
 Hit Dice: 8 Control: II A
 Sensors: H,IU,S,R Power: B,H18

This bot is 12 meters long, and has a 12-meter-long crane with a three-pronged claw mounting 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. A 6-meter-square platform is used to carry cargo.

Type: Large Cargo Transport

Number: 1 to 2 Armor: 7(-35)
 Hit Dice: 75 Control: I A
 Sensors: R,IU,C Power: B,S,C8
 PS: 1500(+6) DX: 7(-1) MS: 6(-2) PR: (-3)
 Speed: 2 Pods = 80 2 Treads = 120

Description: This unit is the same size and shape as the heavy cargo lifter and carries the following on a front-mounted, 3-meter by 6-meter platform: 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. Each unit can be electronically coupled to other units of the same type for convoy movements.

Type: Light Cargo Lifter

Number: 1 to 3 Armor: 7(-35)
 Hit Dice: 24 Control: II A & B
 Sensors: IU,R,M Power: B,C12
 PS: 600(+5) DX: 7(-1) MS: 6(-2) PR: 7(-1)
 Speed: 4 Pods = 160 2 Treads = 120

Description: This 6-by-3-by-1-meter unit has a front-mounted 1-by-3-meter equipment platform carrying the following: a 6-meter crane with a three-pronged claw able to lift 900 kilograms, four 6-meter tentacles able to lift 500 kilograms each, and a tractor/pressor beam able to lift 1,600 kilograms at a 30-meter range.

Type: Medical Robot

Number: 1d4-2 Armor: 7(-35)
 Hit Dice: 9 Control: III A, II B
 Sensors: H,IU,S,F,A Power: B,H24
 PS: 65(+4) DX: 13(+1) MS: 8(-1) PR: 18(+2)
 Speed: 1 Tread = 160 2 Legs = 24

Description: This upright-walking 2-meter-tall unit is humanoid in shape. It has two arms and two 2-meter tentacles, each of which is equipped for handling precision instruments. Special equipment includes all normal medi-kit tools and materials (in five times the quantity found in a medi-kit) plus more extensive medical labs than are in the medi-kit. A medical robot can perform complex surgery, if necessary. It heals characters at the same rate as a med-kit.

Type: Security Robot

Number: 1d4-1 Armor: 8(-40)
 Hit Dice: 16 Control: IV A, C
 Sensors: H,IU,T,A,R,C,M,V Power: B,N
 PS: 100(+4) DX: 13(+1) MS: 8(-1) PR: 25(+4)
 Speed: 2 to 4 Legs = 24 2 Pods = 160

Description: These units look like medical robots, but each of their tentacles can lift 200 kilograms and each robot has a pair of tractor/pressor beams that can lift 200 kilograms apiece at a 30-meter range. Weapons include four paralysis rods (each with a 3-meter extension), a slug thrower A (with 10 clips of ammunition), and a grenade launcher (60-meter range) with 1d6 tear gas grenades and 2d6 stun grenades. These units will usually be programmed to subdue all life forms acting violently or entering restricted areas. They have command circuits that allow them to summon medical robots and engineering robots as necessary.

Type: Small Cargo Transport

Number: 1 to 6 Armor: 7(-35)
 Hit Dice: 22 Control: I A
 Sensors: IU,R,M Power: B,S
 PS: 550(+5) DX: 7(-1) MS: 6(-2) PR: 2(-3)
 Speed: 3 Hoverfans = 240 Treads = 160

Description: This unit is the same size and shape as the Light Cargo Lifter. It has two 6-meter tentacles, each able to lift 100 kilograms and a tractor/pressor beam able to lift 1800 kilograms at a 12-meter range. Each can be electronically coupled to other units of the same type for convoy movement.

Type: Supervisory Borg

Number: 1 to 2 Armor: 5(-20)
 Hit Dice: 22 Control: V A
 Sensors: H,IU,F Power: N
 PS: 45(+4) DX: 13(+1) MS: 18(+2) PR: 15(+1)
 Speed: 3 to 5 Legs = 48 1 Hoverfan = 160 2 Pods = 80

Description: This unit's 1-meter-tall humanoid trunk rests on a 1-meter-square base. It has two humanoid arms able to manipulate any tools or equipment designed for human use. Supervisory borgs have radio circuits that allow them to control all other robots as if they had a Code IV ID. They can communicate with Think Tanks and Cybernetic Installations on whose behalf they will usually function.

Type: Warbot

Number: 1d4-2 Armor: 12(-60)
 Hit Dice: 100 Control: C
 Sensors: H,IU,T,R,C Power: N
 PS: 150(+4) DX: 12 MS: 10 PR: 16(+2)
 Speed: 4 Rotors = 600 6 Pods = 240 6 Treads = 120

Description: This vaguely turtle-shaped unit is 9 meters long by 6 meters wide by 3 meters tall. It has four micro-missile launchers, six torc grenade launchers (base range 100 meters) and 5d20 torc grenades, four black ray guns (base range 50 meters), eight mark VII blaster batteries of three guns each, one matter bomb launcher (base range 50 meters) and 6d6 matter bombs, and six laser batteries of five guns each (base range of 300 meters, base damage 25 points per battery). All warbots have a double strength forcefield.

A Warbot may make additional attacks by dividing his attack rank among his various attacks. However, his Rank decreases as his Endurance decreases from damage (loss of one per four hit points damage). A Warbot can repair 2 points of damage per turn until it suffers half damage, then it can only repair 2 points per minute.

The Tale of Elder Twilight

...I recall the first time I heard the tale of the Changing.

We students sat on the silkmoss-covered hillside; the graying dusk was lit by the golden glowing gorse and the new evening stars.

We had finished meditations to clear our minds for the lesson, when Master Laur silently began to instruct us.

One might almost mistake the goodly Laur for one of the True Children, the direct descendants of the Ancients, for the dim light masked the green hue to his skin and his four-fingered hands. But Laur was one of the few Changed who had managed to join the ranks of the Keepers. When he spoke, the wind hushed, and his soft voice carried to each of our ears like a private whisper.

"Learn now the lessons of the past and the great goal set for our lives.

"Before the sky glowed red, before the seas of grass waved blue and deadly, there was a time when the world was a wonder! Mighty cities of metal rose toward the heavens, flying chariots sped across the plains, and man's companions were creatures of steel. All this was the Ancients' domain.

"Those Ancients, the forefathers of our world, were mighty beings and all the Earth was theirs to command. But this was not enough, they sought greater challenges, new frontiers. And so, their shamans, the legendary Scientists, built vessels of power to explore the Great Void itself. And thus, their glory was spread among all the stars.

"Yet from these mighty achievements, a haughty pride grew and dissatisfaction took root in that rich soil. Man grew jealous of his brother and nation bickered with nation.

"What spark at last ignited the nations' angers, we do not know. Some Keepers hold that man grew reckless or that some Cosmic Force sought to teach the world a lesson; others believe that outsiders feared the might of man's nations and tried to eradicate them. Still others fear it was the result of a colossal accident or miscalculation.

"However it came about, a mighty conflict raged and man scoured the earth with awesome tools of destruction. Fire destroyed the cities of man and winds cleansed the debris. When the ash settled, the Age of the Ancients was past.

"Then began the time of Long Dying, that we call the Shadow Years. From out of their shelters crawled the last of the Ancients to behold the destruction they had wrought. They were repentant and called into the Void for their brethren to return. But if any heard, none answered. They had sealed their own doom. In the years that followed, the glow-that-burned blanketed the land, and many of the survivors sickened and died. Yet some few survived to begin the long climb back to civilization.

"It was the Ancients' greatest terror that proved to be their most precious gift to us. The very earth poison, whose deathglow slew thousands, was the key that

unlocked the potential of all creatures. The gates on the stations of life were thrown wide and plant and animal learned to change their form and to survive in this changed world.

"These changes were as varied as ice crystals. Some changed their shape, color, or natural defenses. Some gained vastly improved minds, discovering new powers of life and death, while still others changed beyond the Ancients' recognition.

"Thus from humble beginnings sprang our four races, the children of the Ancients. From the plants grew the Earth's Children; from the lowly beasts evolved the intelligent Man Brothers; the Changed had transformed into the form of man and were able to use both man's tools and the weapons of their bodies; and finally there are the True Children, the unchanged, direct descendants of the Ancients.

"We are of many shapes, but we are all children and heirs of the Ancients. And to us has passed their legacy. We have a second chance, a chance to rebuild, to restore the old glory, and to prove ourselves worthy of our heritage. For only then will we at last escape the wilderness and be welcomed back into the Cities of Man!"

My memory of the rendition fades, and I admit to a distraction at that time, for I had recently passed the rites of manhood. Yet I recall that below the hill spread a panorama of the world that is so familiar to us. It was hard to imagine a world where the plains were not wild blue waving grasses, where forests grew without the towering red watchwoods, where the night was dark and pale, where the violet glow of the Deathlands was absent.

My gaze traveled across the vale, to the Feather Forest whose giant cicadias and immense red roses offered shade to the monstrous mantraps and the daring drakeflies. Beyond lay the Muck Marsh, bubbling orange and acidic; only the metal storks and floating sweetpads dare wade those waters. And there, lying at the foot of the ochre-mantled mountains, surrounded by the deathglow, nestled a silver-green ruin of the Ancients, a treasury of hidden mysteries.

A winged drayfish, its mouth filled with myriad venomous barbs, soared through the red sky seeking prey.

The drayfish spotted its prey and dived towards a fluttering flock of flame moths. I chuckled, for in the beast's hunger-driven haste it had made a fatal mistake! The moths scattered before the diving creature and beams of ruby light flashed from their eyes, lancing the beast. The dinner had just become dinner.

Ah well! As the elders say, "Life is tough, and then you die!"

*Estelroth Twilight
Keeper of the Everlasting Light*



GAMMA WORLD®

CHARACTER FILE

CHARACTER'S NAME:		PLAYER:
RACE:	TECH LEVEL:	STATUS POINTS:
BACKGROUND:		COMMUNITY:

PHYSICAL ABILITY: Mod. Current		MENTAL ABILITY: Mod. Current		RANK:
PS:		MS:		Talents:
DX:		IN:		
CN:		CH:		

PHYSICAL MUTATIONS: Score		MENTAL MUTATIONS: Score	

SKILLS:			

ARMOR	Tech	AC	Effects	Power	Wt.	HIT POINTS:
						Wounds:

WEAPON	Tech	Base Dmg.	Effects	Base Range	Ammo/Power	Wt.	Special:

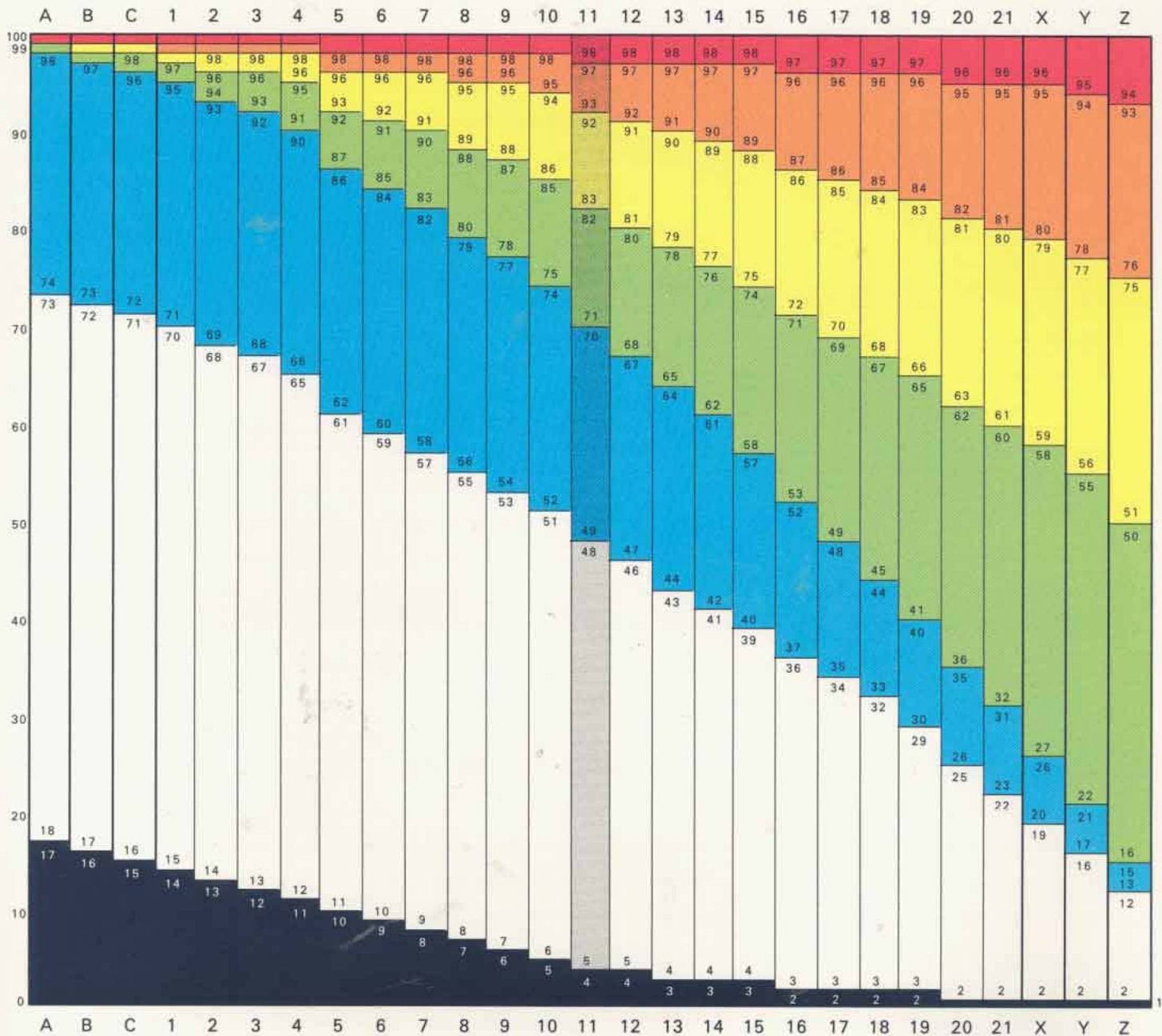
GEAR	Tech	Rank	Effects	Power	Wt.	EXPERIENCE POINTS:

TREASURES:					

CHARACTER IS:	UNBURDENED	BURDENED	HEAVILY BURDENED
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NOTES:

ACTION TABLE (ACT)



Special Ranges

- A = -26 or less
- B = -6 to -25
- C = 0 to -5

- X = 22 to 120
- Y = 121 to 600
- Z = 601 or more

Skill Levels

- Level 1 = Col 11
- Level 2 = Col 12
- Level 3 = Col 13
- Level 4 = Col 14
- Level 5 = Col 15

Ability Modifiers

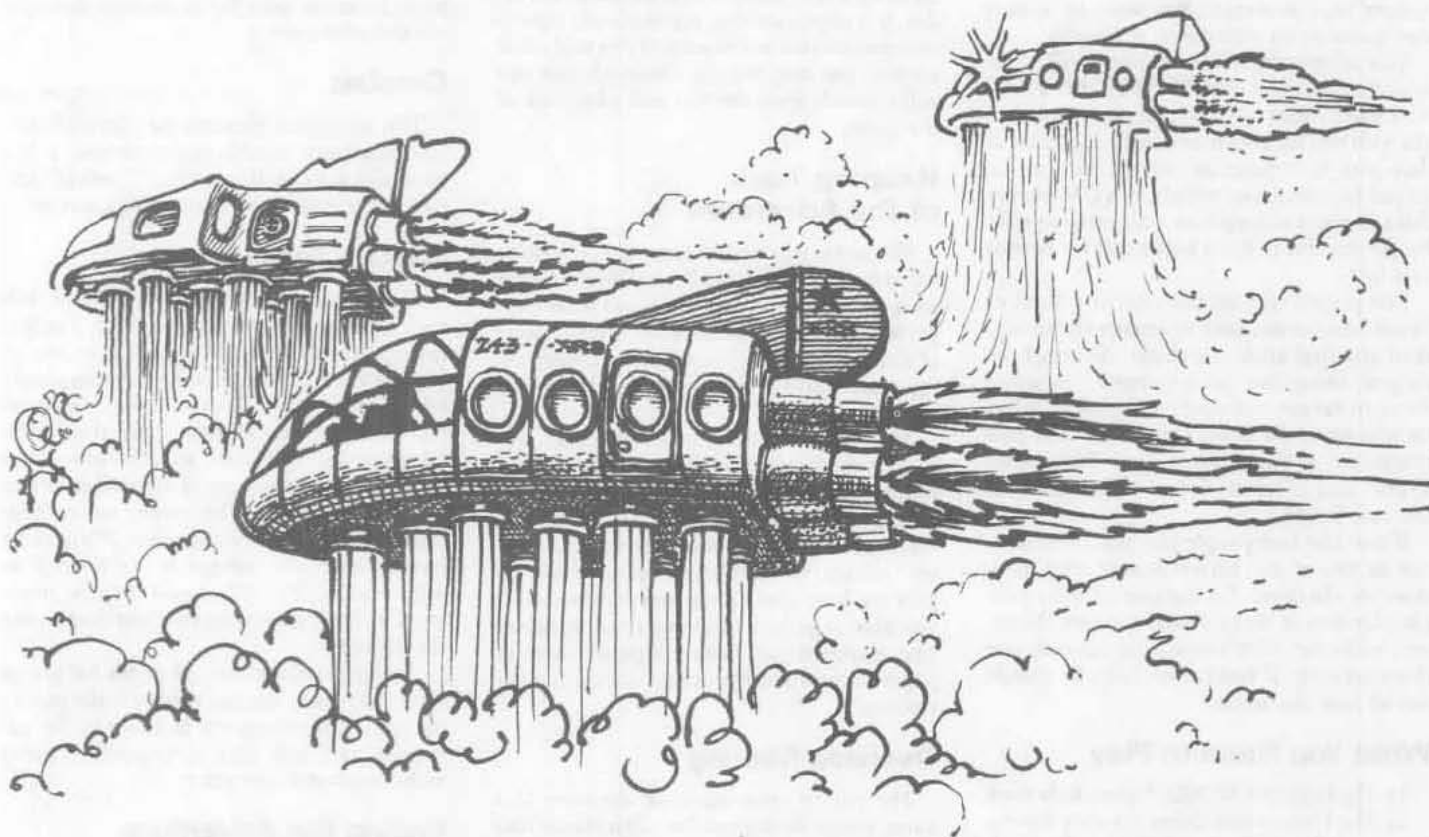
- | Score | Modifier |
|----------|--------------|
| A | Penalty of 6 |
| B | Penalty of 5 |
| C | Penalty of 4 |
| 1 to 3 | Penalty of 3 |
| 4 to 6 | Penalty of 2 |
| 7 to 9 | Penalty of 1 |
| 10 to 12 | None |
| 13 to 15 | Bonus of 1 |
| 16 to 18 | Bonus of 2 |
| 19 to 21 | Bonus of 3 |
| X | Bonus of 4 |
| Y | Bonus of 5 |
| Z | Bonus of 6 |

Combat Results

Slam	Difficulty Factor	Aiming Size	Ranges	Durations
Avoided	Challenging	1 cm	Lucky Shot	-5 CS for One Turn
Staggered	Difficult	10 cm	Extreme, -3 RF	One Turn
Stunned	Average	50 cm	Long, -2 RF	1d6 Turns
Pushed Back	Fair	1 m	Medium, -1 RF	1d6 Minutes
Knocked Down	Easy	2 m	Short	1d6 Hours
Slammed	Automatic	5+ m	Point Blank, +1 RF	1d6 Days
Knocked Out	Bad Break	Bad Break	Jam/Misfire	Permanent

GAMMA WORLD[®]

ADVENTURE BOOK



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PART VI: RITE OF PASSAGE

INTRODUCTION

The town of Restore is a small Restorationist stronghold in a valley that separates a long mountain range from plains to the south. Lately Restore has come under attack from large bands of carrin birds and badder mutants. These bands have been forced down from the mountains and your Restoration Council feels that these new enemies must be stopped at all costs. The town has just received information that a raid is going to descend on Restore in just seven days. You are being sent on a desperate mission into the mountains to find weapons of the Ancients to aid in this fight. But you begin to wonder why these invasions have occurred. You want to answer that question on your quest, if you can.

This adventure, *Rite of Passage*, will introduce you to the GAMMA WORLD® game. New game masters (GMs) and players can begin with this adventure and learn the game as they play. It requires no referee and can be played by one to four people, or a GM can use this adventure to help him run a campaign for his players and to get a better feel for how to be a GM.

The players take on the roles of a band of Restorationists assigned to explore the mountains and find ancient artifacts. Although we suggest using the pre-generated characters listed on the cover of the Player's Screen, players who know the game may create their own characters if they desire (see "Character Types" and "How to Create a Character" in the Rule Book).

If less than four people play this adventure, one or two of the players should play more than one character. For instance, if three people play, one of them should run two characters, while the other two should run only one character each. If one person plays he should run all four characters.

What You Need to Play

- 1) The GAMMA WORLD® game Rule Book
- 2) The Player's and Game Master's Screens and the Adventure Book (you're holding it now)
- 3) The dice from the box
- 4) A photocopied Adventure Record Sheet
- 5) Pencils and some time to play the game

Entries

This adventure consists of many separate sections called entries. Each entry is designated by a letter-number combination and describes a place or situation that the player characters (PCs) might encounter. As you read each entry, you must choose what you think is the best course of action from the list of options. There are no "correct" choices, but if you are not careful, you could end up in some very difficult situations. Each option directs

you to a new entry that describes the results of your choice.

Example: At the beginning of the adventure you have to choose whether to seek out your elders for more information or quickly leave the village and begin your adventure. Seeking more information is Entry B1 and if you take this choice you move to that section of the adventure and read that entry. Quickly leaving the village is Entry C11 and if you take this choice you move to that section of the adventure and read that entry. Both of these choices direct you to some other entry and the adventure continues.

Players should note that the entries make no sense if they are read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the fun and adventure of the game.

Keeping Track of the Adventure

Whenever you read an entry it will be helpful to use the Adventure Record Sheet to keep track of where you have been and what happened. You may want to make several copies of this sheet because you may need more writing room than just the spaces provided on one sheet.

The "Hit Points/Wounds Suffered" section on the Record Sheet is used to record the number of points of damage you have taken during the adventure (see "Hit Points and Damage" in the Rule Book). In the "Last Entry" section, you can keep track of which entries you have tried. There may be times when you have to go back to an entry and try again. The players should keep a separate sheet of paper to note items acquired during the adventure.

Decision Making

The players must make all decisions as a party, except during combat. This means that the majority of the players must agree on an action before the party acts. During combat each player may choose a different action as long as those actions do not refer them to separate entry numbers.

Rolling Randomly

During the course of a combat or from the directions of an entry, you may find it necessary to determine who a non-player character (NPC) attacks or works with by rolling randomly. You roll randomly when you can see no logical reason for a non-player character to choose one course of action over another. Arbitrarily assign numbers on a six-sided die to determine what the character does. Example: The character attacks Ren on a 1, Raa on a 2, Sheesh on a 3, Wroll on a 4, or

tries to attack both Ren and Raa on a 5, or Sheesh and Wroll on a 6.

Using the Maps

This adventure is played with a series of maps found on the cover of the Rule Book and in the center of the Adventure Book. Use the outdoor map of the wilderness (the "A" map) to select the path you want to take. Then move from hex to hex until you enter a labeled area. For every six hexes you move, roll 1d6. On a 6, refer to the type of terrain you are in and read that entry for instructions.

Turn to the Random Encounter Table in the center of this book and familiarize yourself with the terms used for encounters throughout this adventure.

Combat

This adventure presents the player characters with many combat opportunities. It is a good idea to carefully read the "Combat" section in the Rule Book before going further.

Getting Healed

The PCs have seven days to accomplish their mission before the raid against Restore. If a character is seriously wounded, he can go back to the village and be healed completely by the elders of the Restorationists. A round trip between the mountains and the village takes one day. A PC can leave his group and find them again because of the trail markings they are leaving. But he cannot rejoin them until a day passes for the other PCs and he cannot leave and adventure by himself in other entries. The PC should only be interested in finding his comrades and continuing the adventure.

If your character loses all of his hit points then he is dead. You can then play the part of the non-player characters and foes in the adventure and role play their confrontations with the players' characters.

Ending the Adventure

The entries in the adventure will tell you if your actions help the Restorationists win their battle against the mutants. If all of your characters die, you have obviously lost and Restore is overrun by the mutant invaders. If you do not return to your village with the necessary weapons within seven days, you have also lost.

Feel free to stop playing at any time and pick up where you left off at a later time.

The Characters

Read the character descriptions on Player's Screen and refer to the "Mutations" section and the "Equipment and Weapons" section in the Rule Book to understand the characters and their devices can do.

VICTORY CONDITIONS

Weapons: If you take back more than 15 weapons, or get others to take back more than 15 weapons, within the time limit, you win a Minor Victory.

Cyborg Heads: If you take back more than two cyborg heads plus 15 or more weapons, you win a Clear Victory.

Information: If you bring back information about the locations of the cyborg menace plus 15 or more weapons, you win a Clear Victory.

Future Allies: If you have entered a fight to save the life of another, they will help you in the future. This plus 15 or more weapons gives you a Clear Victory.

Major Victory: If you fulfill all four of the conditions above, you win a Major Victory.

Superior Victory: If you have visited the cyborg compound or the space ship and delivered 15 or more weapons to your village, you have achieved a Superior Victory, the highest level of victory.

Start

For the Readers: When you come within one hex of a number on the map, you must read that numbered entry. If there is more than one type of terrain in that hex, choose whichever terrain is most favorable to you. As you come into a new terrain hex, read the entry for that terrain as noted at the bottom of the map. In other words, the first time you enter a forest hex, read the forest entry, etc.

For the Player Characters: Your quest begins at dawn of the first day. You have been given a rough map of the mountains that mutants in the town have created for you. Your mission is to acquire energy weapons of the Ancients, but you also want to discover why your lands have been recently invaded. You could leave immediately (C11) or you could take a few hours and ask questions of those who have recently scouted in the hills (C92).

A1 The road travels through a narrow pass between two hills and there is a log roadblock a hundred meters ahead. You can go off the road and into the hills or you can check out the blockade (C71).

A2 You travel through the grasslands in this valley until you notice a large, stone structure nestled in the hillside to the east. You come within three hundred meters of it when a meter-tall oval robot flies out from the building and approaches you. Do you shoot the robot (F37), let it approach (B70), or run back into the wilds?

A3 You follow the river for a time when suddenly a mountain of white flesh erupts out

of the water. It mentally attacks each of you, striving to control you (HD 15; hp 123; MS 15; mutations—mental control (one try for each of your party, any falling under its control begin fighting the rest with their best weapons), mental paralysis (if held for five action turns the victim dies, the paralysis is automatic after the first successful attack, the creature can make other attacks while one of your number is mentally paralyzed), stunning force (one try for each of your party, if the attack works, that party member is stunned for the rest of the battle), heat generation from tentacles (Dm 5).

This creature attacks every party member every action turn until you run away (see D29) or defeat it. You cannot run away if any party members are stunned, paralyzed, or mentally controlled.

A4 You hear the sound of an engine revving. There is a black plume of smoke rising about a hundred meters off in the grasslands. If you want to check it out turn to B45 (this takes one hour).

A5 Out on the grasslands you hear a scream for help (or is it a battle cry?). If you rush to see what it is, turn to C58. If you do not want to investigate, just continue your trek across the map.

A6 Several hundred meters off the road stands a towering statue of a pure strain human female. She is wearing a strange dress and is holding a torch in one hand and a large book in the other. There is a glowing entrance at the statue's feet. If you leave the road to check it out, go to A95. This takes two hours.

A7 The door opens into a large room that lights up from glowing spots on the ceiling as you enter. A voice speaks in a language you have never heard before, but you do recognize some numbers in the speech. The voice seems to come from all around you. On three walls of this room are large, open boxes at hip height. Above each of them is a window of some sort. Each of you must roll an Intelligence Check. If even one of you succeeds, turn to B73. If none of you succeeds, turn to F34.

A8 This is a box canyon and you have reached the end of it, but instead of the normal rocks, you discover a huge metal door. It stands 20 meters tall by 15 meters wide. There is a large pile of skeletal remains at the base of the door. Exploring this area will take two hours.

If you wish to check out the bones and equipment you see just lying here, go to A96. To check out the door, turn to A66.

A9 You move down the road from your vil-

lage ready for action. You only travel a short distance down the mountain pass when you see a rider on a brutorz moving up the road toward you. He is a stranger and looks somewhat beat up. He is bleeding from several wounds, but still looks tough in his broad-brimmed, black hat and strange, blanket-like clothing. You can let him pass and continue to your next encounter, or you can try to talk to him about what lies ahead (A99).

A10 Nothing untoward happens as you enter an area of sand dunes and discover ruins of the Ancients buried in the sand! These buildings could be filled with the weapons you need. It will take you two hours to explore each building. You may explore one of the following: one almost completely buried (A65), one that appears to be mostly intact (A97), or one least buried by sand (A80).

A11 Deep in the forest you sense the presence of eyes watching you. The trees that surround you are old and they seem bent and threatening. Suddenly you hear a roar and each of you fires your most powerful weapon at the noise. Then you hear giggling. The lil are playing tricks again.

You can leave some Tech III or IV equipment for them and hope that they leave you alone. You can also continue on your way and try to ignore them (C41).

A12 There's a strange smell in the air. It's like meat that's been out in the sun too long. You are on the border between forest and grasslands and there is a stream to the south of you. You are considering going into the woods when you see the bodies. There are three green-skinned humanoid bodies with robotic heads on them (cyborgs). Each body is transfixed by at least 10 long spears. You could check out the bodies (C44), or leave the area and continue into the wilderness.

A13 You hear the sound of marching boots in the distance down the road. You all hide as best you can and try to see what is approaching. In a few minutes you see twenty android warriors all armored in energy suits of some type and carrying unusually large laser weapons. As you watch, an orlen rushes from concealment and tries to get across the road. Twenty laser rifles blast out in unison and turn the orlen to ash. If Ren is with you, the thought of talking to them comes to mind (see B36). Or you could just let them continue on their way.

A14 You have climbed to the top of this mountain peak because it is the highest point in the area. You discover a building of the Ancients. There is some type of light on the roof that begins flashing brightly as you approach.

A door slides open as you come within twenty meters of the building and a voice calls out to you, "Won't you come in and have something to eat?"

If you want to go right in, turn to C45. If you want to hide and see what happens, turn to B33.

A15 You have discovered a cyborg compound in the hills. It is surrounded by a strange coiled wire. As you watch, the wind blows a tree limb into the wire. The limb is silently severed and falls onto the wire to be sliced into a thousand pieces.

There are two gates into the compound and each is guarded by a huge humanoid cyborg with a laser rifle. You see a vehicle drive up to the gate. The guard opens the wire gate and lets them out. As it drives past you note that it is full of cyborgs.

At the center of the compound is a huge spacecraft. The spacecraft and every other structure in the compound is made of crystal. Everything is dome shaped and you are all curious about what could be in the domes. Briefly you look over your equipment and decide that if you had some cyborg heads you could disguise your group as cyborgs and just walk in.

If you have killed cyborgs and collected their heads, you could gut them and put them on and walk in. Refer to the Compound Map entries if you do this.

If you have not encountered and killed enough cyborgs to do this, you must leave this area and warn your elders about it.

A16 You hear the sound of an engine turning over but not catching. As you carefully approach, you see a turbine truck in trouble. There is a metal-headed humanoid trying to start it and not having any luck at all. You hear it asking for assistance over a radio. You see there is a load of something in the truck, but a large cloth covers it entirely.

You can try to help the cyborg (A87), attack it (B56), wait to see what help arrives (F48), or leave and wander through the wilderness once again.

A17 You are in the hills and haven't seen anything for a long time. Climbing to the top of a ridge, you just realize that there is an odd lack of vegetation here. Reaching down to check out the soil, you discover that the entire hill is artificial!

Suddenly a hole opens up in the earth and you all fall into it! Turn to C46.

A18 You have come to the foothills by the source of a small river and you see a group of five small humanoids chained together. Standing over them are two heavily armed humanoid cyborgs! You can run away (return to

the Wilderness Map), or you can fight (B37).

A19 Moving through the forest (remember to check for unusual trees from entry A43), you find an animal trail and follow it. After a while of traveling down the trail, you see a pistol lying in front of you. Thinking it might be a trap, you check the area but see no one. Picking up the pistol, you cannot seem to figure it out. It has no visible moving parts, but it looks like a pistol—it has a grip, a trigger, and a barrel. As you look around, you see more of these pistols off the path, just lying on the ground. If you wish to collect them, turn to F50. Or if you think the area seems too suspicious, continue on the Wilderness Map.

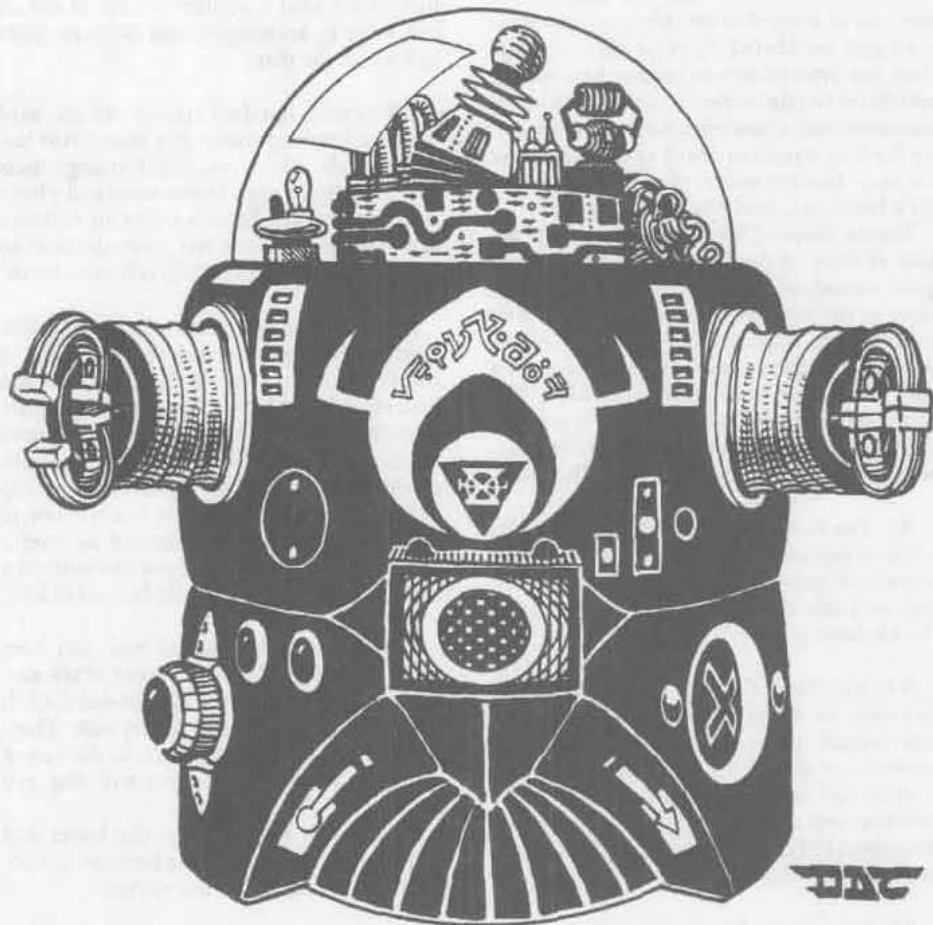
A20 You are on a wide trail between low mountains and in the distance you see a log cabin to the side of the road. You approach it carefully and there in the large doorway are two cyborgs scanning the hillside. They have the bodies of serfs and metal heads. This could be some type of outpost. If you want to see the inside of the cabin, talking to them

seems to be the only way—turn to F49. If you decide to avoid this place, return to the Wilderness Map.

A21 In the middle of the forest there is a huge clearing filled entirely with large, purple flowers. The sight is a bit unsettling because you've never seen such blooms. You can check them out (B55), or you can avoid the area and continue on your way.

A22 There is a massive bridge spanning the wide river. There is also a huge robot standing in the middle of the bridge. It bristles with weapons, mini-missile launchers, and rockets. If you try to cross the bridge you must deal with the robot. On both sides of the bridge you can see blast areas where the robot must have fought and won.

You may continue adventuring and not cross the bridge. Otherwise flip the GAMMA WORLD® game equivalent of a coin. If it comes up multi-headed, turn to entry C73; if it comes up multi-tailed, turn to B48.



A23 You are traveling by the lake when a tree-like being suddenly erupts from the water and starts shooting an amazing variety of weapons at you!

This is a seroon lous (HD 18; hp 100; this plant can fire all its weapons at once; weapons—two laser pistols (Tech IV, Dm 8, three shots left in each pistol), four crossbows (Tech II, Dm 10/5), one type A slug pistol (Tech III, Dm 10, 11 shots left), one type B slug pistol (Tech III, Dm 15, nine shots left), one type C slug pistol (Tech IV, Dm 15, three shots left)). The tree plant's branches can also grab weapons from fallen party members and use them in addition to the weapons mentioned here.

If you decide to run away, turn to entry D29.

A24 In the grasslands you come across the trail of a large vehicle moving west. You follow the track for a time and finally see it. There in front of you about 50 meters away is a huge armored vehicle of the Ancients. There are many different types of gun ports and they all look ready to fire. If you want to check it out, turn to B60. Otherwise you leave the area and wander through the wilderness.

A25 You have come to the edge of the forest and there is a vast tunnel sloping into the ground. At the tunnel's mouth you see a glint of metal. If you go to check it out, turn to B59. Or you can leave not wanting to face something that could bore a tunnel that large.

A26 The path between the hills narrows here and you can see a roadblock in the distance ahead of you. When you get within 100 meters of it, a voice shouts out, "Stop where you are and come no farther. There is a dangerous plague in this valley. You must turn back."

You can leave and continue to adventure in the wilds, or you can attack the roadblock (B58).

A27 You've come upon the remains of a hisser village. It consists of semicircular mounds of packed earth that lead to underground homes. But the village is a smoking ruin and hisser heads are lying all over the place. There must have been a battle here and the hissers lost. You search several of the underground homes but find only burnt ruin. There are no bodies and you wonder if the badders and carrins had a hand in this. It makes you more resolved than ever to find weapons for your village.

A28 At the edge of the forest you see a metal shed and a lot of orange-winged lil working to clear the surrounding underbrush and trees. You know that lil are tricky creatures

that often steal things from others. But that shed looks interesting. It shines in the sun and doesn't show a speck of rust. You can check it out (A84), or you can leave the lil alone and go back into the wilderness.

A29 You see a pure strain human in the distance fighting off a group of nine flying carrins. They swoop down with bows and shoot at him and then swoop out of range of his sling. Your party fires from a distance and then rushes into the battle. The carrins are surprised and you get two more action turns to shoot at them. Then they fly off into the mountains to the west.

The human you have saved is very grateful and offers to aid you in your quest. He comes from a Restorationist city far to the north and has been exploring this area for several days. He knows there are lots of orange- and black-winged lil in this area.

(Pure strain human: Rank 10; hp 101 (has 51 left); weapons—sling and metal bullets for it (Dm 4/8), two-handed sword (Dm 10/20); plate mail armor (negates 30 points of damage every action turn).)

A30 You have discovered a large area full of ruined buildings of the Ancients. You cannot hope to search it all in the time you have remaining. There are two interesting-looking areas where you think you might find something useful.

It takes three hours to check out each of these interesting areas.

There is a tall black ruin by a lake (B74). Or you can search along a road that runs north and south (F32).

A31 You follow the road and discover that it ends in rubble and boulders. There are no paths through the mountains in the area and you have to wonder why the road was cut here. It might be worth your while to dig in the rubble for a time (A75). Or you could just leave the area.

A32 You hear a loud crackling sound to the west of you in the grass. You cautiously approach and see a fallen figure. Fearing a trap you observe the body for a time. It twitches and you see sparks coming from its head, making the crackling sound. Going over you find a badly wounded thinker android.

"I am dying," it says, "but before I return to the ooze from which I came, I must give you something. We androids are waging a war against the cyborgs. My part of this battle is at an end, but I have something that will allow you to continue my fight."

He takes two black ray pistols (Tech V, Dm 40, four-shot energy cells) from his robes. He teaches you how to use them, gives you a spare energy cell for each, and then dissolves into a red gel.

A33 Rising out of the water at the edge of the lake and marsh is a large building of the Ancients. A door is visible on the side facing the lake. As you venture closer, you can see 15 tentacled creatures sticking to the door. They are ugly little brutes that wave their tentacles threateningly at you all as you approach.

You cannot tell what the walls of the building are made of—it is different from any stone or metal you have seen. There are no windows and the large, black door is the only entrance. But you are leery of tangling with those tentacled things.

If you decide to attack the creatures, go to B71. If you want to leave, return to the wilds.

A34 You see smoke in the distance. You could approach closer (A74), but it could be trouble you might want to avoid.

A35 You see a plume of smoke in the distance. You cautiously approach and sight a dabber camp. These raccoon humanoids are known for their sly ways. They are all armed with laser rifles (Tech IV, Dm 12) and you don't want to fight them, but maybe you can deal with them. If you talk with them, turn to B66. Otherwise you sneak past them and continue through the wilds.

A36 In the middle of the mountains you discover a huge statue of a falcon with its wings spread. The thing stands many man-heights tall and at its base is a huge stack of items of the Ancients. You recognize some weapons, but there are many other things you have never seen before. Naturally the thought of carrins comes to mind. You stop about one hundred meters away and spend over an hour scanning the skies. You do not spot any birds.

If you want to take a look at the equipment, turn to B67. If you want nothing to do with this place, wander again through the wilds.

A37 You've moved into the hills and the going is pretty rough. You are considering moving into the grasslands when you are attacked by a band of six flying carrins (HD 15; hp 90, 70, 55, 54, 53, 52; MS 13; weapons—laser pistol (Tech III, Dm 8, five shots); short bows and twenty arrows (Tech I, Dm 14)). They concentrate their laser shots on those with power armor. After they use up the laser charges, they concentrate their bow shots on those without armor. They continue to fight until all their missile weapons are used up and then they fly away. If you run, you must get two successful run results to get away from these (see D29).

A38 You hear loud engine noises and cautiously approach a point where you can see the machines. You see a huge machine of the Ancients digging a road into the mountainside.

The machine is as large as your entire village. It is just removing rock from in front and pushing it off to the sides. You can see it has already made quite a long road from the low mountains to here. You can go down and try to deal with it (B65), or you can continue in the wilds.

A39 You release the robot and it immediately attacks Wroll. (If Wroll is not here, this robot follows your party and only attacks animals that attack your party.)

(Wilderness ecology bot: HD 16; hp 90; armor absorbs the first 20 points of physical damage in an action turn; paralysis field (as a stun pistol, if it hits it stuns for base two minutes); defoliant spray (Dm 10, works on vegetation of all types); capture net (if it hits it entangles the figure for base two minutes); sonic torch (Dm 8); laser torch (Dm 15); flame gun (Dm 10); the bot's vibro saw is not working right now). If the robot does not stun Wroll on the first action turn, it attacks simultaneously with all of its weapons. It cannot attack Ren, but it can reply to attacks from any other members of the party. If you run away, turn to D29, but you will have to leave the compound.

A40 These are small, slow-moving streams that can be crossed easily. There are creatures swimming in the water that your elders have warned are highly dangerous. At any point where trees touch the water's edge, you can use them to cross safely. Roll a Dexterity Check for each character who crosses on a tree. Those who fail fall just as they reach the opposite bank and land on the ground for 2d10 points of damage. If you try to walk or swim across the stream, turn to (A94).

A41 When you release the first robot, it immediately begins firing at crystal domes in all directions. You run from the compound for your life and know you have released a terrible creature of destruction on the cyborgs.

A42 There are three different types of mountains. Moving through them takes a great deal of time. It takes two hours to cross a low mountain hex, four hours to cross a medium mountain hex, and nine hours to cross a high mountain hex.

A43 You can travel one hex per two hours while in the woods. For each new wood hex you enter, you risk having to fight through mutated trees. Roll a 1d6. On a 1-3 you meet normal trees. On a 4 you face thorn throwers (HD 5, Dm 6, and they attack for the first action turn and then you may try to run (go to D29)). On a 5 you face life leeching trees (HD 15, strip six points from each party member if successful and they attack for the first action

turn and then you may try to run away (go to D29)). On a 6 you face intelligent trader trees. They try to mentally charm each party member into trading the best tech weapon he has for a Tech II crossbow. This charm is a Rank 3 mental attack. Only when you are away from their influence do you realize that you have been cheated by the trees.

A44 The ground of the marsh is spongy and you sometimes sink up to your knees while crossing. It takes four hours to cross a marsh hex. You can see the ruins of a city of the Ancients lying in the marsh, but you doubt if it is worth the risk to enter the place.

A45 The river flows too fast and is too wide to swim or float across. You will have to look for a ford or find an area where the trees lean over the water. Each woods hex bordering a river contains trees that lean over the river. At these points it is possible to use the overhanging trees to get across. Roll a Dexterity Check for each character who crosses on a tree. Those who fail fall just as they reach the opposite bank and land on the ground for 2d10 points of damage.

A46 You consider crossing the lake on a boat or raft until you see the huge eels and other creatures that infest the lake. They could easily swallow your craft whole.

A47 After searching these ruins, you conclude that there are only three places really worth checking out. All of them show signs of still having functioning energy sources of the Ancients. Each of the three buildings takes three hours to search. The first area is a lit tunnel that leads underground (A92). The next is a door in the rocks that has a still-functioning light on it (B43). The last is a robot that is working around a huge pile of rubble (C70).

A48 The road bends to the north and winds between two very tall cliff faces. You hear the sound of some type of machinery. It moves and the noise echoes in the rocks. To continue on quickly down the road, go to A98; to climb around the area, go to A63.

A49 You encounter a large stretch of rolling sand dunes. You suddenly see a small dog running over a dune about twenty meters from you. There are three fins rippling just under the sand behind it. In a heartbeat a huge saw-toothed maw rises up out of the sand and swallows the dog whole. Maybe this is not the territory for you. You can return to the Wilderness Map or you can walk out into the dunes (A10).

A50 In the grasslands at the edge of the forest, you discover a recently built brick

building. If you move closer, turn to C69.

A51 You see the smoking remains of a hover car on the road. If you approach closer, read C67.

A52 You are moving as quickly as you can when suddenly you stop as a huge stone wall suddenly fills your vision and blocks your way. "You will stop and you will pay a toll," comes the mental contact.

"Who are we talking to?" one of you asks. Before your eyes the wall vanishes and five black-winged lil fly up to you.

"We keep this area free of androids, cyborgs, and robots. Are you going to pay or not? The toll is one Tech III item from each of you."

If you pay and talk to the lil, turn to C68. If you run or attack, turn to B38.

A53 You have discovered an area of lil brambles. You know that these creatures are whimsical and sometimes dangerous. At the least they could steal important equipment. If you wish to try to talk to them, turn to C40.

A54 Seven orange-winged lil are fighting an ugly, tentacled horror. As you watch, the monster pops two lil in its mouth with a toothy grin. You can walk away immediately, because the monster is busy with the lil, or you can take a hand in the battle (B40).

A55 You are traveling in the grasslands when in the distance you see a huge band of lil. There are several hundred of them and several groups are mounted on arns (large flying insects). They have not seen you yet so you could leave the area. These are black-winged lil and you know how dangerous it can be to talk to them. You might find yourselves without any weapons. If you talk to them, you must use the Interrogation Chart (D30). Mark this place and return to it after you have rolled to see how they like you: Favorable (C61), Cautious (B26), Indignant (F39), Hostile (B69).

A56 You are at the border between the grasslands and the hills when you hear the sound of shouting in the distance. Cautiously investigating, you see a band of 15 hoops arguing with each other. These creatures are especially nasty because they can turn metal items to rubber with a touch. They are only armed with swords, but each one is in chain mail. You could go down and talk to them, but that would be very dangerous. If you go to talk, turn to B68. If you decide to leave, continue on your journey.

A57 Off the road is an oasis in the grasslands. From a distance you can see a large pool

of water surrounded by a grove of yellow trees. There is a metal vehicle of some type there and you can see two figures moving around a camp. If you want to check things out, turn to C75; otherwise continue using the map. It takes one hour to check out the oasis.

A58 You can travel two hexes per hour while on a road. Whenever you leave the road, consult the other terrain notes to see what the movement rates are in those terrains. You can travel for 18 hours every day.

Traveling in the clear areas is at a rate of one hex per hour. You must rest six hours every night, except for the seventh day when you may push yourself to complete your mission.

A59 The ruins of the Ancients' city are thickly overgrown with vegetation. You see hundreds of burnt-out shells of buildings and several intact structures rising out of the forest and hills of the area. You instantly have a random encounter: roll 1d6 to determine which creature you meet from the first six on the Random Creatures table. Then refer to the "A" number for those ruins to determine what you do next. You spend two hours searching and then refer to the "E" map (Ancient Ruins) for the other encounters in this area.

A60 You see row upon row of mutated trees. Several rows consist of mobile trees that have been tightly chained to the ground. There are other rows of trees with large holes in their sides as if explosions occurred here recently. It takes one hour to completely check the grove and all of its choices. If you wish to check out any of the following, turn to the proper entry: the mobile trees (A100); the trees with explosion holes (A78); search through the planted forest (A69).

A61 Heading deeper into the grove, you see an old, battered robot trying to prune several purple fruit trees. Every time it cuts a branch some fruit falls off and explodes. If Ren is with you, turn to C20; if he is not here, turn to C91.

A62 You challenge him, but before you can even move your weapons he has two slug throwers in his hands and he fires (Rank 15, hp 140, Dexterity 18 (+2), chainmail vest (-15 points per action turn), two type A slug pistols (Tech III, Dm10, -7 CS for the right-hand weapon and -5 CS for the left-hand weapon). You can run away after the first action turn (go to D29), or you can fight. If you win the battle, turn to C88.

A63 You must enter the mountains to get around the machinery. Read A42 and continue traveling on the Wilderness Map.

A64 Roll 1d6. On a 5 or 6 the guns fire for two more action turns before you get away. You will have to face them on the way back if you don't have enough time to go around them.

A65 This building is almost entirely buried in the sand. You clear away enough sand to uncover an entrance to what appears to be the roof. The metal door opens onto a long stairway down. You see a light source of the Ancients still working. This building must have an active power source somewhere below! If you wish to continue turn to C62 or you may go back to A10 and make another choice.

A66 The door is solid and does not budge no matter what you do. When you experiment with an energy weapon on the door, it starts to tick. You can run away and return to the Wilderness Map or you can continue investigating (turn to C76).

A67 You have been captured by the cyborgs and taken to their base camp in the mountains at Area A15 (see the Wilderness Map).

As you go through the gates, you notice the camp is surrounded by huge coils of shiny wire. You see the wind brush a tree limb against a bit of it and the limb is sliced into a thousand pieces. There is no escape through that stuff.

At the gate you see a humanoid cyborg armed with a laser rifle. It is a huge creature and its cyborg head looks strange on the large body. The thing opens the gate and you are taken inside the compound.

You see many dome-shaped buildings all made of the same crystal material. At the center of the compound is a huge spacecraft. You recognize it from the stories you have heard your elders tell. There are huge blasting cones underneath to give the ship the power to lift into the sky. There are few figures moving about the camp and all of these are cyborg creatures.

You are taken to a large dome at one end of the camp (Area D4 on the map). Inside is a chamber filled with cages. You see two cyborgs spraying a gas on a helpless cat creature. The creature screams in pain and then falls unconscious. The cyborgs do the same to each of your party but the gas does not make you go to sleep—all it does is inflict 3 points of damage. But you pretend to slump to the floor unconscious and the cyborgs place each of you in separate cages. Your equipment is tossed onto a big pile of equipment in the center of the chamber. You wait until it is quieter and think about what you saw in the camp. You have to escape, but there is a huge ship in the middle of the complex that looks like it could fly into space. You really want a look inside. Turn to B94.

A68 You try talking with the robot. If Ren is with the group, turn to C66. If he is not with the party, the robot attacks you all (B42).

A69 In examining the more normal trees in the grove, you are amazed at the evenness of the rows and how well the trees are tended. Then you hear loud explosions in the distance, deeper into the grove. You can go back to A60 and make another choice or check out the explosions (A61).

A70 You have disabled the robot. Maybe you can recover it later. You examine the pile of technology off to the side and discover the following: one hydrogen energy cell charger, 22 things with blades that you hope are weapons, 91 drained hydrogen energy cells, 19 powered solar energy cells, a huge anti-gravity sled that Ren knows how to operate. With this you can carry 20 metric tons of material if you can pile it high enough. You cannot use it for transportation, but you can use it like a wagon and pull it behind you.

A71 You give them nothing and you learn nothing from them. You are politely forced out and told not to return again. You know there are too many of them to fight. You can go back to A47 and make another choice or just leave this area.

A72 The shed contains the following: two large glass tubes filled with a black liquid, four small black sacks filled with a dark powder, assorted tools for working with soil (shovels, picks, rakes, hoes, etc.), a rack of 10 pistols and 50 tubes that fit into the grips of the pistols, and twenty small boxes filled with a green crystal powder. You may each take one item of your choice and leave (you may take all of the guns and the tubes if one of you chooses those items). Turn to B62 for an explanation of what you have.

A73 You take the down-sloping passage and travel deep into the earth. You are beginning to wonder how far this passage goes and feel more than a little apprehensive when it finally opens up into a large underground cavern with a huge pool of water in the middle. Then you hear a telepathic message, "Who dares to disturb my rest again? If you are cyborgs you are going to be sorry!"

You could run from this being and leave, or you could try and reason with it (B64).

A74 Getting closer you see the remains of a badder fortress. You have heard stories about them and know there is a large area of underground warrens beneath the burning log structure. Something has come in and attacked the fort and destroyed it. Those attackers might still be around.

If you want to explore the area to see if there is anything of value left, go to F43. If you leave the area, resume your journey across the Wilderness map.

A75 It takes three hours to dig through the rocks. You eventually find a tunnel entrance made by the Ancients, but it is blocked with rubble. You are about to give up in disgust when you find a body with a metal cyborg head. It has been there for a while. The body has a broken Mark VII rifle and a black ray pistol that seems in working order (Tech IV, Dm 40, four shots from the chemical energy cell, this one has a drained cell). You take the head and the pistol, but leave the problem of the tunnel for another time.

A76 You blast away at the metal door and shoot another 11 times until several bullets finally shoot through the door. You hear the sound of glass breaking inside. Well, at least the door is open. Turn to A72, remembering that the bottles are now broken.

A77 You wait and in a few minutes feel sleepy and so tired. You fall asleep and are barely aware that five metal-headed creatures come in and cart you away. This was a trap. Turn to A67.

A78 Very carefully you approach the trees with explosion holes. Each member of the party must roll an Intelligence Check. If any of you make it, turn to C89; if you all fail, turn to C26.

A79 You attack the gun emplacements and your fire does nothing. The lasers attack you for two more action turns and then you decide to run past the lasers (A64).

A80 Going to the ruin least buried by sand, you discover a structure with several levels. All of the windows are broken and the place has the look of having been picked clean. You enter through the door. If Sheesh is with you, turn to C30; if he is not with the party, you discover nothing here. You can choose again from A10 or journey somewhere else on the map.

A81 The doors slam shut and you feel the entire chamber move. After a few seconds the doors open again and a huge robot attacks. Its energy screens stop all of your weapons, it prevents you from passing by, and it fires for two turns before your mad button pushing gets the doors closed again.

The robot is using laser rifles that shoot from its main body. There are 16 of them, but only two can fire on each party member per turn (Rank 10, Dm 12) and it has two action turns of fire before the doors close again.

Those who survive the fight leave the statue immediately, not wanting to face any more surprises.

A82 A humanoid as tall as Sheesh meets you near the doorway before you can get a meter into the chamber. He is wearing a long flowing robe and has a sword in his hand that is twice as long as Ren.

"Welcome to the Archives! What technology of the Ancients have you brought us?"

If you each give them something of Tech III or IV, turn to C65. If you give them nothing, turn to A71.

A83 You are going to follow the androids. You travel down the road for two miles and then they veer off and march into the grasslands to the southwest. From out of the grass a huge metal tank-like thing attacks the androids. There is a furious battle for many minutes. You stay well away and watch from cover. When the dust clears, three androids are blasted along with their equipment and the tank is burning and tipped over. The androids just walk on. You can search the tank (C43) and lose track of the androids, or you can continue to follow the androids (A89).

A84 A swarm of 10 lil come out to talk to you. You discover they are setting up a lil thorn patch in the area around the shed and are having trouble clearing out the trees. They offer to make a deal with you. If you will work for one day and help clear out the trees in the area they will let each of you have your pick of whatever is in the shed. If you accept their offer, turn to B61. If you say, "thanks, but no thanks," you leave and continue your journey.

A85 You go deeper into the tunnel and your worst fears are realized as six cal thens beetles over two meters long erupt from the tunnel sides and attack (Rank 8; hp 44 (x 6); bite (Dm 15); attack those with glowing energy screens first; their mutations make them immune to heat or cold attacks).

If you want to run away, turn to D29. If you fight and win the battle, you find many bones but nothing else.

A86 This blockade has been set up for quite a while. It has a large cache of captured weapons: six laser pistols (Dm 8), four Mark VII blaster rifles (Dm 15), 19 short bows and 198 arrows (Dm 8/4), three vibro daggers without energy cells (Dm 4).

A87 You have decided to try to help. At first the cyborg is wary, but after awhile it is pleased by your offer and you do get the truck started. It offers you a ride to wherever you want to go after it drops off its load just a few miles from here. If you take it up on its offer,

turn to B57. If you decide not to take the risk, it waves goodbye and you go on your way.

A88 That night about two hours before you camp, you throw your medallions into the grass. As you later make camp miles away, you see strange lights in the sky that head toward where you were and land about where you left the medallions. The lights leave and return the way they came after a few minutes.

A89 You travel into the grasslands until you come to a fast-flowing river and a forest. From out of the woods comes energy and slug rifle fire and once again the androids go into battle. Their beams cut into the forest and they charge. When the battle is over, all the androids are dead and their equipment has been destroyed. You never saw what they were attacking and now the forest and grass are burning from the effect of the battle. The wind blows fire and smoke in your direction. You can jump into the water and stay near the beach (B52), or you can make a break for it and cut at right angles away from the fire (B35).

A90 The door has 77 hit points—you must inflict that much damage to get it to open. If you continue trying to open the door, turn to B51.

Or you can continue to journey on the Wilderness Map.

A91 The burnt hover car contains the following:

- 1) Two laser rifles (Tech IV, Dm 12)
- 2) 12 powered hydrogen energy cells
- 3) Six frag grenades (Tech III, Dm 10)
- 4) Two plate mail vests (absorb 20 points)
- 5) There are supplies in the car: a box of shiny mirrors and beads, a box of fist-sized balls that glow brightly in the dark, and a box with 12 large cans of a greasy fluid.

You have searched the car and taken what you want when one of the heads begins to talk!

"Who has done this to the shreelon?" it calmly asks.

If you stay and talk, turn to C48. If you run for your lives, continue following the Wilderness Map.

A92 You approach the lit stairwell that leads down into the earth. Now that you are closer you see picked-clean skeletons around the entrance. This place is either very dangerous or its inhabitants are unusually neat. You start down the stairs and a breeze brushes your face from below. It carries with it the smell of burnt flesh and hair. At a landing below you see two tunnels. One is lit by the lamps of the Ancients and the other is dark and dank.

Suddenly you hear a cry for help down the

dark corridor and you see the light from a glow cube flash briefly. As if that isn't bad enough, the longest robot you have ever seen is coming toward you from the lit tunnel.

If you answer the cry for help, turn to B41. If you prefer to deal with the long robot, go to C63.

A93 You decide to fight these horrible creatures! If you have to run away during the battle, turn to D29.

Serf Cyborg: Rank 4, hp 50, Dexterity 19 (+4), fires his Mark VII (Tech IV, Dm 15, description in the Rule Book) for two action turns and then takes out his vibro ax (Tech IV, Dm 12, two hydrogen energy cells power it for five successful strikes). In the same action turn it attacks with a laser beam from its cyborg head (Dm 8).

16).

Orlen cyborg: Rank 4, hp 70, uses a Mark VII rifle in the same action turn it attacks with a laser beam from its cyborg head (Dm 8).

Gren cyborg: Rank 4, hp 100, it also uses a Mark VII rifle in the same turn it attacks with a laser beam from its cyborg head (Dm 8). If you defeat the creatures, turn to C74.

A94 You are halfway across the stream when erts attack and try to turn you to stone (HD 4, Dm 4, petrify I 12 (Constitution Check)). They get two action turns of bites before you decide to try another way and leap back to shore.

A95 You are approaching a huge, copper-colored statue. You find a large open chamber on the south side of the statue and small doors on the east and west sides of the statue. To check out the large chamber, turn to C86; to go to one of the side doors, see C32; to leave, return to the wilderness map.

A96 There is useful equipment here, but under every bone is a centimeters-long beetle with huge mandibles. They attack the party! (Rank 2, collective hp 25, collective damage Dm 6 to each party member, immune to laser fire, bullets are ineffective, can be crushed using the punching rules in the Rule Book). If you run away, turn to D29; if you win the battle, turn to C56.

A97 You move over to the most intact ruin you can see. It is a huge, sand-speckled dome. When you draw nearer you discover that it is an egg! If you study this egg turn to C55. Otherwise you can choose again from A10 or you can leave the area.

A98 You run down the road hoping to avoid whatever is making the noise. Then you see two huge laser gun emplacements high on the cliff. They begin firing at you (Rank 10,

Dm 15 each). You suffer one action turn of fire and then make a choice. Do you attack (A79) or make a run past the lasers (A64)?

A99 You approach him and he appears to be a pure strain human. He is smoking a strange black weed and his hands are hidden in his blanket clothing. His brutoz snorts at you, warning you away. The man looks half asleep and he says, "Go away punks, you bother me," and he continues riding. You can ignore him or challenge him. If you choose to fight, turn to A62.

A100 You go to check out the mobile trees that are chained down. If Sheesh is with you, turn to C21, otherwise turn to C90.

B1 The doors of the crystal dome open as you come up and you see a huge chamber filled with glowing chairs. Cyborgs sit in more than 100 of these chairs. There are many different types of bodies, but all of these cyborgs are humanoid. This must be a feeding station because you can almost feel the energy flowing into the cyborgs. You decide not to investigate further and you leave for another portion of the compound.

B2 As you leave Area A15 you discover all the cyborgs are inactive and their metal heads are smoldering. You continue running from the area fearing a big explosion sometime soon. Go to B90.

B3 You fire on another crystal, this time in humanoid shape, but this one doesn't attack back. As you draw near you see it is connected to a row of crystals that extends from the foot of the creature into the final chamber. Every time you shoot at it, these floor crystals pulse with energy. Make a note of the types of attacks you made on the crystal shape.

You can run away, or you can face the final encounter at the heart of the saucer (E40).

B4 You discover the next ring is much narrower and has a smaller circumference. The walls are covered by red crystals. The floor and low ceiling consist of white crystals. Again you think about leaving the saucer and getting out of there.

B5 You are attacking a massive crystal pillar about two meters wide and 12 meters tall. In the attack you discover the following: energy attacks have no effect upon the pillar; slugs inflict double damage; physical attacks receive a +1 RE.

Turn to entry F12 to continue attacking, or run for your lives.

B6 If you shot any energy weapons at the creature you discover to your horror that it

feeds on this energy (the damage turns into extra hit points for the creature). Roll for initiative and begin the next action turn.

(Android: HD 10; hp 100 (plus any energy damage you put on it); 20 crystal clingers (Tech IV, Dm 5). These are small, star-shaped crystals that can be thrown two at a time, they are reusable until they hit and cause damage, if they hit they inflict progressive damage for each of the next five action turns, to remove a crystal requires a successful Dexterity Check.)

If you run away, turn to D29 (you leave the ship).

If you win the battle, you can use the remaining crystal clingers. Turn to entry F13.

B7 You walk into the saucer and find a new world filled with color and crystals. The floor and ceiling are made of a soft, spongy substance. The interior walls are covered by colored crystals that flash with energy. You guess that every color and crystal facet has a meaning but you can't tell what they are. Sound is muffled in these circular halls. Beside the entrance are a set of meter-long red crystals. You pick one up and find that it is very heavy. Take as many as you can carry (up to five), but you cannot experiment with them until you are well away from this area. When you are safely out these crystals can be identified by turning to B90. You continue walking down the hall of the ship.

B8 You have the initiative this action turn.

(Cyborg: hp 70; weapons—cyborg head laser (Tech IV, Dm 15), three vibro blades (Tech IV, Dm 12). If you win the battle in one action turn, all you have to deal with is the energy field of the door—turn to E32. If you do not kill the cyborg in one action turn you must also fight the encounters from E33 and E34 starting in the second action turn.

B9 You discover the following: 22 type A slug pistols, each with a single 50-shot clip (Tech IV, Dm 10), 11 type C slug pistols, each with a single 12-shot clip, (Tech IV, Dm 15), and 10 duralloy shields (-4 CS vs. energy attacks, -1 CS vs. physical attacks).

B10 The huts are plant creatures that lure victims inside and then spray dissolving juices on them. The juices cause 10 points of damage per action turn. Each hut has 50 hit points. Attacks on them are made at point blank range.

B11 You attack the Sleeths (HD 18; hp 140, 138, 130, 122, 121, 120; PS 20 (+3); MS 15 (+1); mutations—plant control, telepathy, total healing, mental blast (Dm 15), they negate energy shields of all types automatically; weapons—war hammer (Dm 8/4), stun pistol (Tech IV, a hit stuns victim for base 2

minutes, there is a 10-shot clip for the solar energy cell).

If you win the battle, turn to F47. If you run away, turn to D29. You cannot run if there is a stunned party member.

B12 You try to command the robot not to fire on the lil and it works. You learn enough about the controls to send it back to your town. It has enough weapon systems on it to count as the weapons you were sent for. If you have time, you may continue questing. The lil fly off into the sky in a fit of giggles.

B13 You kill the parr and continue cutting away the brush around the robot. This takes you two hours. Finally you have the robot clear and try to get it started. Each party member rolls an Intelligence Check. If anyone succeeds, turn to F16. If you all fail, you can never get the robot started.

B14 It is late in the day and you are considering camping for the night when you see a bright light in the distance. Moving closer, you discover a ruin like many others with plants growing all over it. The only difference is that this one is filled with glowing, triangular-shaped metal plates about a meter long on a side.

These plates glow all night and become slightly dimmer towards the end of night. During the day they are totally black. The longer they are in the sun, the brighter they glow in the dark. Each one weighs very little and will not bend no matter how much pressure you apply. You can each take 17 if you wish.

B15 The source of the blackness is in the center of the area. You have been walking in a field of low-intensity radiation. Turn to the Rule Book to determine what effect the Intensity 4 radiation has had on you over the three action turns you have been in the area.

B16 Opening the visor reveals a gruesome scene. The badder body has been eaten by zarr beetles and suddenly you are attacked by them. They are only thirty centimeters long, but you have heard that they are highly dangerous (HD 10; hp 15, 13, 12, 11; PS 2; MS 6; mutation—paralytic poison spit (see "Mutations" in Rule Book). The beetles attack the party until they or the party die. If you win the battle, you discover nothing of value in the area besides the armor (AC 6, -30 points of damage per turn). You cannot run away if a party member is paralyzed.

B17 On the third day the remaining berries mentally communicate with you, "Plant me or die!" so you either throw them away or plant them. If you plant them turn to F17.

B18 It takes the weapons under the water and mentally communicates, "My dear chaps, killing cyborgs is easy. All you have to do is drop one metric ton of anything on their heads and it kills them every time."

The creature refuses to communicate with you further.

B19 As one of you reaches for the pistols (slug type C, 12-shot clips, Dm 20), he discovers an electric field in the ground (causes 35 points of damage per action turn and he take two action turns to get out of the area) and he is fired upon by the stone blockhouse in the middle of the area (laser fire, Rank 10, Dm 12, the blockhouse gets three shots before the person leaves its range).

B20 The obb ignores you and flies on. You can still attack (F22).

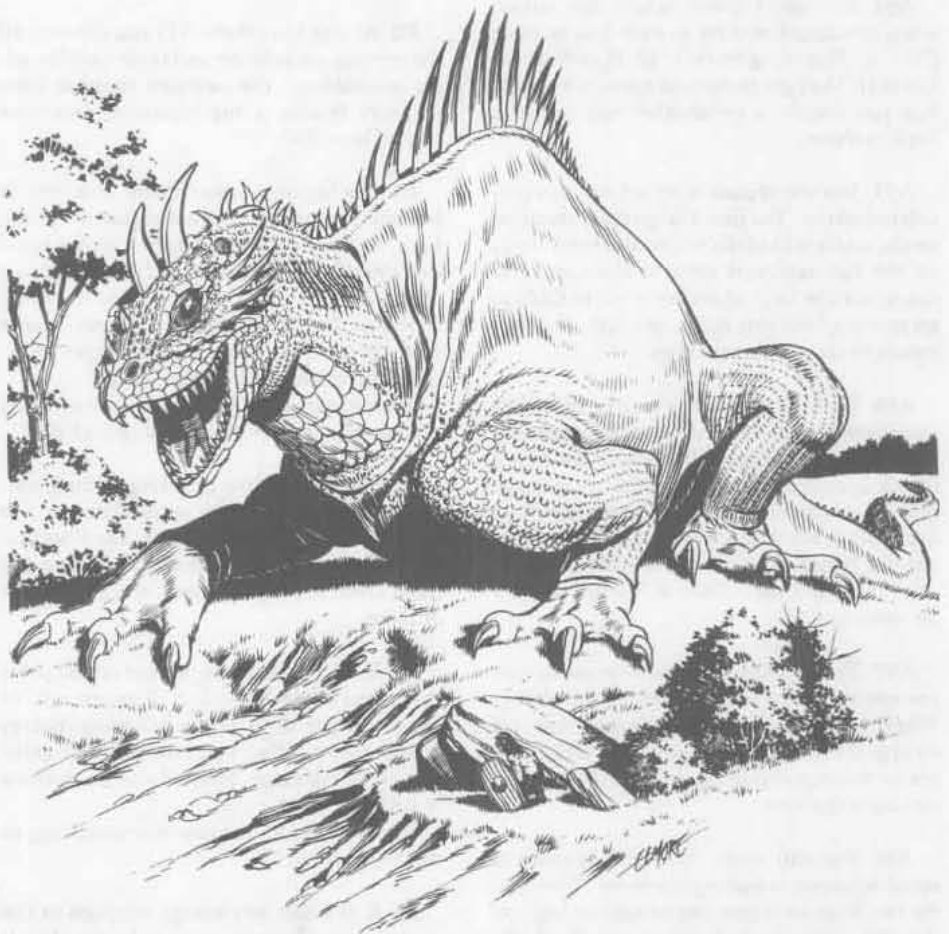
B21 Smashing the vial causes great damage. Use your Rank as the ACT column to roll

against, Dm 25 for both your enemy and yourself. Then all others within ten meters of you receive Dm 25 points of damage.

B22 The kamodos screams a terrible attack while you are diving for cover. (Kamodos: HD 25; PS 120; MS 14) Its sonic blast (Dm 35) flattens you. Those of you who are still alive must roll an Intelligence Check. Those who fail receive another sonic blast. Characters who failed must continue to roll Intelligence Checks and receive sonic blast damage until they finally succeed or die. The lizard thunders off into the ruins once all characters are dead or under cover.

B23 You see your friends in the jaws of huge plants. They have weapons out and are firing into the plants. You do the same and gain a +1 CS on all attacks with weapons. You continue firing until the plants are dead.

See entry E46 for the plants' statistics.



B24 You have given it your best shot and it was not enough. You intend to come back here someday and get this thing open if it is the last thing you do.

B25 You toss in an energy cell and the window above the hole lights up with a picture of that cell. In a few minutes, 15 fully charged energy cells of that type pop out of a small box on the other side of the room. This is an amazing place of the Ancients! You start tossing in things and getting back 15 of them minutes later. Check over the list of things you have and throw in anything you would like more of (some things may not duplicate and are lost). Turn to F29 for a list of the things the room will duplicate. (Each type of item will only be duplicated once per day.)

B26 These lil are very suspicious of you. They say they are moving south because of the dangers of the north. You warn them of the badders and carrins. They would like to trade you weapons for gifts. If you want to give up one of your tech III or IV items, turn to F38.

B27 You move into the narrow tunnel and in a few moments discover a badder trap. In it are two humanoids with cyborg heads. They tripped a hidden spear trap. Their holsters are empty. Traveling further in the tunnel could be dangerous. If you continue, turn to F41. Or you could return to F43.

B28 You begin cutting down the trees and ask the lil to open the door. They give you some strange cutting equipment that works to quickly cut down trees. You are almost done when the lil finally get the door open. As you rush to the shed, the lil are taking out some black sacks and two long glass tubes. You will get your pick of what's left. Turn to A72.

B29 You wait for another two hours and no help arrives. Go back to A16 and make another choice.

B30 You can tell the robot thinks you are lying. Lucky for you it is programmed not to kill. It strips you of all your Tech III and IV equipment and forces you outside their mountain.

B31 You keep the medallions and that night make camp. A strange sleep falls over the entire party and you wake up the next morning captured by the cyborgs. Turn to A67.

B32 If Ren is with you, the following happens. (Otherwise you are all released unharmed and totally healed, but receive no more assistance—return to the Wilderness Map.)

If Ren is with you the robots totally believe your story and immediately send help to your village. They also provide you with transportation in the form of a turbine truck that Ren is taught to drive. It can cross eight hexes per hour in the clear and four low mountain or woods hexes per hour and will run for sixty days without refueling.

B33 You hide and wait. Several times the voice calls out asking if you want something to eat and an hour later the door closes. If you stand up, the door to the building opens again and the light begins flashing again on the building's roof. If you want to go in, turn to C45. If you wait another hour, turn to B53. If you want to leave, return to the Wilderness Map.

B34 You grab the two energy rifles (Mark VII blasters, Tech IV, Dm 15, two shots left in each). Ten spears fly out at each of you before you escape their range (Rank 4, Dm 5).

B35 Each character must roll an Intelligence Check to see if he can figure out the best path to take. For each action turn that a character fails he receives 10 points of fire damage. Success means that he escapes.

B36 Your group goes out to face the androids. Naturally Ren is in the lead. The androids stop and look at you, but don't burn you down (yet). "What is your mission, androids?" Ren asks.

"We have been sent to destroy the cyborg menace," they all intone at once. "We must see to our mission now," and with that they all continue marching south.

That sounds interesting to you. It would be easy to follow them and see where they go (A83). On the other hand, walking near twenty androids that shoot first and ask questions later could be very dangerous.

B37 You attack the cyborgs and surprise them! (Cyborgs: Rank; hp 139, 128; Dexterity 18 (+3); weapons—cyborg head laser beam (Dm 8), slug pistol (type B, Tech III, Dm 15, 30-shot clip).

The cyborgs have a portable communications set (Tech IV) that you cannot figure out and there are several sets of lights flashing on it. If you win the battle, read C42. If you run from the fight, turn to D29.

B38 No one can make you pay a toll to wander in the wilderness! But when you move to do something about it, the lil disappear! In a heartbeat you feel tiny hands move over your body no matter what you do. Each party member rolls an Intelligence Check against his Intelligence times two. Failure means that a random item was taken from that PC. You

all escape unharmed.

B39 You attack the sleeth for the right to the objects in the hover car! (Sleeth: HD 18; hp 111; mutations—plant control, telepathy, total healing; three special energy javelins (Tech IV, Dm 10, hydrogen energy cell is used up only if they hit); physical strength 19 (+4); huge hammer to use in battle if the javelins are all thrown (Tech II, Dm 8)). If Sheesh is present, the sleeth mentally controls it from the first action turn. Sheesh will fight against his allies until the sleeth is dead. The second action turn the sleeth will total heal if badly wounded and will continue to heal whenever it falls below 40 hit points. If you run away, turn to D29; if you win the battle, you are free to take the javelins and check out the car (A91).

B40 The monster (HD 10; hp 82; mutations—mental blast (Dm 15), absorption (laser light), stunning force, total carapace (-2 CS to damage when attacked); attacks with four tentacles (each Dm 6)). If you run away, turn to D29; if you win the battle, you may talk to the surviving lil (C64).

B41 Using whatever illumination you have, you run down the dark corridor to discover a pure strain human female cornered by 16 of the largest rodents you have ever seen. These monsters turn when you arrive and attack you!

Squeekers: HD 6, hp 35 (x 1), 30 (x 11), 25 (X 4), bite (Dm 5), two claws (Dm 2), eight of them attack Ren every action turn. If you run away, you leave this area entirely and may choose again at A47. If you win the battle, turn to entry C38.

B42 You move in to fight the robot! Light engineering bot: Rank 6, hp 48, its metal hull negates the first 15 points of physical damage each action turn, it attacks everyone but pure strain humans, three attacks per action turn: sonic torch (Dm 10), micro-laser (Dm 6), and a tractor/pressor beam that is used to incapacitate an attacker. If the beam hits that victim cannot attack in the next action turn (Dm 2). If you run away, turn to D29; if you fight and win, turn to A70 for what you find.

B43 There is a narrow stairway to the rock face with the door. As you near the door, you can hear the sound of chanting inside. You smell wood smoke seeping out of the door. Carefully you open it to find a huge chamber lit by torches. In the center of the chamber are five robots within a circle of lit candles. Around the robots are many short humanoids chanting in a strange clicking language. This could be a dangerous place. You can step in to talk with this group (A82). You can leave and

take another choice from A47 or you can leave the area.

B44 You've decided to fight the dabbers. Eight dabbers: Rank 4, hp 24, 21 (X 7), MS 14, crossbow (Tech II, Dm 10/5, they are so skillful they fire twice per action turn), leader has a stun ray rifle (Tech IV, if it hits it stuns, the dabber has 12 shots and then must use a crossbow).

Their barricade acts as cover for a -1 column shift when you try to hit. If you run back the way you came turn to D29.

B45 Moving carefully through the man-tall grass you hear shouting up ahead. Finally you get close enough to make out the words.

"By all the bombs ever dropped on this planet! If someone would come along and help me now, I swear I would take them anywhere they wanted to go!"

Parting the grass you see a pure strain human garbed in strange leather clothing (AC 3, -15 points of damage per turn). He has gotten out of a turbine truck whose back wheels are bogged down in mud. You also note a pistol at his hip and a huge rifle strapped to his back. You think you also see the glint of chain-mail under his large leather coat. You can talk to him (C60), you can fight him (C36), or you can ignore him and continue on.

B46 The grenades go off. Roll for each of them. Red results do damage to those stuck in the webs. This does free the survivors, however. You notice no web maker and you leave this area for the safety of the wilds. Turn to C59 if the jaget survived; otherwise continue your journey.

B47 Those of you free of the trap webs see a dangerous problem. There are trip wires strung all around a huge sticky web. In the web are the PCs who failed their Dexterity Check and a lone jaget (HD 8, hp 29, laser rifle (Tech IV, Dm 12)).

You can attack the webs to free those captured (C72), or you can search the area for the maker of the webs so as not to be surprised (C34).

B48 The instant you move onto the bridge the robot cuts loose with its weapons systems. You hear the missile launchers go click-click-click. You hear the rocket launchers go click-click-click. You hear bank upon bank of slug throwers go click-click-click.

You are starting to feel really good about this when the four laser rifles kick in and fire (Rank 10, Dm 12). If you try to run past the robot, turn to C57; if you stand and fight, go to C33. If you decide to run back the way you came, see D29.

B49 You try to talk with these creatures and at first they are surprised to see you, then they are overjoyed at this meeting. They listen politely while you tell them of your quest. They know where a huge stockpile of Ancient weapons is and they will gladly take you there.

All you have to do is come with them in their vehicle (A67).

Perhaps you think you can manage on your own. You leave and they tell you to come back any time. Continue using the wilderness map.

B50 You climb up to the head of the statue and discover a large chamber. The eyes of the head are huge windows and look out to the west and north. You can see the road you were walking on cross with another to the west of the statue. North along that second road is an oasis of trees. As you watch, an aircraft approaches from the southwest and lands at the oasis. Beyond a large lake are the ruins of a small city. There are lights flashing in these ruins and signs of some type of energy source still at work. You see nothing else of note and leave.

B51 Suddenly you are surrounded by twenty hover cars and far too many cyborgs with weapons to run away from. You are taken prisoner; turn to A67.

B52 You jump into the water to evade the fire. The blaze passes but before you can leave the depths of the swiftly flowing river, huge ropey tentacles reach out and grab you. Each player must roll a Physical Strength Check. Any who fail receive 10 points of damage and must roll again for the next action turn. Keep rolling (and suffering damage) until you succeed. Once you succeed, you are free and escape to the burned beach.

B53 After thirty minutes, a flying craft lands by the building and five cyborgs get out. These creatures have the bodies of orlens and two metal heads each. You can see a cage on the back of their vehicle. This was a trap! You sneak away and thirty minutes later see the vehicle fly off to the southwest.

B54 You think the robot may have believed what you told it. It gives you some supplies and offers to send some assistance to your village. You are given a box of 10 energy grenades (Tech IV, Dm 10, including instructions) and a slug pistol for each of you (type B, Tech III, Dm 15, 30-shot clip, including instructions).

B55 These flowers emit blasts of Intensity 10 radiation pollen toward each party member. Use Rank 10 to determine whether anyone is hit. If the pollen hits turn to the Radiation section in the Rule Book, page to

determine the effects.

B56 You attack and get an action turn of surprise on the cyborg. It is in the cab of the truck and has the advantage of cover (one column shift to the left on the Action Table).

(Cyborg: Rank 4; hp 120; weapons—cyborg head shoots a laser beam (Dm 8), it also has a Mark V pistol (Tech IV, Dm 12).) If you run away, turn to D29. If you fight and win the battle, turn to F52.

B57 You travel through the forest and into the mountains. In just a few miles you come across a huge, high-mountain camp crawling with cyborgs. Suddenly twenty of them appear around you, energy weapons pointed straight at you. You wisely decide not to fight. Turn to A67.

B58 You discover that three cyborgs are manning a log barricade. They start shooting when you are two action turns away (Rank 4; hp 109, 100, 92; weapons—ruby eye shoots a laser beam (Dm 8), Mark V blaster (Tech IV, Dm 12)). Attacks against the cyborgs suffer a one column shift to the left because they are in cover.

If you win the battle, you search the area (A86). If you run away, turn to D29.

B59 You discover a laser pistol with a drained energy cell (Dm 8). Looking down the tunnel, you see that it travels deep into the ground. At the limit of your vision, you see another glint of metal. You can go into the tunnel or use some means to bring the metal to you (F46), or you can leave and continue your travels.

B60 You cautiously approach the huge tank. It was heading west when it stopped. As you get nearer, you can tell it has been here for some time. The dust of the grasslands covers it and the grass has started to grow in the deep ruts again.

It takes two hours to explore the tank.

You can try to open it (F45), or you can leave and begin using the Wilderness map again.

B61 The shed is locked and the lil don't know how to open it. They just found it and decided to make it the center of their new home. The door looks quite formidable and you have to use force. You try shooting the lock off the door. After three shots it is hardly scratched! You can continue shooting (A76), try any mutational powers that might help (F44), or get the lil to do it (B28).

B62 If the tubes are unbroken and not taken by the lil, you discover that they each contain a powerful liquid plant stimulant

with 10 applications that heal a total of 50 points of damage to any plant. If the black sacks remain, you discover that the powder is a powerful herbicide. Each sack contains 10 applications, each of which inflicts 25 points of damage to any plant.

The pistols (Tech III) are some type of marker. They shoot a pellet of paint that splashes and marks the first target it hits. There are 15 pellets in each clip. The gun has a small air pump on it and has a range of fifty meters. Each of the twenty boxes with crystals is a powerful plant food that will make plants grow to maturity in a night and doubles their normal height with another application. Each box has 10 applications.

B63 Digging takes a good deal of time but in the end you are rewarded by finding a metal door. Breaking it open takes two blasts from each of your most advanced weapons and you discover a badder armory. Several of the racks are empty, but there are many racks of crossbows and quarrels, pole arms, and swords of all types. What you find most interesting is the large steel chest in one corner. It is locked but a pistol shot takes care of that. Inside are boxes of grenades. You do a quick inventory as you take it out of the badder warrens into the open air. There are 25 fragmentation grenades (Tech III, Dm 8), 10 chemex grenades (Tech III, Dm 15), seven energy grenades (Tech IV, Dm 10), 11 poison gas grenades (Tech III, Dm 4, special—fumes). You can't believe the luck of your find and briefly consider going home right now.

B64 Rising out of the lake is a large, tentacled creature. "I am the Menin," the thing mentally communicates. "I can see you are not cyborgs. They came two days ago and took prisoner or killed all of my friends. For this they will suffer, I promise! You are the first to find me so you will be the first to help me strike back at the cyborgs. Take these."

Its tentacles hold small ovals of shell. They are warm to the touch and the creature gives one to each of you.

"These are all I have now, but return or send others to my pool and I will have more later. If you come within touching distance of a cyborg, the shell will destroy itself and the cyborg's brain. Each shell will kill one cyborg. I do not usually make them very fast, but I can when I'm very angry. Now go, I am weak."

You leave the badder warrens almost feeling sorry for the cyborgs: They have made a powerful enemy. You plan on sending scouts from your village here for more shells.

B65 You try to deal with the machine in every way you can think of. You even climb on and try to get inside the body, but have no luck. It just continues digging. You leave this

mystery for a later time.

B66 If Wroll or Raa are with you, the dabbers talk to you (turn to F40). If those party members are not with you, the dabbers send you away.

B67 You are within 50 meters of the statue when fins sweep through the ground and attack. This statue is guarded by land sharks (seps)! You run for your lives, but the sharks attack each party member twice per action turn for three action turns (HD 17; bite (Dm 12)). If you are in a vehicle, they totally wreck it before you escape into the rocks. There is no fighting these things—there are too many of them. They can even leap out of the ground so that an aerial attempt to grab items from the base of the statue is also dangerous.

B68 You take a big risk and go down to talk to the hoops. They immediately stop arguing and draw their weapons at the sight of you. You talk to them and they gradually calm down, but they want some of your items. Checking over your equipment, you give them either all of the party's combat knives or two grenades. This pleases them and as they leave you they promise to travel to your village to help fight. But who knows if you can believe them.

B69 You said something to infuriate the lil. They begin attacking mentally. Roll three times on column 13 of the Action Table. For every red result you must successfully roll a Dexterity Check or lose an energy weapon from your party. You run away because there are just too many of them to fight.

B70 You let the robot approach and look it over. Then it speaks, "Welcome to Trader Jim's Place. I am #99, his best security robot. If you are friendly, come inside and sit a spell. If you do not like what you see, walk away with no hard feelings." With that the robot flies back to the large building.

If you follow the robot, turn to F36; otherwise go back into the wilds.

B71 The creatures react differently to different types of attacks: turn to F35 if you attack with missiles; turn to F33 if you attack mentally; turn to F31 if you attack with physical weapons.

B72 You continue the fight! Mark off the hit points for the damage you have already done to these creatures and continue fighting. (Fifteen tentacled horrors: HD 9; hp 31 (x 15); PS 9; MS 9; mutations—special reflective ability already mentioned, electrical generation (Dm 10).

These beasts cannot affect you if you run

away. If you win the battle and destroy all of them, you can easily open the door (turn to A7).

B73 If one of you has a charged energy cell you toss it into one of the holes in the walls B25. If no one has any energy cells left you must turn to F34.

B74 On your way to the building by the lake, you spend some time searching the ruins but find nothing of value. When you reach the black building you discover, much to your dismay, that it is the home of a group of orange-winged lil. Fearing for your valuables, you decide not to get any closer.

You start to circle around the building when you see the side of the building that faces the lake. The lil have painted a huge map of the ruins on this wall. They have obviously been observing the area from the top of the building. You see the road you came on and also notice other landmarks. There are several notations you cannot decipher. They might be worth checking out. You draw a crude sketch of the lil map and go back into the ruins to check out the marked areas. You may now explore the entries on the "E" map in the map marked A30.

B75 You attack the jawed plant-monster (HD 3, hp 97, PS 13, MS 3, mutations—absorption (lasers), dissolving juices (Dm 8, it squirts this in a single stream per action turn), heat generation (Dm 10), seven carnivorous jaws used each action turn (Dm 5, any red result means that the victim is swallowed and cannot make physical attacks until someone cuts him out). If you run away from this horror, turn to D29. If you fight and win, turn to F30.

B76 You quickly jog across the bare earth and come to the hole. At the bottom of the hole you see a pool of glowing lava and you know you have encountered radiation. You run for your lives.

You have encountered Intensity 12 radiation. Check the radiation charts in the Rule Book and record whatever damage the rolls indicate.

B77 Using a mutation or a missile weapon, you check out these odd plants from a distance. With the first touch the affected plant explodes with tremendous force and several other plants nearby also explode. Other plants around these exploding ones seem to sigh with pleasure.

You can go closer (E43), or you can leave this area.

B78 You spend an hour trying to open this dome and use one charge or shot from every

weapon you have and you get nothing. If you wish to spend another hour on this project, turn to E44.

B79 With Ren in the lead, you approach the spheres. One of the metal objects floats up and comes to Ren's side. It starts talking, "I am unit X84. I will serve you as best I can."

The bot then starts detailing its functions in a language you can't understand. All you know for sure is that you have a robot to help you, but you have no idea of what it can do. You leave the area when you find that only pure strain humans can control a robot. Through experimentation you discover the following:

(Bot: Rank 15; hp 50; body armor absorbs the first 10 points of physical damage; it has a laser attack (Dm 4); it is powered by solar energy and can move but not fight during the last six hours of every night; it has a small light beam for illumination.) It is at the command of Ren and cannot attack humans or humanoid.

B80 As you approach, the small spheres rise once more and this time they shoot lasers at you. Each party member takes 50 points of laser damage. You all run for your lives.

B81 With Ren in the lead, you walk up to the androids and they stop working and look at Ren. Although the androids do not talk, you soon discover that they take simple directions from Ren. He can make them do what he wants. This is great!

Ren makes them follow and you have some allies in your quest. After two days, turn to E47.

(Androids: HD 10; hp 70 (x 5); weapons—picks and mauls (Tech I, Dm 5); they follow orders, but are simple creatures with limited intelligence)

B82 Naturally while you are checking out the camp, the badders spring their surprise attack! They gain a free action turn with their missile weapons before closing to fight.

(Nine badders: HD 6; hp 36, 32 (x 8); PS 18 (+3); MS 16; steel plate armor (absorbs the first 30 points of physical damage in an action turn); weapons—slings (Dm 4/8), flails (Dm 10/20), leader has a slug pistol (type C, Tech IV, Dm 15, three shots left in the clip), two-handed swords (Tech II, Dm 10/20))

There will always be at least three badders attacking Raa. The badders fire one action turn of missiles and then close to use their melee weapons. The sick badder can do nothing. If you run away, turn to D29. If you win the battle, turn to E49.

B83 If you kill two of them before they kill any of you, they all fly away. If they have killed

one of you, they keep attacking until you or they are dead.

B84 The case for the vials is constructed to absorb impacts. When you do get down the party checks out the vials without opening them. You have to decide if you want to try to use them as weapons. If you use them in the next battle, their effect depends on how you use them. If you throw them from a distance, turn to F51. If you throw them from close range to make sure they hit, turn to F23. If you hold them to crack against your enemy in a melee, turn to B21. You can also save them for your town elders to figure out.

B85 You attack the orlens and discover that they are tough adversaries (HD 15; hp 90, 89, 82; PS 11; MS 15; slug throwers (type B, Tech III, Dm 15, 30-shot clip); chainmail vests (absorb first 15 points of physical damage per action turn); mutations—telepathy, will force; they concentrate their fire on those with energy armor.

B86 (Keeshin: HD 7; hp 42; PS 11; MS 16; mutations—cryokinesis (see "Mutations" in the Rule Book), life leech (sucks 6 hit points from each party member), mental blast (Dm 16), reflection (see Rule Book).)

After your first attacks, you discover the creature by the water is only a statue. The true keeshin appears at the other side of the pool and gets a free action turn of attacks against you. If you run away, turn to D29; if you fight and win, turn to F52.

B87 Two days later the berries all turn bright green. Roll 1d6 for each berry you have left and on a 6 it explodes and inflicts 15 points of damage to the one carrying it. You consider getting rid of the rest. If you decide to keep them, turn to B17.

B88 You let the large attack bot fire its weapons, but the lil are not affected by the massive energies of the robot's blaster cannons. They giggle and come up to the machine and suddenly it shuts down. All you have left is a huge hulk. You will have to tell your elders where it is and try to deal with it later. The lil laugh and go their own way.

B89 The object you throw in goes through the screen in a flash of light. It lands on the floor on the other side of the screen and is warped and burnt beyond recognition. Return to E32 and make another choice.

B90 After getting safely away you spend two hours checking out the long red crystals. They seem to be some sort of disintegration device. (Tech IV, Dm 15, Special—Disintegrate) You have no idea what powers

them, but every time they are fired they turn a lighter shade of red. You think each has enough power for about 8 shots.

B91 When you try out the fist-sized green crystals, you discover they enhance your natural abilities in some unknown manner. Each crystal has the following effects: increases your chance to hit by +1 column (one column to the right); decreases the chance of success of mental attacks against you by -1 column (one column to the left); they must stay within one meter of you for 24 hours for you to get them to work (they sap 5 hit points from you each day for powers).

B92 While experimenting with the head-sized blue crystals, you discover that they have the wondrous power of absorbing energy. Anyone who carries one of these crystals suffers only half damage from energy weapons. Unfortunately, the crystals also double the damage suffered from mental attacks.

B93 You pick one up and the bright yellow glow instantly dims.

If you drop it immediately, just continue exploring the ship. If you continue to hold the crystal, turn to F11.

B94 You watch the cyborgs work for many hours. They are taking bodies of all shapes and sizes and surgically grafting cyborg heads on them. Then they place the new cyborg in some sort of powerplant. After several hours the cyborg gets up and leaves. A plan begins to form as you lie in your cages. The sun sets and the cyborgs all leave. Through the use of mutational powers, you get all of your cages open. You cannot rouse the nine other creatures in their cages. You get your equipment and discover several other useful items that have been taken from others and thrown here.

Ren finds two type C slug throwers with full clips (Tech IV, Dm 15). He also finds new batteries for his and Raa's suits of armor.

Wroll finds three medikits and a special veterinary medikit that can restore up to 100 hit points to nonhumanoid creatures.

Raa finds a box of 12 energy grenades (Tech IV, Dm 10). He also finds a stun ray pistol (Tech IV, with a four-shot energy clip, if it hits it stuns for a base two minutes).

Sheesh discovers an unusual crossbow that shoots energized crystal quarrels. A hydrogen energy cell can charge five quarrels. These bolts inflict Dm 15, but are fired like regular crossbow quarrels. Sheesh finds 10 of these special crystal quarrels. (These bolts have a 50% chance of being ruined on impact.)

There are hundreds of cyborg heads on shelves in this chamber. You gut a few of them and place the shells over your heads. This gives you something of a disguise. Now you

RANDOM ENCOUNTERS

Terms and abbreviations used in this table:

Tech: This indicates the group's level of technology. If a PC falls during battle, it is perfectly logical for the enemy to use a turn to pick up a dropped weapon it is technologically familiar with and use it against the party.

hp: These numbers are the hit points of the creature. When there is a "(x #)" listed, it means that each of "#" creatures has that many hit points.

Attributes, Abilities, Mutations, etc.: Most members of the group have the same values in these categories (but see "Special" below).

Special: These listings are the attributes and items of the creature with the most hit points of the group.

Mutations: These are the mutations the monsters have in common.

Armor: The armor that all the monsters have. The players should refer to the armor table on the Player's Screen for the protection and Tech Level of armor.

Weapons: These are the weapons used by all the members of the group.

D#: This is the damage base of any given attack. Each color band on the ACT represents either a miss or a multiple of the base damage (e.g., blue is x1, green is x2, etc.).

Example: a club has a Dm 6 damage base against PSH-sized creatures. If its user is Rank 5 (attacks on the 5 column on the ACT) and an 88 is rolled, then the club hits and does 2x base damage (a green result is 2x), or 12 points of damage.

Talk: This is the entry the players must go to if they want to try to talk with the creatures they face. If there is no "talk" listing, the creatures will fight. The party may only try to talk on the first action turn and only if they are not surprised.

1) Five Arks: Tech II; HD 8; hp 45, 39 (x 3), 31; Physical Strength 16; mutations—life leech, telekinesis, weather manipulation; armor—medium plastic shield (-2 CS); weapon—clubs (Tech I, Dm 6/3); Talk—C1

2) Venus Fly Trap: Tech I; Rank 10; hp 145; mutations—light manipulation, total healing, modified vines (six carnivorous jaws (Dm 10 each)), spikes (if the plant takes a claw or fang attack, the attacker receives Dm 8 times color multiplier in damage); a red result with a jaw attack means that victim is completely inside the jaws of the plant, cannot act until the plant dies, and suffers 20 points of damage every action turn; the plant is invisible until the party approaches and then attacks, surprising the party; there are seven short swords and 19 crossbow quarrels stuck in the branches of the 10-meter-tall plant

3) Thinker Android Cyborg: Tech IV; HD 10; hp 80; Mental Strength 19; metallic cyborg head shoots a ruby red eye (Tech IV, Dm 8), it also uses a Mark V blaster (Tech IV, Dm 12); the creature can only use one weapon at a time; it has a backpack open at its feet and you can see four laser pistols without energy cells inside; Talk—C2

4) Seven Badders: Tech II; HD 6; hp 35, 30 (x 5), 22; mutation—empathy; armor—plate mail (stops first 20 points in a physical attack); medium metal shield (-3 CS); weapon—flail (Tech II, Dm 10/20); special weapon—stun whip (Tech IV, if it hits it stuns for base two minutes); Talk—C3. The armor

only fits Ren, but the shield can be used by all.

5) Four Carrins: Tech II; HD 15; hp 100, 92, 90, 89; Mental Strength 14; mutations—genius (economic), heightened intelligence, mental shield, telepathy; poison quills (damage base for quills plus poison is Dm 13, they can throw 1d4 quills at one target per action turn, quills must be thrown from less than two meters away); Talk—C19; each of the birds has a red bracelet around its lower talon (if you destroy them and take the bracelets refer to D1 whenever you encounter a robot).

6) Five Brutorz: Tech I; HD 14; hp 84, 70 (x 3), 60; Physical Strength 80; Dexterity 10; mutations—precognition, telepathy; weapon—bite (Dm 5), two kicks (Dm 4 each); each of them has been in a battle and are 20 points below the totals given here; Talk—C4

7) Three Cal Thens: HD 8; hp 45, 39, 31; Physical Strength 15; immune to weapons using heat or cold, bite attack (Dm 15) 8) Two Worker Androids: Tech III; HD 10; hp 70, 69; Physical Strength 19; weapon—huge war hammers (Tech II, Dm 8/4); there are nine hydrogen and five solar energy cells on their belts; Talk—C5

9) Three Dabbers: Tech II; HD 4, special HD 5; hp 23, 20 (x 2); mutations—empathy, illusion generation, light generation, repulsion field, telepathy; armor—chain mail vests (stops first 15 points in a physical attack); weapon—laser rifles (Tech IV, Dm 12); Talk—C6

10) Six Fens: If you are not within two hexes of water, ignore this encounter; Tech II; HD 10, special HD 13; hp 60, 39 (x 4), 22; mutation—shapechange; weapon—spears (Tech I, Dm 5/10), at the same time they get a fin attack (Dm 8); special weapon—laser pistol (Tech IV, Dm 8); Talk—C7

11) Four Knights of Genetic Purity: Tech III; Rank 15, special Rank 18; hp 145, 139 (x 3); mounted on brutorz hp 50 (x 4); the knights first attack with thrown fragmentation grenades (Tech III, Dm 8, they each have three of these); after the first two action turns they begin using their slug pistols while their brutorz attack with bite and hooves (see brutorz above this listing for their attacks); slug pistols (A)(Tech IV, Dm 10); Talk—C8

12) Three Healers: Rank 3, special Rank 10; hp 120, 45, 31; there is a pure strain human and two human-looking humanoids in this group; the mutants have the following mutations—life leech, telepathy, total heal, and mental control; weapon—stun ray pistols (hit stuns for base two minutes); Talk—C9

13) Four hisses: Roll for a different encounter unless you are in a yellow hex; Tech II; HD 15, special HD 17; hp 75, 60 (x 3); Physical Strength 21; mutations—immune to lasers and sonics, mass mind, sonic blast, telepathy; armor—chain mail (stops first 15 points of physical damage per action turn); weapon—javelins (Tech I, Dm 5, 20 each); Talk—C10

14) Hoop Cyborg: Tech IV; HD 15; hp 80; Physical Strength 11; mutations—leap, mass mind, telepathy, transform metal to rubber; weapons—cyborg head shoots a ruby red eye (Tech IV, Dm 8), it also uses a Mark V blaster (Tech IV, Dm 12), the creature can only use one weapon at a time; it has a backpack open at its feet and you can see four laser pistols without energy cells inside; Talk—C2

15) Four Hawkoids: Tech II; HD 8, special HD 10; hp 35, 30, 28, 24; Mental Strength 15;

mutations—fear generation, levitation, repulsion; armor—medium duralloy shields (-1 CS vs. physical attacks, -4 CS vs. energy attacks); weapon—javelins (Tech I, D5, 20 each); Talk—C12

16) Four Jagets: Tech II; HD 8; hp 32 (x 4); Mental Strength 16; mutations—attraction odor, fear generation, fear of plants, levitation, poison weakness, precognition, telekinesis, telepathy; the jagets cannot attack plant PCs; weapon—vibro dagger (Tech IV, Dm 4); Talk—C13

One of their number is caught in a quicksand-like pool and the others are trying to get him out. You could attack and have the advantage of surprise for the first action turn.

17) Fifteen Lil: Tech II; HD 6; hp 20 (x 15); Mental Strength 15; mutations—anti-life leech, dual brain, empathy, force field generation, illusion generation, light generation, mass mind, physical reflection (lasers), telepathy, total healing, wings; because of their unusual abilities, 50% of the PCs' successful attacks miss against the lil. Roll percentile dice after a successful hit—a roll of less than 50% means they did something to make you miss; weapons—their natural wit, javelins (Tech I, Dm 5, 20 each)

Talk—Each encounter with the Lil is unique. They are a whimsical race and prone to play tricks on everyone. Keep track of the number of times you face them in random encounters: 1st talk—C14, 2d talk—C23, 3d talk—C96, 4th talk—C51, 5th talk—C80.

18) Three Kai Lins: Tech I; HD 12, special HD 14; hp 72, 50 (x 2); mutations—attraction odor, electrical generation, immune to radiation, radiation eyes; these plant creatures are busy consuming a body when the PCs see them—they can be attacked or ignored. If you win the first battle, turn to entry C16; for the second encounter with these, turn to entry C95; for the third and subsequent encounters, turn to C52.

19) Keeshin: Tech II; if the party is not within one hex of water the encounter does not occur; HD 7; hp 38; Mental Strength 17; mutations—cryokinesis, devolution, force field generation, life leech, mental blast, reflection, telekinesis, telekinetic atm, telekinetic flight; Talk—C17

20) Three Wardents: They have a pile of Tech III equipment at their feet; if you fight, turn to Entry C18, if you talk the following entries are used for each new encounter: 1st C93; 2d C24; 3d C81.

Adventure Record Sheet

Hit Points/Wounds Suffered:

REN:	RAA:	WROLL:	SHEESH:

Time Record:

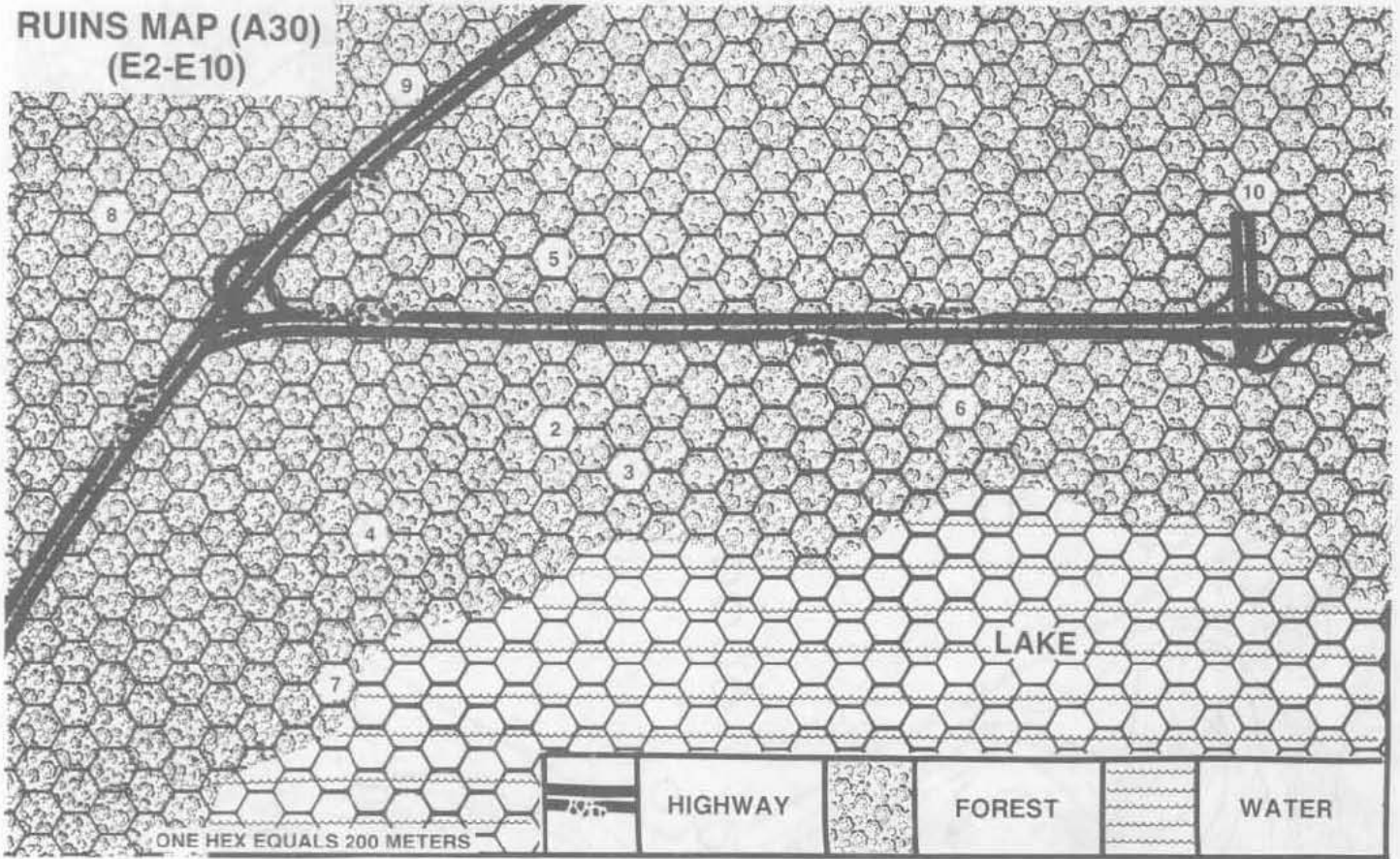
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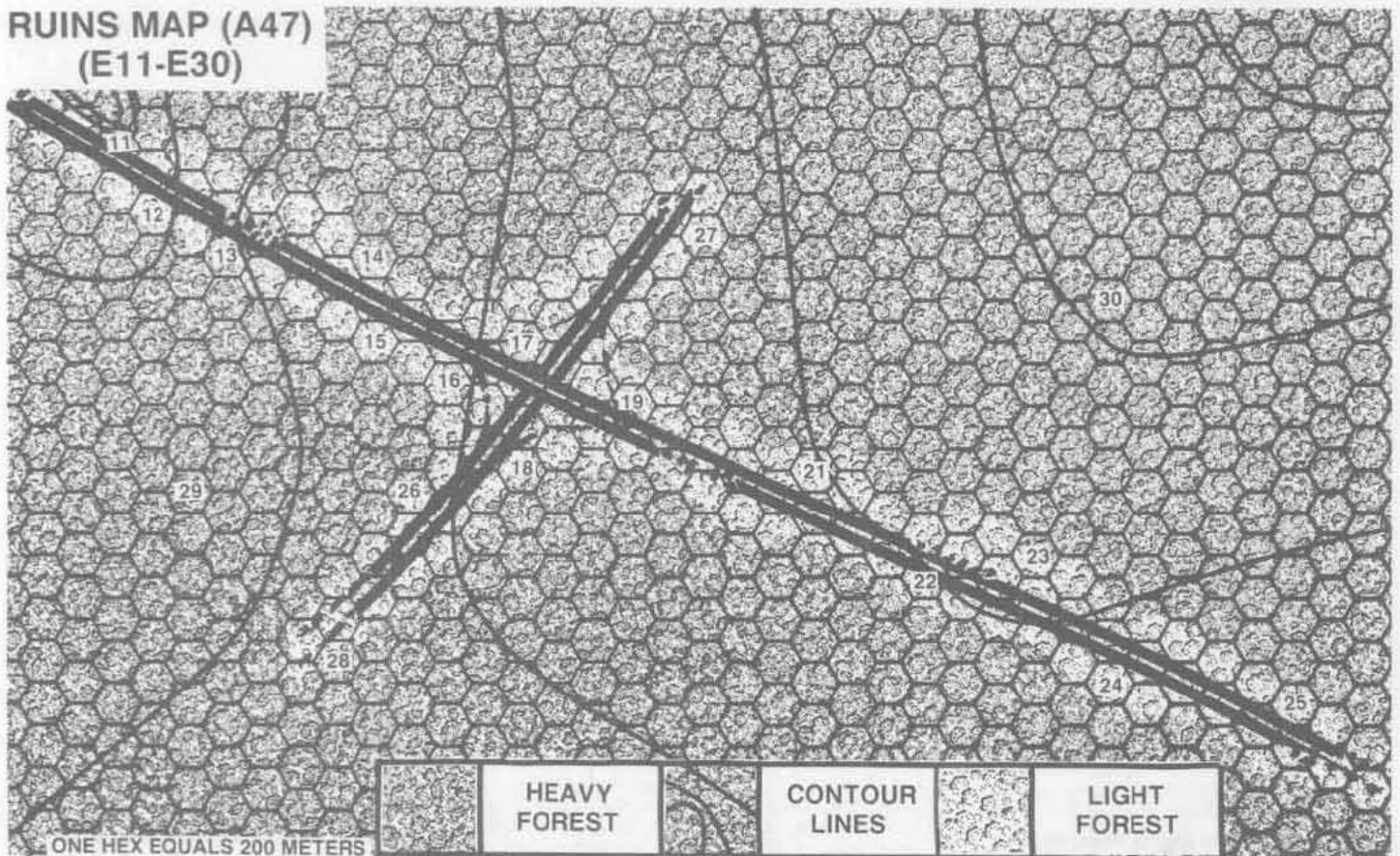
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3			
4			
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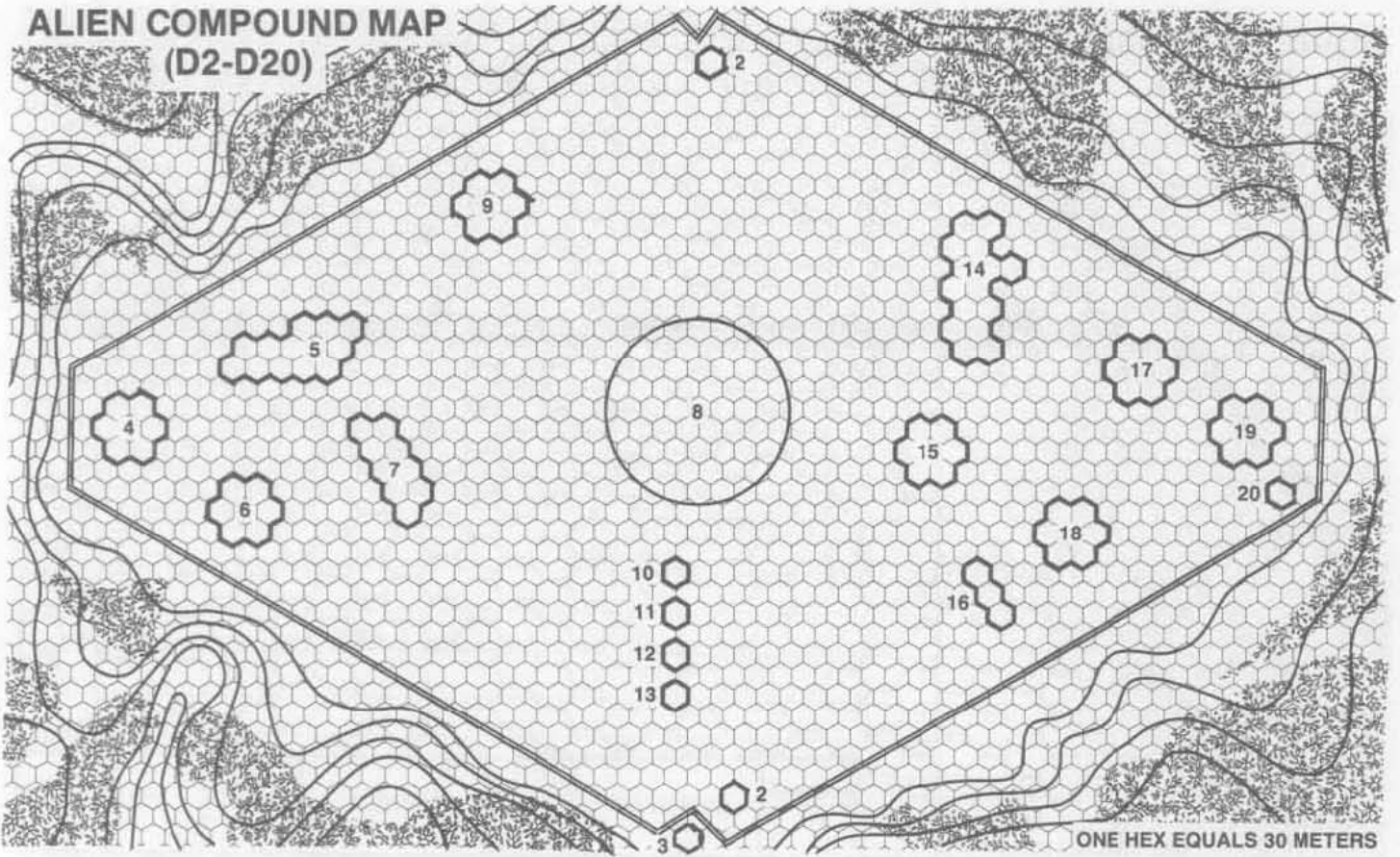
**RUINS MAP (A30)
(E2-E10)**



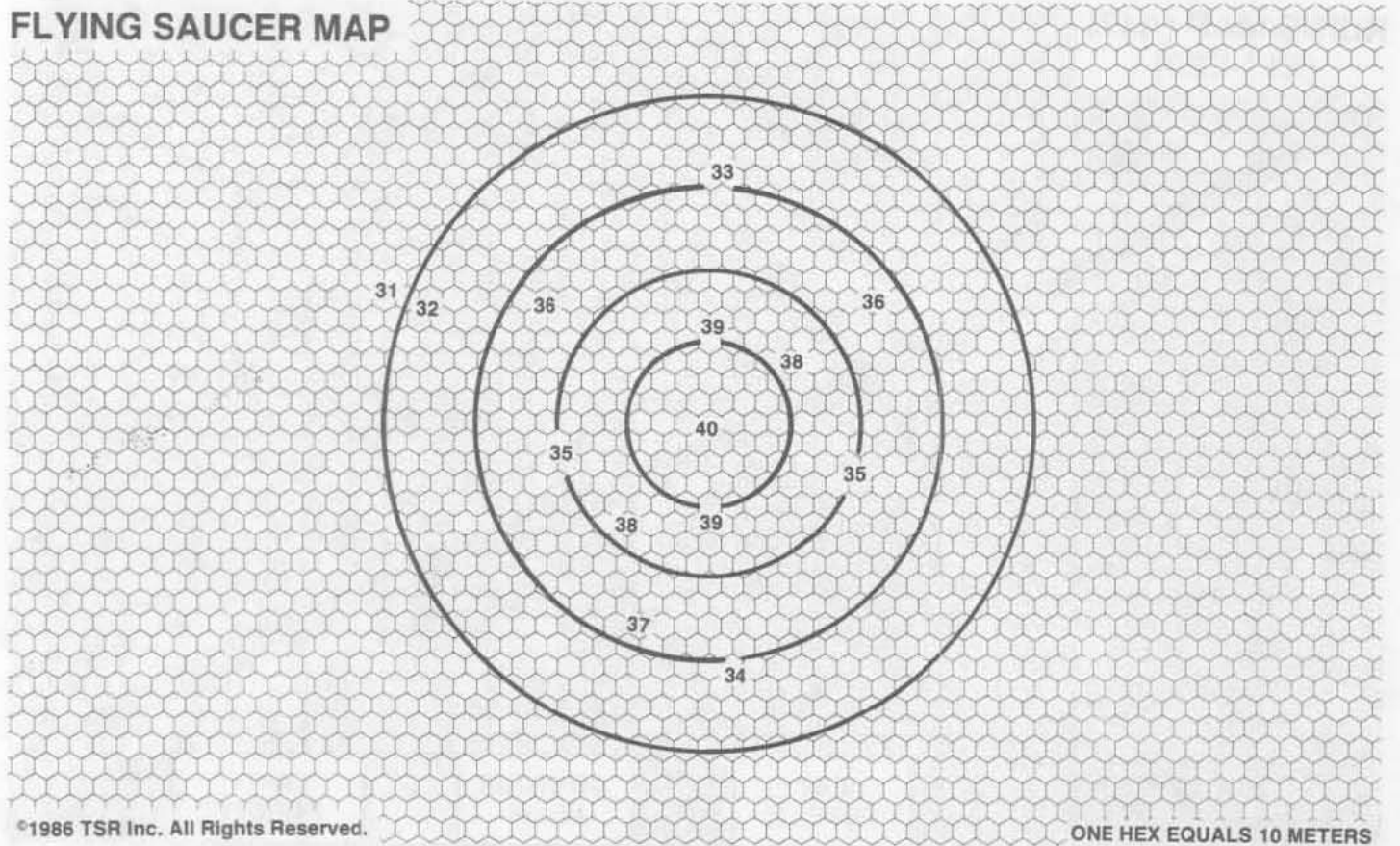
**RUINS MAP (A47)
(E11-E30)**



ALIEN COMPOUND MAP (D2-D20)



FLYING SAUCER MAP



have a decision to make. You know you can get out of the area and escape—just walk out, pretending to be cyborgs, and escape.

But if you want to explore the compound, consult the Compound Map and entries.

B95 Cyborg giant: HD 15; hp 190; weapons—laser rifle (Tech IV, Dm 12, 10-shot clip, he has several extra clips); cyborg ruby eye (Dm 8). If you win the battle, you can easily open the wire gate.

B96 You are in a shooting range and weapons training area. Several cyborgs are firing weapons on one side of the building. You see them looking at crystal screens that show pictures of the weapon they are using and how to use them. If you take a few minutes here you can get instruction in unfamiliar weapons, or you can leave if you want.

Each of you takes up an unknown weapon and learns how to use it. Ren learns from entry F9, Raa from entry F8, Sheesh from entry F7, and Wroll from entry F6. The training pictures are so complete that the characters can use the weapons without going through the normal system for figuring out new weapons.

B97 You attack the pillar with your weapons. Most of the creature cyborgs fall to the ground, but four of them on the edge of the group roar in anger and attack!

Four hisser cyborgs: HD 11; hp 71, 70, 69, 68; mutations—immune to lasers and sonic blasts; weapons—cyborg head laser (Dm 8); Mark V blaster pistol (Tech IV, Dm 12, hydrogen energy cells powers the weapon for six shots). There is no running from this battle.

If you win, turn to F5.

B98 When you release the first robot, it quietly rolls up to the spacecraft in the middle of the compound. In the next instant it releases an incredible barrage of energy rays, rockets, and missiles into the crystal body of the ship. You see the domed spacecraft disintegrate before your eyes. This is enough for you and you run from the compound for your lives.

B99 You release the first robot and the ungrateful thing attacks Sheesh. (If Sheesh is not here it follows the party and attacks any plant life that attacks you from now on.)

(Agricultural ecology bot: HD 12; hp 70; flame gun (Dm 10); vibro saw (Dm 15); the creature directs all its attacks on Sheesh until it or Sheesh is destroyed. If you run away, turn to D29, but you must leave the compound.)

B100 Traveling down the largest tunnel, you discover chamber after chamber of sleeping areas. Then you come to a large closed door. You can see by the look of the door that

the attackers worked long and hard at breaking it down but failed. Then you look at the hinges and realize the door is almost falling by itself. A few quick blows and it falls. Inside you discover a large group of badder young huddled in a corner. You could just leave them and get out of this place, or you could try to talk to them (F42).

C1 If Ren is with your party, the arks launch themselves into battle. If Ren is not here, the arks deal amiably with the group—turn to entry C100.

C2 The cyborg is happy to see some intelligent faces for a change. It notices you eyeing its pack and says that it knows where there are lots more, but it cannot get to them all. It would be happy to take you to them. Either fight the creature and then continue adventuring on the Wilderness Map, or travel with it and the creature fight alongside you C99.

C3 Sure the badders talk, just long enough to get four of their band in position to attack the human while the others keep your party busy (or plant, wolf, humanoid in that order if the human is missing from the party). The badders keep attacking until their prime target is incapacitated and then there is a general melee.

C4 They have just been in a battle, but are willing to serve as mounts if you can heal each of them a little bit. They fight alongside you, but never go into buildings or ruins. If you leave them alone while you enter a building or ruin they disappear. They increase your speed such that you can ignore the next two "a day has passed" notifications in the module. When the first one of their number dies, they all leave you for safer places.

C5 If Ren is with the group, the androids are willing to follow and obey all commands, otherwise they attack. Ren can get them to turn over their energy cells. These androids turn to red jelly at the end of the next day.

C6 They are friendly enough and willing to trade information for two combat knives. If you trade, turn to C98; if you do not trade, both groups part peacefully.

C7 The fens trade information for Tech II or Tech III items. For each item they tell you about one area, in this order: A22 (see C97), A3 (see C50), A15 (see C22), A30 (see C79).

C8 If Ren is with you, everything is fine; if he is absent, they attack and try to kill you all. These knights are patrolling new territory and cannot help much, but they are willing to trade Tech III weapons for frag grenades on a

one-for-one basis.

C9 They are very friendly and are able to heal three of your group of half their hit point damage—adjust your hit point totals accordingly. They have been roaming like yourselves, but have stayed away from the west and south because of rumors of horrible monsters cutting off the heads of anything they find and stealing the bodies.

C10 If a plant or wolf character is with you they talk, otherwise they try to kill you. These creatures are advance scouts for a mass exodus of their race. It seems monsters from the west and south have been capturing them, ripping off their heads, and stealing the bodies.

C11 Just before you leave town, Ren's aged father shows up with gifts for all of you. He wants to make sure you have a good chance of surviving. Ren is given a small personal energy screen that works on a hydrogen energy cell for 24 hours and negates the first 10 points of damage in any action turn. Raa is given an energy mace (Tech IV, Dm 8, uses a chemical cell for five successful hits). Sheesh is given a special blend of chemicals that instantly heals damage to his plant structure (five applications, 10 points per application). Wroll is given a specially made skull cap that makes the wolf impervious to mental control and paralysis of all types. This allows him to ignore these encounters in the module and to help his allies get through them.

The old man is sad to see his son leave and allows you to depart without saying a word. Your trip now begins for real and you take the road out of town (A58).

C12 The hawkoids talk to you, but only if you give them each a gift from your equipment. They then tell you how dangerous the mountains are becoming in the north and that their race is leaving the area. They do not give specifics about the danger, however.

C13 You talk with the jagets and they ask you to help pull their leader out of the bog. For this service they give you one of their vibro daggers (with no power charge). They know nothing about the area and are fleeing the rumors of a horrible menace in the mountains to the west and south of here.

C14 You try to talk with these creatures, but your manner seems to frighten them. They all disappear in a blaze of light. You feel small, invisible hands tug at your clothes for a moment and when you check, one clip of ammunition or one battery (whatever you have the most of) is missing and the lil have left giggling.

C15 The lil have traded you a personal force field. A hydrogen energy cell powers this shield for 24 hours of operation. It inflicts a -1 RF on all attacks against its wearer, but a red result burns it out.

C16 If you defeat the kai lins, you discover the remains of a pure strain human who was not as lucky. He has a pouch with four chemex grenades (Tech III, Dm 15).

C17 The creature is quite matter of fact: If you do not give it a piece of Tech III or IV technology, it will kill you all. If you do turn over something, it gives you a bit of information (see C94).

C18 You want to fight the wardents, but the creatures show amazing mental powers. They disappear, taking all the party's loose energy cells.

C19 The carrins are in a murderous mood. They demand that you give them all your energy and slug weapons. You can turn over your weapons and go on your way, or you can fight them.

C20 The robot notes your group and comes over. It offers Ren an amazing variety of fruit and buds from the surrounding trees. You may take 20 of the following choices (record what you take in your character file): flowers (C25), yellow fruit (C53), black seeds (C78), orange stems (C82). After you take what you want, the robot leaves faster than you can follow.

C21 Sheesh goes up to the mobile trees and can instantly communicate with them. It seems that a crazed robot has chained them and milks them for sap every week. Sheesh is naturally upset by this and begins uprooting all the chains. If you all help, turn to C83; if you just watch, turn to C28.

C22 The fens tell you that at A15 robot heads are being grafted onto the bodies of dead creatures.

C23 Knowing how easy they frighten, you are more careful with them this time and you get some information out of the timid lil. A14 is said to be an old tower that lights up at night.

C24 These wardents will trade one fully powered energy cell of any type for two empty energy cells of any type.

C25 The flowers repulse insects. Ignore the next insect encounter you have as if you had defeated them.

C26 While checking out the trees, you have gotten much too close. The foliage reacts to your presence by throwing explosive fruit! Three large, red balls are thrown at you. All of you are caught in each blast that hits (Rank 5, Dm 5). You quickly flee the area.

C27 The man's saddle bags are filled with 100 rounds of ammunition for his two pistols, some dried meat, and a silver mirror. Anyone can use the chainmail vest.

C28 Sheesh continues to free the trees (probably somewhat upset at the party's lack of concern). The trees give Sheesh three large explosive fruits to use in battle (Dm 10).

C29 You are carefully opening the door to peer inside when a robotic tentacle slithers out from behind the door and begins firing a laser at your party (Rank 8, Dm 8)! If you run away, go to D29; if you fight, turn to C84.

C30 Sheesh notices that the sunlight streams through one part of the building in an unusual way. When you investigate you discover that part of the wall is really a sliding panel. Behind it are thirty fist-sized white crystals. They are collecting energy from the sun. The crystals are hot to the touch, but the soft substance they are imbedded in does not feel hot at all. When you pry a crystal from the floor, it emits a beam of light that blows a huge hole in the wall on the other side of the chamber! You have a powerful weapon, but you cannot seem to get it to work again. Maybe the elders of your town can figure them out. You can take them with you, but since you do not know if they will work again, you should continue with your quest.

C31 Playing with the keyboard causes the door to tick faster and heat up to a temperature that is too hot to touch. You run for your lives and never return!

C32 Opening the door at the side of the statue, you find a small chamber and a set of spiral stairs that go up into the body of the structure. You can climb the stairs (B50), go to the large chamber on the south side (C86), or leave the area.

C33 You are going to slug it out toe-to-toe with this hulking metal monster. The four laser rifles fire each action turn (Rank 10, Dm 12). The monster has 175 hit points.

If you run away, turn to D29. If you win, later you can get help to drag this hulk home and possibly get some use out of it.

C34 It takes you two action turns to search the entire web area and its surroundings. You fail to find the web maker. During that time

everyone in the web takes two 10-point jolts of electricity. You can either work on the webs (C72) or toss some grenades into the webbing, hoping for the best (B46).

C35 For two more action turns you cut at the webs and two more electrical jolts cause a total of 20 additional points of damage, but you do get everyone free. The jaget is dead, but its rifle is useful. You quickly leave this area hoping to avoid the web maker.

C36 You attack and surprise him on the first turn and then he attacks back with lightning-quick reflexes.

Pure strain human: Rank 11, hp 144, fusion rifle (Tech IV, Dm 10, 10 shots) and a black ray pistol (Tech IV, Dm 40, four shots), he has three reloads for each weapon, AC 3 (-15 points/turn).

In the event that you defeat him, you get his weapons, his turbine truck and the load of mutated grain he is hauling in his truck.

Ren can drive the truck and you can move through the countryside at the rate of six hexes per hour in clear terrain and three hexes per hour in woods or low mountains. It cannot ford the large river, but it could handle the small ones.

C37 You call out to them and they reply. You quickly discover they really do not want to do battle. They are impressed by the strength of your party. If you will pay a toll of one Tech III or IV item they will let you by. If you do not pay they fight (B44).

C38 The woman you have saved is the last remaining human dweller of this complex. It seems that thousands of squeakers, as she calls the giant rodents, invaded her underground village and attacked. Only she managed to escape with her life. She is going to leave to find relatives elsewhere, but to repay you she gives you a map of the ruined city (the Ruins Map) her village has been exploring for several years now. The villagers have been staying out of the marked areas because there are dangerous things in each of them. Turn to E1 to see the map.

C39 You allow the Sleeth to take what it will from the hover car and talk to it about what it has seen. It is the last surviving member of its tribe. It seems many of these cars swooped down on its village in the middle of the night. The cyborgs attacked with lasers firing out of their metallic heads and hand-held weapons of the Ancients. It has sworn to avenge each member of its tribe by killing three cyborgs for each loved one. So far it has killed 98. It does not want to join your party, but is honored if you ask. It takes one of the first three things from entry A91 and leaves.

You can take the remainder after searching the car yourself.

C40 At first you wonder how to make the lil come out of their 10-meter-tall thorn hedge. Then you think about their love of manufactured items. Out of your supplies you take several things and lay them close to the thorn patch. A few minutes later you see them slide by themselves into the patch and you hear giggling. It worked. In seconds you have swarms of orange-winged lil flying around you and pulling at your clothes. You learn that the cyborgs are trying to take bodies up to their mountain camp and turn them into more cyborgs. Cyborgs have been doing this for weeks now. The lil are able to turn off the power of the cyborgs and have not been attacked. But that is all you learn from them as they tire of you and frolic away into the razor-sharp thorns of their hedge.

C41 To get away from the lil, you move faster through the trees. Suddenly you see a kamodos lizard burst through the trees, breaking them with its front claws as if they are toothpicks. You again use all of your most powerful weapons and the monster bursts into hundreds of giggling Lil. You have to leave something behind for them and each of you looks over your equipment for a piece of Tech III or IV material.

C42 You have freed a band of Archivists who have been working in this area. They think the water that flows from this stream is being artificially pumped from the earth. They want you to help them dig for the source and say it will only take a year or two to discover the answer. You take what things you want from the cyborgs and leave.

C43 You search the tank and discover several useful things. The tank was driven by two cyborgs, now dead. They each had slug pistols (type A, Tech III, Dm 10, 50-shot clip). The tank is equipped with infrared and ultraviolet goggles (two sets), a case with 10 fragmentation grenades (Tech III, Dm 8), and there is a case of 12 charged hydrogen energy cells. You've lost the androids, so you continue on the Wilderness Map.

C44 The bodies rest near weapons of the Ancients and have been there several days. When you reach down to take the equipment, you hear a voice shout from the cover of the trees, "Don't or you will be as they are. They came into our lands with their technology and we have paid them back with ours."

When you look for the voice, three bone-tipped spears fly from the trees and strike the earth at your feet. They mean business.

You could grab a weapon and make a run

for it (B34), or you could just do what they say and leave without touching anything.

C45 Approaching the building, you see through an open door into a large, well-lit chamber filled with 20 different types of chairs. "Come and get comfortable, please," a voice says.

As you enter you see no one about.

"I am a computer and your host. Others will be coming shortly to see to your needs. So please sit down and relax until they arrive."

This is all very odd and you aren't sure you like it. If you wait, the machine talks until they arrive—turn to A77. If you do not want to wait, return to journeying through the Wilderness Map.

C46 You've discovered a still-functioning automated mining operation of the Ancients, but these robots have reprogrammed themselves. You are in a huge complex with robots running all over the place. You can see assembly lines building more robots and stacks and stacks of metal bars everywhere.

But right now you are looking at the ugliest black robot you could ever hope to see. You are too terrified to act! The robot ties you all up and now it is going to ask you some hard questions. Turn to the Interrogation Chart in D30 to determine what happens to you. After you have been questioned, come back to this entry and turn to the result of your interrogation: Favorable (B32), Cautious (B54), Indignant (C47), Hostile (B30).

C47 The robot does not believe you. You are ejected from the mountain with all your equipment and told not to come back.

C48 You talk to the cyborg head. You find out that all the cyborgs call themselves shreelon. They have been peacefully trying to contact villages in the area because they need help in building their city. In every village they have been attacked and have had to retaliate.

This conversation goes on for thirty minutes and you do not learn much more when suddenly you are surrounded by twenty hover cars and far too many cyborgs with weapons to try to run away. You are taken prisoner (A67).

C49 Your party gets into the chamber and one of you starts pushing buttons. Large panels begin to close off the exit. You can still run out if you wish and leave this area. If you stay, draw your weapons and turn to A81.

C50 The fens tell you that in Area A3 white monsters often crawl out of the stream and attack travelers.

C51 These lil have been flying over the

great lake and tell you there are huge ruins under its waters where man-fish live.

C52 If you defeat the kai lins, you discover the remains of a humanoid mutant. He has a long sword on his body (Tech II, Dm 8/16).

C53 The yellow fruit quickly turns to mush and its acid burns whoever is holding it for five points of damage.

C54 You carefully investigate this door. It is covered by some kind of multi-colored fungus. You also notice that all the cracks are jammed tight with a red fungus that wiggles every time you move toward it. If you open the door, go to C85. You can also continue down the stairs (C77) or leave the building (A10).

C55 You carefully inspect the egg. When you touch it, the shell begins to crack and a huge insect-like creature pokes its head out. Its mandibles alone must be meters long. You all flee for your lives—go back to the Wilderness Map.

C56 In the packs of the dead you discover the following: three burnt-out hydrogen energy cells, two fully charged hydrogen energy cells, several morning stars (Tech II, Dm 8), and 19 large bars of gold.

C57 You dash madly past the robot. It slowly turns its guns to bear on you, clicking all the time with its empty weapons. You make it safely to the other side. But you will have to deal with it on your return trip, if you return this way.

C58 You rush to where you heard the screaming. Each of you rolls a Dexterity Check; if you fail you are trapped in sticky webs raised just above the grass. If any of you are free, turn to B47. Any who are caught may make a Physical Strength Check at a -3 penalty to break your bonds. Those who break their bonds should also turn to B47. If none of you break your bonds, you all lose consciousness from jolts of energy that stream through the webs and your adventure is over.

The End

C59 The jaget is amazed to have survived the trap and is very grateful. It is scouting a new territory for its tribe. The mountains of the south and west have become dangerous to all intelligent life and its tribe must move. It also tells you that strange metal creatures are giving away laser rifles in the ruins beyond the river.

C60 You step out and volunteer to help him with his difficulty. At first he is naturally suspicious, but you win his confidence and succeed in pulling his truck out of the hole. Then he offers to drive you anywhere you want to go. He will not fight your battles for you, but he will drive you to your next stop (encounter number) as long as you don't cross any rivers.

Ignore random encounters, and in just two hours of break-neck speed driving you are there.

C61 You get along great with these lil. They listen to your problem and offer to send some warriors down to help in your fight. They are migrating in search of a new place to live. It seems the north is too dangerous even for them. One of the lil leaders even offers to come along with you on your quest (Rank 10; hp 20; mutations—anti-life leech, dual brain, force field generation, physical reflection (lasers and light), telepathy, mental blast (Dm 15), and total healing. While traveling with these lil, lil encounters are never harmful.

C62 At the first landing you discover a door, more stairs down, and a humanoid skeleton. There is a neat hole in the middle of its skull. Its equipment proves interesting: one large hammer, 20 metal spikes, 50 feet of thick chain, dried vegetables, a match cylinder with 20 matches, and a Tech III blowtorch that shoots a five-meter-long flame and can melt through steel (Dm 10, 15 minutes of operation from the cylinder). If you move down the stairs, go to C87. If you open the door, no matter how careful you are, go to C29. You can always go back and leave this area.

C63 You go to meet the giant robot and the first thing it does is flash a blue ray over all of your weapons. In seconds all the energy cells in your weapons are totally depleted. Your bullets and crossbow bolts have been made too sticky to fire. This robot is far too powerful for you to take on. You run for your lives out of this area. Make another choice at A47, or continue adventuring in the wilderness.

C64 These lil want to leave quickly, but they do warn you to never trust a black-winged Lil. They also tell you that in the high mountains lies a terrible ancient force of technology that is attacking all the intelligent races in the area. If Sheesh is still with the group, they give it three green berries. Each berry heals 10 points of damage to a plant instantly.



C65 You turn over items from your packs, but do not like the idea. Then you are shown to the leader of the Archivists and you tell the small warden of your problems. This group has helped Restorationists in the past and it will do so again. It will send you back with enough weapons of the Ancients to turn back the mountain invaders. If there is still time, you can adventure in another part of the map before the seven days are up to take more things back to your village.

The small Archivist gives you a map of the nearby ruins and says that you may search for more weapons in that area if you wish. Obtaining this map enables you to use the "A47" Ruins Map in the four-page pull-out section in the center of this adventure. All the numbers on this map refer to "E" numbered entries (turn to the "E" section in this book). You can also use the Wilderness Map to continue adventuring there.

C66 It is clear the robot does not understand you. One of you goes to take some of the equipment in the pile and the robot moves to stop you. There are levers and buttons all over the body of the robot and you decide to give them a try.

You flip the GAMMA WORLD® game equivalent of a coin and hope for the best. If it comes up multi-headed, turn to entry B42. If it comes up multi-tailed, turn to entry A70.

C67 There are two dead cyborgs inside. They have the bodies of badders and the single-eyed heads of robots. Suddenly a voice shouts from somewhere, "I did this and I get

first pick, do you have problems with that?" Looking around, you see a sleech with several huge, glowing javelins in its hands. Sure enough, sticking out of the lower area of the hover craft is a javelin. Will you let it take what it wants (C39), or contest its right to the spoils (B39)?

C68 You pay the toll and in talking with the lil gain some valuable advice. The cyborgs have a base somewhere in the mountains. Their flying devices can be seen constantly moving about during the day. The cyborgs are collecting bodies for some reason that the lils cannot figure out. Every cyborg is armed with a weapon of the Ancients and fires laser beams from its eyes. The lil also tell you to never trust an orange-winged lil.

C69 There are no windows, the only door is made of metal and looks thick. As you draw nearer, you begin to hear a beeping noise from within. You can run back into the wilderness (use Wilderness Map), or you can try to break open the door (A90).

C70 The robot has cleared out the rubble of a large building. It has carefully piled the ruined building materials in one place and the items that were in the building in another section. You see a great deal of undamaged technical equipment in one pile. The robot does not seem to have any visible weapons on its body. You could talk with it (A68), fight it (B42), or leave, but you have spent a lot of time in this area to just leave.

C71 There are eight dabbers (mutated raccoons) behind that wall and they demand you turn over all of your weapons or die. You can talk (C37) or you can fight (B44).

C72 Looking over the situation, you decide to start cutting at the webs. In the first action turn, however, a jolt of energy inflicts 10 points of damage to those trapped and those cutting at the webs. You have only managed to cut a few of the many webs holding the victims. You can try throwing some grenades (B46) or continue cutting (C35).

C73 The robot does nothing. In fact it is hard to tell if it is even activated. You cross the bridge and continue. You leave the robot alone for fear it will turn on you and destroy you.

C74 Exploring the camp you discover there is nothing there of immediate use except for the weapons they were using and their turbine car.

Ren can drive the car and you can now travel around the countryside at the rate of six hexes an hour in clear terrain and three hexes an

hour in woods or low mountains. The vehicle cannot ford the large river but it can manage the small ones. Sheesh must ride on top of the car.

You cannot use the rifles without first figuring them out (check "Comprehending Artifacts" in the Rule Book).

C75 Approaching closer to the camp you see there are three cyborg creatures at the oasis. One cyborg has the body of a serf and a metal head, another has two metal heads on the body of an orlen, and the last has the body of a gren and a metal head. Each is armed with a Mark VII rifle. You can try to talk (B49), attack (A93), or leave this area.

C76 The door is still ticking, but further investigation reveals a small compartment hidden in one of the steel bands. The compartment shows a small computer keyboard. You can play with it (C31) or leave.

C77 You continue down the stairs. The deeper you go, the more fungus you see growing on the walls. When several wet tendrils of the stuff splash against your faces, you decide you have had enough of this place. You can choose from (A10) again or just leave the area.

C78 You discover no use for the black seeds; maybe you should plant them later.

C79 The fens tell you that the ruins of A30 have several caches of laser weapons that are easy to get to.

C80 No matter what you do, you surprise these lil and they all vanish in a blaze of light, taking with them all of your party's chemical energy cells.

C81 These wardents are fleeing the mountain area. It seems that strange creatures have been capturing mutants and taking their bodies and leaving their heads. If you give them a gift of one of your recently acquired items, they give each of you a fully powered hydrogen energy cell.

C82 You have five orange stems and you discover that they drain energy cells. You can hit a powered weapon with one and it drains all the energy of the weapon cell. (Rank 10 for hitting). If they strike they make the weapon useless, but they also destroy themselves. They are only destroyed if they strike successfully.

C83 You all help Sheesh free the trees. Telepathically they are delighted by your plant-like kindness. Four of them come along with you to help for a time. In the next two combats, these trees totally destroy your enemies and your party takes no damage. The trees

then leave to join their fellows.

C84 For two action turns you battle this tentacle sticking out of the door (it attacks twice in this time) and all of your efforts have not done a thing to it! You run down the stairs (C87). You run for your life out of this building. Choose again at A10 or leave this area.

C85 You open the door and are immediately attacked by horrible fungoid creatures that come spilling out of the hall behind the door. The hall is filled with this tentacled fungus life! (Rank 12, Dm 6, one attack on each party member). You run for your lives (go to D29) and the creature attacks until you escape. You run out of the building (A10) and you can either re-enter it or go some other way.

C86 The chamber is lit by devices of the Ancients, but more interesting are the three recently killed hoop bodies you see in the chamber. They have bows and arrows (Tech I, Dm 8/4) for weapons and they appear to have been killed by laser beams. There is a blinking panel of buttons on a side wall and the dead hoops are a clear warning of danger. If you want to check out the panel anyway, see C49. You can still check out the side doors (C32) or you can leave (A95).

C87 You climb down several flights of stairs and the air gets mustier and more humid. The sides of the metal walls are covered with moss and some of it moves with your passage down the stairs. You come to another landing with a door (C54) and a set of stairs continuing down (C77).

C88 You have defeated him, but now his brutoz stands ready to do battle over his body (HD 14, hp 74, bite (Dm 5) and two kicks (Dm 4 each)). If you defeat it, turn to entry C27.

C89 By careful deduction you determine that the trees drop explosive fruit. You manage to steal five of the fruits to use as missile weapons (Dm 5). You get out of the area unhurt.

C90 You approach the trees and sense telepathically that they are wild with rage at being chained. The plants see your party and instantly throw five javelin limbs (Rank 5, Dm 6). After this first attack you leave the area. You can do nothing for them.

C91 The old horticultural robot attacks! (Rank 7, hp 82, metal plating absorbs 20 points of damage every action turn, weapons can be used all at once—a herbicide (Dm 10 to plants), a saw tentacle (Dm 20), a whipping tentacle (Dm 15).) If you run away, go to D29;

if you defeat the robot, turn to C20 and check out the trays of plants you find.

C92 Talking to scouts in the village gains you valuable information about the area to the west. It seems that some ancient technology has activated itself on both sides of the mountain pass and you are advised to avoid the pass. Also, several of the scouts have run into trouble with masses of nasty creatures. They advise using the strongest weapon you have because there is a lot of equipment out in the wilds just waiting to be picked up. The last scout you talk to gives you a small sack of powder. It contains a powerful vegicide that will instantly kill one hostile plant (works automatically). Your trip now begins in earnest and you take the road out of town (A58).

C93 These wardents need matches. If you trade them all of your party's matches, they give you one chemex grenade (Tech III, Dm 15).

C94 The keeshin tells you that in the mountains to the southwest (see the southwest corner of the Wilderness Map) are horrible beings that take the bodies of creatures and place robot heads on them. The keeshin gives each of you a special ring that hampers the ability of the robot heads to see you (halve all damage a cyborg inflicts upon a PC).

C95 If you defeat the kai lins, you discover the remains of some type of cyborg. It has the body of a pure strain human, but the head of a robot. There is a package of four unpowered vibro blades on the creature (Tech IV, Dm 12).

C96 These lil are going home and will trade with you, but have no information. They want to trade a single, small glittery bracelet they are carrying for several energy cells. If you trade, go to C15.

C97 The fens tell you that in Area A22 there is a huge metal creature guarding the bridge and often it kills strangers.

C98 They acquired their laser rifles in the ruins of A30, but many horrible monsters roam that area.

C99 You chose to follow the cyborg and it takes you to entry A57. Roll for random encounters as you travel there.

C100 The arks are running from a band of horrible creatures that lopped off the heads of several arks and took their bodies. All they know about these creatures is that they have metal heads on somewhat normal-looking bodies. These heads shoot laser rays from a single red eye.

D1 The bracelets you took from the carrins start to glow and pulse. The rate of pulsation matches that of the pulse in the lenses of the robot you face. It doesn't seem to see any of you. Proceed from this point as if you had destroyed the robot.

D2 If you look like cyborgs, the cyborg guard lets you through. If you chose to fight this creature, turn to B95.

D3 You have made the mistake of going through this gate and your luck has run out. There are two bear cyborgs coming in the gate and your disguises do not fool them and they attack! Since they attack, the guard cyborg also attacks you (refer to entry B95 for the guards statistics). Two bear cyborgs: HD 123; hp 86, 81; weapons—cyborg ruby eye (Dm 8); two bear claw attacks (Dm 5). If you run away, turn to D29.

D4 You enter this dome quickly and silently. You discover a large chamber with cages of sleeping creatures. There are several large tables with surgical equipment. You see several shelves of cyborg heads. This could be the place where they graft the cyborg heads onto the bodies.

You cannot rouse the creatures in the cages, but you discover piles of equipment, some of which you can use.

Ren finds two type C slug throwers with full clips (Tech IV, Dm 15). He also finds new batteries for his and Raa's suits of armor.

Wroll finds three medikits and a special veterinary medikit that can restore up to 100 hit points to nonhumanoid creatures.

Raa finds a box of 12 energy grenades (Tech IV, Dm 10). He also finds a stun ray pistol (Tech IV, with a four-shot energy clip, if it hits it stuns for base two minutes).

Sheesh discovers an unusual crossbow that shoots energized crystal quarrels. A hydrogen energy cell can charge five quarrels. These bolts inflict Dm 15, but are fired like regular crossbow bolts. Sheesh finds 10 of these special crystal quarrels. (These quarrels have a 50% chance of being ruined on impact.)

Finding nothing else of use in this area you leave and search the rest of the compound.

D5 The building, like the rest, is made of a crystalline material. The wide door opens when you approach. Inside you find vehicles of the Ancients. You find military ground cars and turbine cars that Ren can drive. There are flit cars, "E" cars, and hover cars that you can tell are all ready to go. You have never seen so many vehicles. Ren could drive one of the first two types of cars right away, or you could try to figure out one of the more advanced cars. Any of the vehicles here allow you to move eight hexes in clear or road terrain and six hexes in

mountains or woods.

D6 This crystal building is shaped like all the rest, but from a distance you have seen several cyborgs enter. You briefly consider not going in. Turn to B1 if you want to see what the cyborgs are doing.

D7 As you come up to this crystal building and the door opens, you hear the sounds of weapons fire inside. There could be a fight you should avoid. If you still want to enter this dome, turn to B96.

D8 You are approaching the spacecraft and see that it has only one opening, guarded of course. If you enter, use the E map and begin with the outermost E entry.

D9 This dome is crowded with cyborgs. There is a huge crystal pillar in the center of the chamber and lightning bolts of energy crackle down onto the heads of each of the cyborgs. You can attack the pillar (B97), but you realize it could backfire on you.

If you attack the pillar from a distance, turn to B97.

D10 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force field.

Turn to A39 to release the robot.

D11 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force field.

This robot has weapons systems that look like lasers and are generating their own energy field.

Turn to A41 to release the robot.

D12 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force fields.

It is firing several weapons systems at the energy fields that cage them, but to no avail. Turn to B98 to release the robot.

D13 You discover an energy cage holding one obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force fields.

Turn to B99 to release it.

D14 You come to a large and long crystal dome. Its door opens as you approach, revealing a robot that attacks you!

(Robot guard: HD 18; hp 55; armor absorbs the first 30 points of physical damage in an action turn; weapons—stun tentacle (if it hits it stuns for base two minutes); robotic tentacle (Dm 10)) The robot cannot leave the chamber. If you decide not to fight, the door closes, but the robot gets one action turn of attacks.

If you win the battle, turn to F4.

D15 This is some type of crystal growing dome. You see row upon row of tables filled with sand. Growing in the sand of each table is a different colored and shaped crystal. You have not stepped into the chamber as you can sense the energy that flows from the crystal floor and walls. The area is filled with energy and it could damage you. If someone wants to use mutations to take some of the crystals, turn to F3; otherwise you leave the chamber.

D16 You enter this crystal dome area and are attacked by automatic laser units in the ceiling.

(Three laser units: Rank 5; hp 30 (x 3); Dm 12)

If you run away, the door closes behind you, but the lasers get one action turn of attacks. All you have time to see is a series of large cages.

If you fight and win, turn to F2.

D17 This dome is given to the creation of android cyborgs. You see the android generation vats and there are 10 warrior androids guarding it. While you watch, two thinker android cyborgs are in the process of creating two more warrior androids. You leave not wanting to face them in an open battle.

D18 In this dome you discover a volcanic pit and three cyborg humanoids that attack you!

(Cyborg pure strain humans: Rank 4; hp 142, 138, 119; weapons—cyborg laser eye (Dm 8); slug pistol (type B, Tech III, Dm 15, 30-shot clip). If you run away, turn to D29 and you leave the compound. If you fight and win the battle, turn to F1.

D19 This is an equipment storage dome. There are shelves and shelves of almost everything you can imagine. There are hundreds of types of the following items: camping equipment, clothes, energy cells of all types, mining equipment, shelves and shelves of equipment of the Ancients that you do not recognize, household furniture, and Tech II weapons of many different types. You take what you think you need and leave the area.

D20 You enter some type of communications dome and see two cyborg humanoids manning the screens. You think it would be a good idea to ruin this area, but you don't know if you want to take on the two creatures

you see working there.

You can leave and explore the rest of the compound, or you can fire at the creatures and gain one action turn of surprise attacks (turn to E52).

D21 As you carefully open the container, two of the seeds escape and bore holes into the first object they hit. Seconds later these holes sprout tiny leaves and the object is ripped apart as roots and vines grow from the seeds. You take the rest of the seeds back to your town to try to figure out how to use them as weapons.

D22 The single large, glowing seed absorbs energy at a fantastic rate. Energy blasts within 10 meters of the seed are totally absorbed by the seed. (If the seed receives over 200 hit points in energy, it splits and instantly sprouts roots and digs into the ground. There are no other effects, as far as you can tell.

D23 There are 100 seeds in this container and each radiates Intensity 5 radiation. Use the radiation chart to determine how much damage they inflict.

D24 There are 20 pistol-shaped seeds in this container. If you squeeze the seed's shell, a small thorn seed shoots out up to 20 meters away (Tech I, the damage is Intensity 10 poison, check the poison chart for the damage, there are five seeds in each pistol).

D25 You talk with the carrin and badder and discover that they are the leaders of their tribes. These groups have been hunted by the cyborgs for their bodies. They agree that if you free them they will convince their respective tribes not to attack your town. You free them and give them what extra weapons you can and they escape from the compound. You also consider escaping.

D26 The crystals shatter as you fire your weapons at them. Keep track of the hit point damage you inflict upon the crystals. After you have done 500 points worth, you have destroyed one-fourth of the pulsating blue crystals. You notice the glow on the walls has dimmed a little. If you continue, turn to E51.

D27 The soot, ash, and heat of the new mountain of lava is choking you. You suffer 20 points of damage while you are fleeing. Roll another Constitution Check and if you fail you take another 20 points of damage before you escape. If you survive, turn to D28.

D28 You flee the area and see that you have created a new volcano. The cyborg camp is completely destroyed and you do not feel too bad about that. You continue your quest knowing you have done something very important for the survival of your town.

D29 Running Away: Anytime you run you must roll 1d20 for both sides. If you bear the die roll of the attacking creature, you all get away and it does not follow. If the creature's roll is higher, it gets a free attack on you as you escape.

D30 Genetic Interrogation Chart

This chart is consulted whenever there is a questioning session between two groups that do not know each other. This questioning process usually takes one hour (two hours if the Hostile section of the chart is reached).

To determine how the questioning proceeds, you will roll 1d20 five times, applying all of the appropriate modifiers to the roll each time. Before you roll, look over the modifiers and the tables you will be rolling on so you understand what is going on.

Positive Die Roll Modifiers

- +1 Mutant or PSH questioning the other
- +1 Caught where you shouldn't be
- +1 Either side is heavily armed
- +1 In the home territory of the questioner
- +1 Other has things questioner wants
- +2 Fighting between the groups before questioning
- +2 One group is held prisoner
- +2 One group belongs to a Cryptic Alliance
- +2 The groups are working against each other
- +2 One group is hiding information

Negative Die Roll Modifiers *

- 1 Groups know each other
- 1 Groups are in neutral territory
- 1 Robots in either group
- 1 Valuable gifts given right away
- 1 One group needs the other
- 2 Both groups are Restorationists
- 2 One group wants to be friendly
- 2 Neither group is hiding anything
- 2 One member has Intelligence 16 or higher
- 2 One group offers help to other
- 5 Neither group is a prisoner of the other

* None of these negative modifiers apply if one group is a prisoner of the other.

Once you determine which of the modifiers apply to your situation, roll the first d20 and consult the First Die Roll table below. This gives you the section of the Subsequent Die Roll table to roll on for the second d20 roll. The second die roll will indicate a Section Shift (last column in table) of A, B, or C. A section shift result of "A" means your next roll occurs on the section above (more favorable) the one you just rolled on. A result of "B" means that your next roll is in the same section you just rolled on. A result of "C" means your next roll is on the section below (less favorable) the section you just rolled on.

This continues until the fifth roll, the result of which is interpreted on the Final Interrogation Results table to determine the end result of the interrogation.

After each roll (except the fifth roll), check the Intermediate Results to PCs table to see how the other group reacts to your characters. Then recompute the modifiers and roll the next d20. The fifth roll is the last and after it you refer to the Final Results table to see how the other group feels about your group when the meeting or interrogation ends.

First Die Roll

D20 Roll	Section for Second Roll
1-5	Favorable
6-10	Cautious
11-15	Indignant
16-20	Hostile

Subsequent Die Rolls

Section	Rolls				Section Shift
	2d	3d	4th	5th	
Favorable	1-10	1-13	1-16	1-18	B
	11-20	14-20	17-20	19-20	C
Cautious	1-2	1-2	1-2	1-2	A
	3-15	3-15	3-15	3-15	B
	16-20	16-20	16-20	16-20	C
Indignant	1-2	1-2	1-2	1-2	A
	3-15	3-15	3-15	3-15	B
	16-20	16-20	16-20	16-20	C
Hostile	1-4	1-3	1-2	1	A
	5-20	4-20	3-20	2-20	B

Intermediate Results to PCs

- Favorable**—other group offers to repair PCs' weapons or trade on terms favorable to PCs
- Cautious**—other group heals 1d4 points of damage to each PC
- Indignant**—other group kicks PCs around for 1d4 points of damage
- Hostile** *—other group destroys PCs' four best weapons

* Treat as Indignant *unless* one group is held prisoner by the other group.

Final Interrogation Result

- Favorable**—groups work together amiably
- Cautious**—groups leave and set up a time to talk later
- Indignant**—groups do not like each other, but there is no fighting
- Hostile** *—groups either fight or one group runs away

* Treat as Indignant *unless* one group is held prisoner by the other group.

E1 The ruins of the city are so large that you never would have found anything useful here without a map. But now that you have a map of the area, you can easily locate the points of interest.

E2 Deep in the brush you hear the sound of weapon fire. You approach and see a robot shooting up straw dummies twisted into the shape of humans. There are hundreds of these dummies around and many of their heads are burning. You can approach the robot (E41), or leave it alone to search the rest of the ruins.

E3 In the middle of the forest stands an intact building of the Ancients. The forest has been burnt away for fifty meters all around. There are huge, glowing panels on the roof and you can see a small robot cleaning the outside walls. As you watch, a humanoid steps out from the woods into the clearing and calls to the robot. Four lasers fire from the building and burn the humanoid to ashes where it stands. Now you know why the building has been there for so long—it can protect itself!

You have an idea that the building only deals with pure strain humans. If Ren is with the party, you might try to deal with the building (E42). If he is not here, you leave this building for safer areas.

E4 In amongst the ruins is a large patch of bare ground with a hole in the middle. The ground looks strangely barren of all life. And the vegetation at the edges of this area is unusual colors of gold and silver.

If you go to check out the hole, turn to B76. Or you can leave and search the rest of the ruins.

E5 Traveling through the forested ruins you suddenly hear the sound of moaning in the distance. You cautiously approach and part the brush in front of you to see a vast area of strange plants. These are man-tall, thin plants that move with the slightest breeze. Their huge petals resemble heads. These heads emit a moaning sound that makes it seem like the plants are in pain. You can check out the plants from a distance (B77), or you can get closer and try to communicate with them (E43).

E6 You discover a glowing dome of huge size in the middle of the ruins. As you near, you can see that many others have been here before you. There are scratches and burn marks all over the sides of the dome. There are unusual, different-colored stains in patches on its surface.

You can see a door and there is a path beaten through the forest to it. You can tell the door has never been opened, but there are indications all over the door that it has been

shot at, lasered, grenaded, bombed, etc. Whatever is in this thing must be highly valuable. If you spend one hour trying to open it, turn to B78. Otherwise avoid this place and save it for later explorers.

E7 You cannot believe your eyes. There by the lake is a water-powered machine. A robot is operating it and you can see it is making laser rifles. While you watch, a jaget comes out of the forest, walks boldly up to the piled crates of rifles, and takes one and goes back into the woods. Your problems are solved. There must be over two hundred crates of laser rifles there. The robot calmly takes the rifles from the machine that is creating them, places an unusually large energy cell into the weapon, and crates the weapon in a box of ten.

You go up and try to talk to the thing but it ignores you and continues working. You will have to try to deal with it later, but for now you take as many crates of weapons as you can carry and leave.

(Laser rifle: Tech IV, Dm 12, energy cell is good for six shots.) There is a drawback to these weapons. The machine that makes them has started to go slightly awry. Whenever one of these laser rifles is fired, roll 1d100 against the ACT column corresponding to your Rank. On a black result, the rifle explodes, inflicting 4d6 points of damage to you and anyone within three meters.

E8 There is the huge shell of a building breaking through the forest. There is no vegetation inside this building, unlike the others you have seen. When you approach you see the remains of a huge chamber and in the chamber are 50 one-meter-tall spheres. The floor here is completely clean and you briefly wonder if these are cleaning robots all stacked and ready to work. If Ren is with your party, turn to B79. If Ren is not with you, turn to E45.

E9 Have all party members roll Mental Strength Checks. Those who fail go running into the forest to the west. If none fails, you continue on into the wilds.

Those who succeeded can follow any who failed to see what happens to them and try to protect them.

If only some of the party members failed the check, turn to B23. If all of the party failed, turn to E46.

E10 You come upon five androids making a road in the forest. They are huge things that wield their picks and mauls with superhuman strength. You have heard stories of androids from your elders. For hundreds of meters they have cut a large path through the ruins and forest.

If Ren is with you and you approach, turn to B81. If Ren is not with you and you approach, turn to F26.

E11 You are attacked by a band of arks, huge dogmen, roll for surprise! (Eight arks: HD 8; hp 40 (x 8); PS 19 (+4); MS 12; plate mail vests (absorb 20 points per action turn), wicker shields (-1 CS); mutations—life leech (see "Mutations" section, Dm 6, the arks only use this attack when they are down to two party members); stone clubs (Tech I, Dm 5); half of the arks always attack Ren).

If you run away, turn to D29.

E12 A huge metal pole of the Ancients has a still-functioning light at the top. As you near, the area around the light seems to spark and flash. If you climb the pole or otherwise check it out, turn to F25.

E13 You come upon a badder encampment. A tent in the middle of the camp contains what appears to be a very sick badder. You can leave, fearing there might be more of them around, or you can check out the camp to see if there might be something useful here (B82).

E14 You discover a huge purple thorn patch in the middle of the ruins. At first you think it could be a lil patch, but then you see the bones and dead things in the thorns. Many beings have died in the patch. You suspect poison of some type on the thorns, but aren't sure you want to check it out. Looking more closely, you see some green goo drip from the thorns. This area isn't for you and you move on.

E15 Carrins attack out of the sky with missile weapons! Check for surprise. (Seven carrins: HD 15; hp 75, 60 (x 6); short bows (Tech I, Dm 8); leader has a slug pistol (type A, Tech III, Dm 10, 20 shots left in the clip).

They keep attacking until you kill two of them; then turn to B83. If you run away, turn to D29.

E16 A huge thunder lizard taller than most trees walks through the ruins toward you. You all dive for cover because the monster is too large to fight. Roll an Intelligence Check. Those who fail are seen by the monster. Turn to B22 for the attack.

E17 You hear it long before you see it and then you can hardly believe your eyes. Just above the tree tops a flying car is moving around in a circle. As you draw closer you see a dead pure strain human hanging out of the door. You can try to climb a tree and get in as the vehicle circles (F24) or you can avoid the thing.

E18 An obb (a huge bat-winged creature) flies over your group. If you attack, turn to F22; if you want to talk, turn to B20.

E19 You discover a burial mound of sorts. There are over 100 graves and each of them has a weapon and a marker for a headstone. There are many swords, maces, and hammers, but the thing that attracts your attention are the two holstered pistols by one grave. You consider going to get them, but then you wonder why all of these things have never been stolen before. If you try for the pistols, turn to F21.

E20 You meet three orlens who instantly notice you. You can talk (F20), attack (B85), or ignore them.

E21 You see a large grove of white trees. Each one has exactly five berries that sparkle in the light. Those that are in shadow seem to glow with their own radiance. It is very likely going to be dangerous to check these things out, but if you want to, turn to F18.

E22 You discover several bodies lying in the ruins of an unusually shiny building. The structure seems to be made of metal walls. The bodies are wearing full suits of plate mail, but you wonder if it may be a trap. You can check them out (B16), or you can ignore them and continue on into the wilds.

E23 You come to a part of the forested ruins that is different from all the others you have seen. Everything is shiny black. The plants, the ruins, the trails, and even the earth in the area is black, but not from soot or other substances. After testing you discover that the black color goes much deeper than just the surface. You also observe that no animals are in this area: no insects, birds, or climbing creatures. If you wish to find the cause of this phenomenon, turn to B15.

E24 In these ruins you discover a large pool of water. Basking in the sun beside it is a huge white lizard that mentally communicates with you.

"Hello there, do come over! I love talking to travelers."

There is something dangerous looking about this creature and you are not fooled at all.

You attack it (B86)! You talk to it (F19). You leave it alone and quickly leave the area.

E25 If it is at least as dark as at sunset, turn to B14; otherwise nothing happens here.

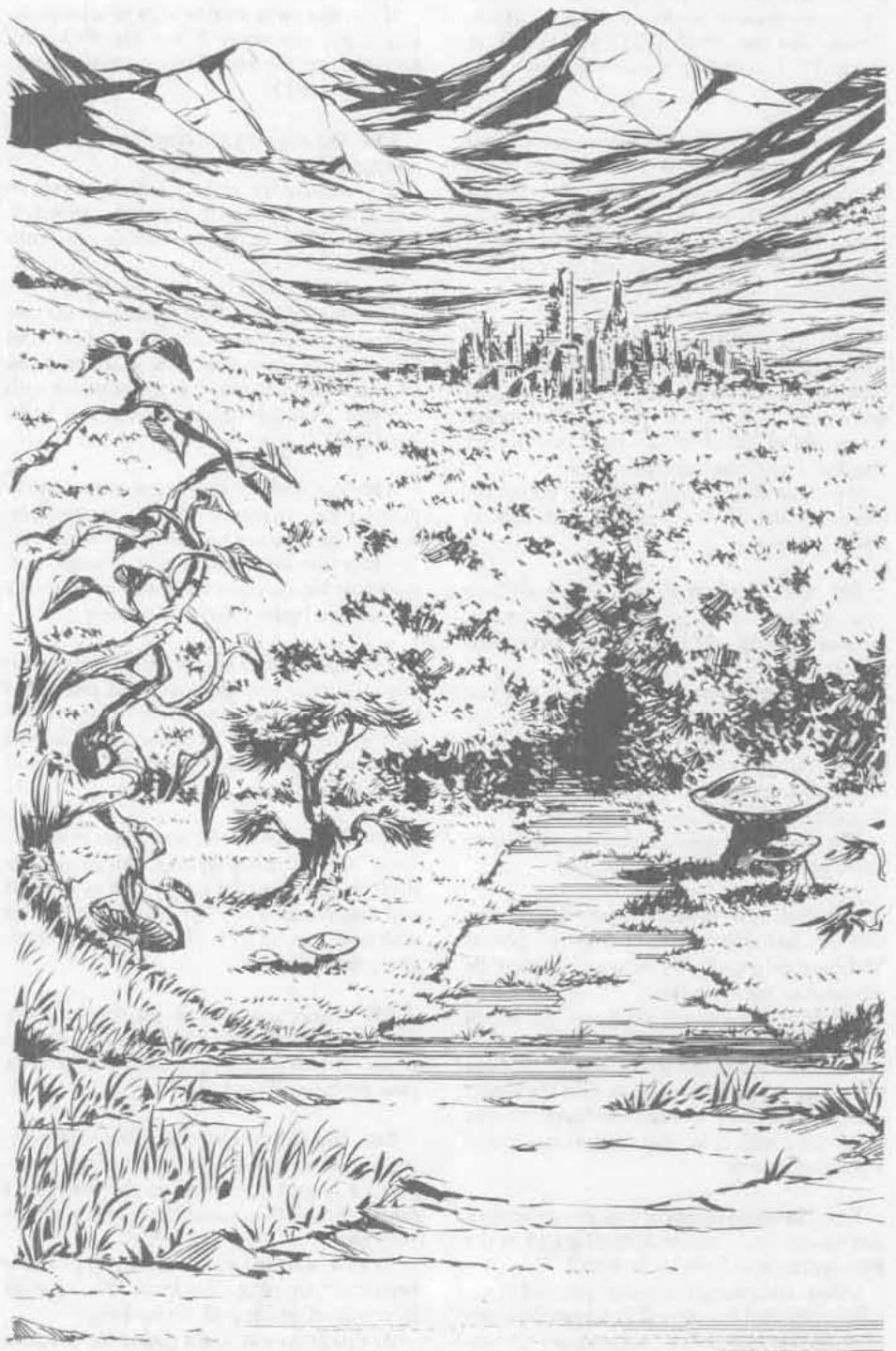
E26 You discover several vehicles of the Ancients, but when you check them out more closely you see they are rusted hulks of no

value. Unfortunately, while looking them over you are surprised (have a random encounter—you are surprised and they are not).

E27 You discover a black-hulled combat robot in the brush at the side of the road. There

are several blasted hulks of other vehicles in the area. You are just starting to clear off the plant growth from the area when you are surprised by a parr.

(Parr: HD 13; hp 70; attacks with two sets of four-sword fronds, each set attacks the same individual (Dm 5); it throws two huge spines



at the same individual (Dm 3); its body armor absorbs the first 15 points of physical damage in an action turn.)

If you run away, go to D29 (the robot is gone if you come back later). If you win the battle, turn to B13.

E28 You hear the sound of pounding long before you see what is making the noise. After a cautious approach, you see six sleeths, giant lizardmen, hard at work pounding a robot to pieces. You can attack (B11), try to talk to them (F15), or ignore them and go on your way.

E29 Far back in the wilds you discover a series of small huts. There is the glint of metal inside each of them. You all roll a Mental Strength Check. Any who fail each enter a different house—turn to B10. Those who succeed attack the plant creatures that are disguised as huts.

E30 In a stroke of luck you discover a hidden cache of weapons of the Ancients. As you look them over you are attacked by their rightful owners. Consult the Random Encounter Chart and roll until you get creatures that are aggressive and want to fight.

If you run away, turn to D29 (you do not get any weapons). If you fight and win, turn to B9.

E31 In front of the flying saucer is a single cyborg guard. It is a multi-armed, snake-bodied creature and it is holding three vibro blades.

The door to the spacecraft is open and you can tell there is an energy screen covering the entrance. To get inside you are going to have to take out the guard in one lightning-quick attack. If you botch it up, you suspect cyborgs will appear from all over the place.

You can ignore this area and continue on to other places, or you can attack (B8).

E32 You have eliminated the guard, but now you face a force field of unknown power. You have to act quickly because you may be detected at any moment.

If you leap in, risking all, go to F53. If you throw something in first to see what happens, turn to B89. If you fire on the sides of the door with your weapons, hoping to ruin the screen generator, see F14. You can also leave this area if you are afraid of dealing with whatever is in the flying saucer.

E33 Turning a corner of this strange crystal-line saucer, you discover a weird guard at the next entrance and decide to attack.

(Alien android guard—the android is totally white and humanoid in shape, but over nine meters tall and all appendages are un-

usually thin: HD 10; hp 200; weapons—20 crystal clingers (Tech V, Dm 5). These are small, star-shaped crystals that can be thrown two at a time, crystals that miss can be reused; if they hit they stick and do progressive damage for each of the next five action turns; to rip them off you must roll a successful Dexterity Check; armor—energy screen that absorbs the first 20 points of energy damage received in an action turn.)

If you run away, turn to D29 (you leave the ship if you run away). If you win the battle, you can use the remaining crystal clingers. Turn to entry F13.

E34 You discover an alien android guard and must fight for your life!

This android is a squat cylinder of a creature with three long tentacle arms. You have surprised it. After your surprise action turn, turn to B6.

E35 Sure there will be guards at the entrance you see ahead of your position, and wanting to go farther into the spacecraft, you all attack simultaneously at the entrance with the best weapons and mutations you have. Turn to B5.

E36 You discover row upon row of small, green, fist-sized crystals in piles on the floor. You do not have the time to figure them out. You may take up to five each and continue on your way. Turn to entry B91 when you can take the time to figure them out in safety.

E37 You discover another huge pile of crystals. This time they are head sized and bright blue. You can each take three of them and save testing them for when it is safer. Turn to B92 when you are away from the saucer and can test them.

E38 There are several large piles of finger-sized, pulsing yellow crystals. You do not like the look of them and it is only with an effort of will that you pick one up. If you do take one with you, turn to B93. Otherwise leave them alone and continue.

E39 Suspecting there is another entrance and probably another guard, you prepare to attack. You all leap around the corner and fire your weapons. Turn to B3.

E40 You enter a chamber filled with pulsing purple crystals. In the center of the chamber is a huge black crystal in the shape of a human brain. It communicates telepathically with you.

"I have watched you enter my ship. It has been most amusing. You lower life forms try so very hard and it is all for nothing."

At this point you attack (using the weapons

you fired in Entry B3). They are all ineffective.

"I am immune to your methods of destruction. Do you wish to talk or die?"

If you want to talk, turn to B2. If you fight turn to F10.

E41 If Ren is with you, turn to F27; if he is not, then the robot (Rank 12) attacks your party. It has two laser attacks (Dm 8) and a slug thrower attack (Dm 10). You do not think of attacking back—it looks too tough. You all run away (turn to D29).

E42 Ren boldly goes up to the front door and it opens by itself. When the rest of you start to enter the clearing to join him, the laser units on the building move toward you. Looks like Ren will have to manage all by himself (turn to F28).

E43 You go close to one and try to figure it out. Maybe you can communicate with it. For some reason, several of the plants you are nearing explode and splatter all over you. Suddenly you feel a burning sensation on your face. You have been exposed to Intensity 9 radiation. Check the radiation charts and record whatever damage the rolls indicate.

E44 After the second hour of digging and bashing and using mental abilities you still have not opened it. This looks like it could take forever and maybe you should give it up and go on to other areas. But if you want to spend another hour here, turn to B24.

E45 As your group approaches, the spheres all rise off the ground. Each sphere shoots a ray of light (no damage) at your party and then settles down to the ground again. If you wish to approach closer, turn to B80.

E46 You have all failed to make your Mental Strength Checks and you are being guided by an illusion. Part of your mind knows this, but the illusion is too strong and you are all being controlled. You find yourselves walking into the jaws of several huge-petaled plants.

Although your legs are controlled, the rest of your body is free to act. You get out your most potent weapons and use them as you walk into the jaws of the plants.

There is a plant for each of you. (Plants: HD 5; hp 50; PS 20; MS 15; Dm 8) Damage to Sheesh is halved because of the willow's huge size. Because you are inside the plant, you receive a +2 CS for all your weapon attacks. As members of your party kill their plants, turn to B23 to continue the battle to free the whole party.

E47 The androids begin to shiver and shake. Suddenly they turn all red and then melt into a red jelly-like substance. You have

no idea why this happened.

E48 Naturally you have to take off all armor to climb the pole and while you are climbing you check out the area using your map. You see that Area 14 has some unusual vegetation while there is a metal flying machine in Area 17. When you finally reach the top of the light, you cannot figure out anything to do to it and when it inflicts 10 points of electrical damage to you, you climb down and leave the area.

E49 You find nothing of value in the camp except the weapons on the dead badders. Their armor is too small for any of you to wear.

E50 Inside the car you find a case of 10 red vials. One of them is broken. You think this must be what killed the occupant. You try to make the vehicle land but all you can do is make it go faster. You find nothing else of interest. If you take the vials and jump out of the vehicle, turn to B84.

E51 Continue shooting until you do another 500 points of damage and then you have destroyed all of the pulsating blue crystals around the lava pool. Immediately the pool begins to pulse and spurt. Those crystals must have been some sort of controlling unit and now the lava is going wild! You all run for your lives as the molten rock flows everywhere. Each character must roll a Constitution Check. Those who fail turn to D27. Those who succeed turn to D28.

E52 (Two cyborg humanoids: Rank 4; hp 92, 76; weapons—cyborg laser eye (Dm 8); slug pistol (type B, Tech III, Dm 15, 30-shot clip). If you run away, turn to D29 and you leave the compound.

If you win the battle, you use their weapons to totally ruin the area. Crystal shards are scattered all over and you feel you have accomplished something very useful for your side. You also think you had better run from the compound because someone or something is bound to come looking for you after this. Return to the Wilderness Map.

F1 In this dome you find a huge pool of lava with pulsating blue crystals floating in it. You notice that the walls of this dome are also covered with the blue crystals, but these are just brightly glowing, not pulsating. You suspect this could be the power system for the entire complex. If you touch one of the crystals, it turns whatever touched it to cinders. It occurs to you that if you shoot this place up, you could really disrupt the efforts of the cyborgs. If you attack the blue crystals with your weapons, turn to D26.

F2 You discover a prison area. The only prisoners you find are the biggest badder and carrin you have ever seen. They are in adjoining cells and you can tell they have been fighting. They look at you sullenly. You could talk with them (D25), but you are worried that you tripped all sorts of alarms when you destroyed those laser units.

F3 You use your telekinetic arm to grab one of the growing crystals. Much to your horror you discover it absorbs any type of energy. If you have any type of energy cells on your person they are totally drained. This crystal can be used as weapons. If you threw it at a being using an energy weapon, it would drain off the energy cells.

(Crystal drainer: if it hits, it drains all energy cells from the being) The crystal is destroyed if it hits. If it misses there is a 25% chance that it shatters and becomes useless.

F4 The dome is lined with crystal shelves, each of which has a clear crystal container filled with seeds. There must be hundreds of types of seeds. One entire section of the dome has containers of seeds that are moving. There are also containers with a single glowing seed, with many seeds that glow in dim light, and seeds that resemble pistols. There is time to take a few of these containers, but they are quite large and you do not want to open any of them—who knows what the seeds might do. Each container is a cube half a meter on a side. You either leave them or grab one and then leave.

Turn to one of the following selections when you are outside the compound and have time to study the containers and their seeds. A container with moving seeds is D21. A container with a single glowing seed is D22. A container with seeds that glow in dim light is D23. A container with seeds that look like pistols is D24.

F5 You have killed your enemies and there is a good chance you have ruined the pillar in the dome. It has stopped emitting energy and none of the other cyborgs are getting up. But you think there is a good chance you have triggered an alarm somewhere. You run from the compound not wanting to face any more cyborgs.

F6 Wroll discovers a fist-sized crystal weapon to be trained in. He can throw these with his jaws for 20 meters. (Crystal energy cages: Tech IV, a fist-sized crystal is thrown and when it hits a living object, it emits an energy field for 10 action turns. The field prevents movement and surrounds the being in a 30-hit-point energy screen that also prevents mental energy from passing through. The charge of the crystal lasts for 30 action turns. If

the crystal misses it does not expend its charge, the device cannot hit beings that have energy screens up)

Wroll takes six of these in his special packs.

F7 Sheesh learns how to use a stun whip. (Stun Whip: Tech IV, if it hits, it stuns any being for 1d20 minutes, the chemical energy cell is good for 30 minutes of use)

F8 Raa learns to use a vibro blade. After the session he takes the blade and an extra hydrogen energy cell. (Vibro blade: Tech IV, Dm 12)

F9 Ren learns how to use a Mark VII blaster rifle. After the session he takes the rifle and an extra set of hydrogen energy cells. (Mark VII: Tech IV, Dm 15, two cells good for six shots)

F10 You want to fight this creature and destroy it. You use your other weapons on it and they work!

(Crystal Brain: HD 20; hp 500; it attacks by using up its own hit points in energy bursts.) This creature attacks randomly during the battle. Roll 1d6:

D6

Roll Attack

- 1 It expends 5 hit points on each party member.
- 2 It expends 20 hit points on a random party member.
- 3-5 It expends 50 hit points on the party member who caused the most damage on the last action turn.
- 6 It expends 10 hit points on each party member.

There is no defense against this attack except to run from the ship and the area.

If you win the battle, the ship begins vibrating and starts falling apart. You must try to escape—turn to B2.

F11 The energy of the crystal heals up to 10 points of damage you have previously suffered and it fades to a dark grey crystal. There must be thousands of these crystals here! You heal yourselves, but after all of your party is completely healed, you discover there is no way to take the crystals from the pile without causing the energy to fade, turning the crystal grey. You can each take up to 100 of them and continue.

F12 (Crystal pillar guard: HD 15; hp 250; attacks—two electrical energy blasts (Dm 10), two laser energy blasts (Dm 12), two crystal slug shooters (Dm 10))

If you run away, turn to D29 (you leave the saucer). If you win the battle, you completely destroy the pillar and can enter the next ring (B4).

F13 You have entered the second ring of the spacecraft and its walls are filled with crystals different from those of the first ring. These are large, single-faceted stones that show the surrounding camp and countryside in many details. There are hundreds of these crystals on both walls.

You can continue into the heart of the ship, but the challenges there may be even tougher. You can leave if you wish.

F14 You continue firing on the doorway until you have caused 120 points of damage to the door. Then the screen goes down and you may enter (B7).

F15 Talking to the sleeths proves worthwhile. It seems this robot killed three of them and they are destroying it to prevent more deaths. You try to talk them out of it, but they are adamant. As is their custom, they give you the weapons of their fallen comrades as gifts. You collect two frag grenades (Tech III, Dm 8) and two large spears (Tech I, Dm 5/10). You all part friends.

F16 You succeed in getting the thing started, but you are not sure how to control it. The robot begins to move and you follow it out of the ruins and into the hills to the south-east. Suddenly it comes across a band of five black-winged lil. You just know it is going to fire its weapons and blow them apart. If you try and stop it, turn to B12. If you let it fire, turn to B88.

F17 Planting the seeds is the right move. They communicate to you once more.

"We know you need weapons of the Ancients. You can find a working robot at (the seeds mentally give you the location of E27) this thing will aid you."

F18 You discover that the berries explode when an energy field is within one meter of them. So if you are within one meter of a creature with an energy screen or a force field, the berries explode automatically and inflict 15 points of damage that are not stopped by any type of armor or protection. You naturally cannot have a force field up while you carry one of these berries.

You consider taking 10 berries and using them on your quest, but they could be dangerous. If you do take them, turn to B87 after two days pass and turn to B17 after three days.

F19 Talking to the keeshin is interesting. It gets you to tell about your troubles and claims to know a great deal about badders and car-rins. It tells you they are not the problem. It says that cyborgs (metal-headed humanoids) have been hunting creatures everywhere and taking them back to their camp to the south-

west of here. It also offers to sell you the secret of how to stop cyborgs for the sum of one Tech III or IV weapon per party member. If you want to know the secret, give the keeshin the weapons and turn to B18.

F20 If you talk to them you discover they are quite friendly. They are also looking for weapons for their tribe. Their group has been fighting a losing battle against cyborgs (metal-headed humanoids) for months now. They warn you about the keeshin in the pool (E24) who is quite dangerous. You part friends.

F21 As you step into the area you hear a voice speak in several different languages and then in your language. "Warning, trespassers of the grave site will be destroyed. You may bury your dead, but that is all. This is your last warning."

Then you notice something you overlooked before. In the middle of the graveyard is a large stone with slits in it. There are wires running from the stone to every part of the graveyard. Maybe the pistols are not worth the risk.

If you still want to go after the pistols, turn to B19.

F22 You attack the obb. It is totally resistant to radiation, heat, light, and laser attacks. The creature attacks you with its radiation eyes mutation. If anyone dies from this attack, it continues attacking; otherwise it flies off into the wilds (use the run entry (D29)).

(Obb: HD 8; hp 48; PS 11; MS 12; eye attack against each member of the party (Dm 12); claw attack (Dm 6))

F23 You throw and crack the vial from close range. Use your Rank as the ACT column to roll against, Dm 25 for damage to the creature you crushed the vial against and then you and anyone within ten meters of your target receive Dm 25 points of damage.

F24 Roll a Dexterity Check. If you fail, you fall and suffer 20 points of damage (20-meter fall; I 3; Special—Comp. C; Red = Critical). If you succeed, you enter the (turn to E50).

F25 Your weapons leave no marks on the surface of the pole and about all there is left to do is climb it. If you want to climb to the light, turn to E48.

F26 As you approach, the androids stop working and raise their weapons in a threatening manner. They are obviously ready to attack and their size alone would make them dangerous. You decide to leave and let them continue whatever they are doing.

F27 The robot talks and is more than willing to deal with Ren. It has been recently acti-

vated and was trying to sharpen up its combat skills. It will come along with you and try to protect you as best as it can. (Robot: Rank 12; hp 100; armor absorbs 30 points of damage per action turn; the robot cannot operate for the six hours in the dead of night as it uses solar energy and its storage capacity is limited; the robot has cracked optics and there is a 25% chance per action turn of combat that one of its weapons fires on an ally.) If you don't want the robot with your party because of this optic liability, you must fight and destroy it.

F28 Ren goes in and discovers a wondrous chamber of the Ancients. There is furniture made of amazing furs. He has never seen animal pelts like this. There is a large screen on the back wall and a voice invites him to sit down. He can only understand about one word in four of the speech.

The computer talks amazingly fast, but you begin to get the drift of the message. It wants to sell you solar-powered weapons. It says things like "no money down" and "easy payments," whatever those are. All it asks you to do is take a bracelet and put it around your wrist and begin payments in domars in ninety days.

You put on the bracelet, but then you notice that you cannot get it off again. And the computer opens a side wall and out comes a floating sled with fifty pistols in crates. The machine even shows you, with moving pictures, how to use the weapons.

You are a bit worried about getting that bracelet off, but that will have to wait until later. For now you have the weapons your town needs.

You have 50 solar pistols (Tech IV, Dm 5, fully-charged solar energy cell allows five shots, to recharge open charging ports to sunlight for two hours, long range is 100 meters).

The anti-gravity sled carrying the crates is yours to keep. It can be pushed or towed with ease and has a ninety-day charge to its battery.

F29 Any nonpowered/nonweapon item you can create as many of as you want. You can get 15 of the following if you have these items: grenades (stun, poison gas, fragmentation, and chemex); pistols (types A, B, and C slug throwers, needlers, lasers); Tech I and II weapons in any quantity you desire.

You spend one hour here for every three items you have the room duplicate (round up to the nearest whole hour).

The ruins that you are searching are heavily forested. It is only by using the road as a landmark that you can find anything at all. You have searched many of the ruins already and found nothing. You now hope that the points of interest on the map lead to finds that will help your town. It is very slow going and each

searched section takes one hour.

F30 You have saved an insect humanoid, but the creature is dying from its wounds. It mentally communicates its thanks and its last act is to give you a map of the nearby area. You may now explore the entries on the "E" map (Ruins Map) in the map marked A47.

F31 You inflict double damage when you attack with normal or mutational physical attacks, but you automatically take 15 points of damage from some type of reflected energy from the creatures every time you hit them. If an energy grenade was used, the attacker suffers 15 points of damage from each of the creatures in the blast area. Turn to B72 to continue the battle.

F32 Your search yields nothing of use in this area. You are about to give up when you hear the sound of gunfire in the distance. Running that way you see a huge, many-mouthed plant with a humanoid caught in one of its jaws.

To run in and attack, see B75. Otherwise you can leave the area and continue your journey across the map.

F33 Mental attacks have no effect on these creatures. There is something about them that totally resists damage from any type of mental attack. Turn to B72 to continue attacking.

F34 You work on this problem for two hours and give up in disgust. You cannot figure this area out. You leave, remembering this place so that others from your village may explore it.

F35 The energy missile attacks that hit do damage, but half of the damage is sent directly back to the attacker. Roll on the same Action Table (ACT) column to determine if the backlash hits (successful strikes do half the damage of the original attack). Physical missiles inflict double normal damage on these creatures. Energy grenades cause 15 points of damage to be sent from each of the creatures to the user. Turn to B72 to continue attacking.

F36 As you near the stone-walled castle, you see many rusting vehicles of the Ancients. There are all types in various states of ruin. In the inner courtyard there is more equipment of the Ancients, some of it rusting and some shiny and new. Then a large pure strain human comes out.

"Hello!" he says, shaking your hands, paws, and roots. "I'm Trader Jim and it's always good to see visitors."

For the next two hours you talk with Jim. He has been living in these mountains for years. His post trades mainly with mutants

and this is the first you have heard of him. As you talk several robots come in and out of the place and you discover that the trader finds robots and repairs them. This is what keeps his place from being overrun by hostile mutants.

When you tell him about the badders and carrins, he tells you that they are attacking because cyborgs have been raiding their villages. It seems these metal-headed creatures have been taking bodies and putting cyborg heads on them. He has been attacked several times, but his two attack robots have always driven the cyborgs off.

He will not come back with you, but he will be happy to trade with your village. He particularly needs energy cells of any type. You part as friends and he gives you each a good-will gift of a chemex grenade (Tech IV, Dm 15, including instructions). He says it is good for business to give gifts and he wishes you luck.

F37 You shoot at the robot with everything you have and an energy screen deflects all your attacks. Mental attacks have no effect on the robot. Suddenly it erupts with beams of its own. Those without energy screens are stunned. Then the robot speaks. "Take your friends and clear out of my valley. Your kind are not welcome around here."

You leave and three hours later the stunned characters awaken. You leave this area for someone else to worry about.

F38 They give you a small necklace of golden metal and tell you that if you ever meet black-winged lil, this will prevent them from taking things from you (you can ignore harmful encounters with black-winged lil). You must give up one of your energy weapons.

F39 You have irritated the lil. They swarm around you and drive you off away.

F40 These are a band of adventuring dabbers. They got their laser rifles from a crazed robot in the ruins by the lake. They could be talked into going down to your village to fight if the price is right. The price is three of any type of Tech III or IV weapons (besides laser rifles). If you agree to pay, and have the weapons right now, they start out for Restore immediately. They assure you they will get there in time.

F41 Venturing into the narrow tunnel, you discover a cave-in and see the feet of another humanoid buried in the rocks and earth. Pulling it out you discover another cyborg with a laser rifle (Tech IV, Dm 12). Whatever is down this tunnel is well guarded, but if you want to continue you must dig out the tunnel. To dig a passage through the earth will take four hours. If this is your choice, turn to B63.

F42 You deal with the oldest of the young badders (a male) and it promises fealty to you for saving them all. It leads you to a small mountain valley two miles away where there is a huge herd of brutorz. You take the fifty children and the herd of over one hundred brutorz back to your village. The brutorz, at the very least, are powerful allies. The young badders can be brought up by your village and will prove to be loyal friends. The large size of your party scares away all random encounters, but you can have numbered encounters on the way home. In these the young badder children and the brutorz may help.

F43 It will take three hours to explore this area.

The fires are still raging above ground, but you discover the main entrance to the underground area. There are signs of battle down here as well. There are no bodies, but tunnels have been blasted and there are energy scorch marks everywhere. Badder weapons lie all over the place. You can pick up any number of short swords, flails, maces, and crossbows with their quarrels. You come to a crossroads in the underground tunnels and must make a decision on which way to go. Turn to B100 to travel the widest path. Turn to B27 to travel the narrowest path (you see the glint of metal down that tunnel). Turn to A73 to explore a tunnel that slopes down even lower into the warrens.

F44 It is immune to mutational influences, but when one of you shouts in frustration, "Open up!" the door does just that. Turn to A72.

F45 After a time you get it open and find there are five chairs inside, each covered with a red gel that you don't want to touch. Beside each chair is a pistol belt with a slug thrower (type A, Tech III, Dm 10, 50-shot clip). From the minimal amount of testing you do, you can tell the tank has no energy left. You must leave the mystery of this vehicle until later.

F46 You find a huge four-handed sword. An orlen must have been here—those two-headed humanoids are famed for their large swords. The weapon is far too big for any of you to use effectively. If you want to know more, you have to continue down the tunnel (A85). Or you can leave and journey through the wilds.

F47 You take the useful weapons on the sleechs, but they have really done a number on the robot, it is useless. You continue on.

F48 You wait for an hour watching and nothing happens. You can go back to A16 and make another choice, or you can continue

watching (B29).

F49 Talking with the cyborgs seems to be a good idea. They tell you they are looking for help in building a city. Every time they approach a village they are attacked and must then defend themselves. You tell them your problem and they are very sympathetic. They give each you a wonderful gold medallion and say that if you ever need any help just call on them. You leave wondering if this was such a good idea. The medallions are artifacts of the Ancients, but they could be dangerous. If you throw them away, turn to A88. If you keep them, turn to B31.

F50 There must be over a hundred pistols just lying around in the trees. What a stroke of luck! All of you start gathering them in. Suddenly roots snap up from the ground and you all are attacked!

You have fallen into the snare of a woods kep plant (HD 20; hp 101; attacks with two roots (Dm 8) and two tanglevines against each party member (special—tangle); refer to the Random Encounter Chart for more info). If you run away, turn to D29.

If you survive the battle, you discover that the pistols are kep plant seeds that have shaped themselves to look like pistols.

F51 You throw it from a distance and nothing happens. If you survive the battle, you cannot locate the vial later on.

F52 You have defeated the creature but find nothing for your troubles.

F53 Those party members with activated energy screens find that the screens have been permanently destroyed (the character suffers no damage, however). All others take 15 points of electrical energy damage. When you leave you will have to suffer this damage again. To enter the spacecraft, turn to B7.



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 its 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 5d6 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 humanoid. 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 domains 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 its. 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 humanoid. 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 2d10 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 a 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 minutes 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.

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 RE.
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 (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 tumbling, 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.

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)

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)	= .45 Kilograms
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

MOVEMENT TABLE

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

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

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 neuron 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 IU sensors, and

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.

Plate: 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

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	Cost	Wt.
Bark	*(30)	20
Chain mail Armor	300	20
Chain mail Barding	400	50
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	**	300
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	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)	+3
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	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, Trek	**	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	30	10
Flamethrower	250	30
Flaregun	200	8
Flying Blades	**	1
Fusion Rifle	**	15
Grenade, Chemex	200	2
Grenade, Energy	*(150)	2

Ammunition	Cost	Wt.
Arrow, hunting	1	.1
Arrow, flaming	5	.2
Arrow, fishing & line	10	.5
Arrow, special	20	.2
Autogun, bullet	5	.05
Autogun, clip (7)	20	.5
Autot rifle, 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	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	

* 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	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 Bire	**	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 Pellet, A-clip (50)	100	5
Slug Pellet, B-clip (30)	50	3
Slug Pellet, 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	*(50)	5
Surface Missile	**	500
Sword, Long	25	10
Sword, Short	10	8
Sword, Iwo-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 +5 base points with a blast radius of 1 meter.

Poisons (10 doses each)	Intensity	Cost	Wt.
Drugs	1	2(1)	20
Sickens	1	4(2)	40
Progressive Damage	1	6(3)	60
Paralysis	1	8(4)	80
Knockout	1	10(5)	100
Delusion	1	12(6)	120

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)	5-30	
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	

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 meleé 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 buckshot 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: Seating 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.

Negaion 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:PS).

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.

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 rakoxen (dray only).

Any mouse, 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.

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. Manuevering 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 IN 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.

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.

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	60	12,000	50,000
Boat, Small	CII	—	2(-10)	15	50	12	30	Oar/Sail	2	—	PS	10	600	500
Canoe/Rowboat	B I	—	1(-5)	5	25	5	PS	Oar	2	—	PS	6	300	100
Powered, Large	GIII	32	9(-45)	130	450	18	120	Screw	10	—	Nuclear	600	60,000	**
Powered, Small	EIII	4	5(-25)	25	80	20	80	Screw	20	—	Oil 200 L (10 kpl)	10	600	**
Raft, Large	B I	—	2(-10)	25	80	6	Total PS	Pole	1/10 PS	—	PS	30	6,000	2,500
Raft, Small	A I	—	0	18	60	8	PS	Pole	1/4 PS	—	PS	4	700	750
Submarine, Large	KIII	48	12(-60)	250	850	12	80	Screw	20	10(x5)	Nuclear	80	8,000	**
Submarine, Small	GIII	12	15(-90)	30	100	16	40	Screw	10	5(x5)	2A 60hrs	2	200	**
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)	2	50	**
Bus	EIV	12	7(-35)	175	275	12	80	Wheels	10	10(x10)	Steam 200 l (25 lph)	80	1,000	**
Civ. Car, Small	FIII	4	4(-20)	30	100	18	100	Wheels	30	10(x5)	Oil 40 l (20 kpl)	2	50	**
Civ. Car, Medium	FIII	8	6(-30)	35	120	15	90	Wheels	25	5(x10)	Oil 80 l (10 kpl)	4	200	**
Civ. Car, Large	FIII	12	7(-35)	45	150	12	80	Wheels	20	5(x15)	Oil 120 l (5 kpl)	8	1,000	**
Dune buggy	EIII	—	0	20	75	24	80	Hoverfan	20	5(x5)	Oil 30 l (30 kpl)	3	30	**
Hovercar	FIV	20	5(-25)	150	200	15	120	Wheels	40	10(x20)	Steam 100 l (10 kpl)	16	12,000	**
Jeep/Pickup	EIII	12	6(-30)	45	150	15	80	Treads	30	10(x10)	Oil 50 l (10 kpl)	4	400	**
Mil. Car, Armored	GIII	10	6(-30)	125	430	12	120	Wheels	20	20(x10)	Steam 200 l (5 kpl)	20	2,000	**
Motorcycle	EIII	—	0	10	30	16	100	Wheels	15	5(x5)	Oil 20 l (25 kpl)	2	10	**
w/sidecar	EIII	—	1(-5)	15	50	12	60	Wheels	20	5(x5)	Oil 20 l (15 kpl)	3	10	**
Panel Truck	FIII	12	6(-30)	100	350	8	80	Wheels	20	10(x10)	Oil 120 l (5 kpl)	3	3 tons	**
Semi Truck	GIII	8	8(-40)	200	700	6	90	Wheels	25	10(x15)	Oil 200 l (2 kpl)	3	12 tons	**
Tank	GIII	24	10(-50)	250	850	8	40	Treads	10	10(x10)	Steam 400 l (1 kpl)	5	1500	**
Tractor/Dozer	GIII	18	8(-40)	175	275	8	30	Treads	5	5(x10)	Oil 350 l (1 kpl)	2	3 tons	**
Turbine Car	EIV	8	5(-25)	30	100	18	140	Wheels	25	10(x10)	Oil 40 l (40 kpl)	3	100	**
Monorail/Train	HIV	54	8(-40)	450	1,500	8	800	Tracks	100	50(x5)	Broadcast	Many	9 tons	**
Transmat	K V	100	15(-75)	150	300	0	Special	Teleport	Special	Special	Unknown	5	500	**
Tubeway	JIV	75	10(-50)	2,000	7,200	4	1,600	Rockets	400	200(x10)	Liquid Hydrex	150	3 tons	**
Walkway	HIV	80	0	150	200	40	120	Magnetic	30	10	Broadcast	—	100	**
Animal Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST
Cart	B I	—	1(-5)	10	30	5	Beast MV	Wheels	5	1(x2)	Beast	6	400	150
Chariot, Racing	CII	—	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	C I	—	2(-10)	20	75	6	1/2 Beast MV	Runner	5	1(x5)	Beast	6	100	1,000
Wagon	DII	—	4(-20)	25	80	5	1/2 Beast MV	Wheels	8	1(x5)	Beast	12	4,000	2,500
Aerial Transports	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST
Airplane	HIII	8	3(-15)	50	200	12	1,200	Propellor	150	50(x5)	Oil 200 l (15 kpl)	4	200	**
Anti-Grav Vest	GIV	4	—	8	20	5	—	Pods	1/2	—	4C 50hrs	1	100	**
Autogyro	GIII	—	—	20	75	16	480	Rotors	120	10(x5)	Oil 20 l (2 kpl)	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	20	3,000	**
Dirigible	FIII	12	3(-15)	40	150	8	120 + Wind	Propellor	20	10(x50)	Oil 2,000 l (2 kpl)	12	4,000	**
E-Car	HIV	36	10(-50)-1RF	80	280	30	400	Field	200	40(x10)	Nuclear 1 year	8	8,000	**
Flit Car	GIV	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)	2	20	**
Helicopter	HIII	12	Varies	75	265	24	720 powered	Rotors	200	50(x5)	Oil 150 l (10 kpl)	8	1,000	**
Jetpack	FIV	8	—	5	20	16	160	Jet	60	10(x4)	Chemical 10 min	1	200	**
Pogo Platform	FIV	8	—	15	75	12	120	Hoverjet	15	5(x10)	A 600hrs hover/300 hrs air	1	15	**
Mass Transit	Tech	PR	AC	HD/EN	hp	MN	MV	Mode	A/D	BRAKES	POWER	PASS	LOAD	COST
Suborbital	KIV	80	18(-80)	4500	15,000	8	2400	Rockets	600	100(x8)	Liquid Hydrex	205	12,000	**

GENERAL EQUIPMENT

Type	Tech	Cost	Wt.	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	Boosts 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	E 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 110 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
Potient	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 triple 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.

Energy Cell, Atomic: This bulky, shielded nuclear battery holds a charge for 1,000 years. It can be recharged 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.

Potent: 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.

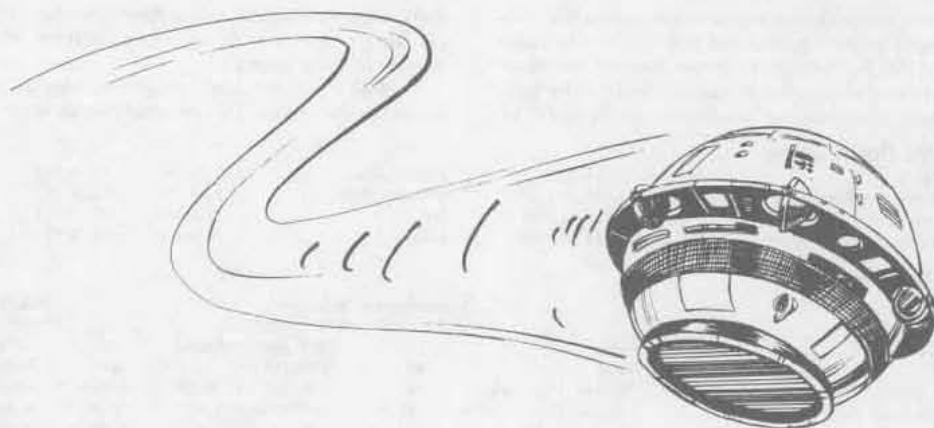
Broadcast Power Stations: Part of the network of power plants and satellites that once generated power for dispatch by cable or relay station still exists. Functioning Broadcast Power Stations still gather power and broadcast it within a 20-kilometer range to those artifacts able to use it. In some cases, 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 humanoid. These reactions produce the same Reaction Check modifications as for Think Tanks.

HD: 1100 to 2,000; **DX:** 120 (+4); **MS:** 50 (+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
Fabric/Cardboard	2 points	AC 0
Soft Plastic/Leather	3 points	AC 1(-5)
Earth, Gravel or Sand	4 points	AC 2(-10)

Hard Plastic	5 points	AC 3(-15)
Wood or Wire	5 points	AC 3(-15)
Ice	10 points	AC 1(-5)
Glass	10 points	AC 2(-10)

Ceramic	10 points	AC 4(-20)
Stone or Brick	12 points	AC 7(-35)
Metal Plates	15 points	AC 9(-45)
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	Bulldozer, 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	1 4(1)	Generator	1 60(15)
Spark	1 8(2)	Ball Lightning	1 200(20)
Electric Wire	1 12(3)	Chain Lightning	1 500(50)
Engine	1 24(6)	Lightning Bolt	1 1,000(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	1 2 (1) — R 1 meter
1 Stick of Dynamite	1 4 (2) — R 5 meters
1 Ounce of Plastique	1 6 (3) — R 5 meters
1 Ounce of Nitroglycerin	1 10 (5) — R 10 meters
Damage Pack — Small	1 16 (8) — R 3 meters
1 Keg Black Powder	1 20 (10) — R 10 meters
Damage Pack (A)	1 30 (15) — R 6 meters
Damage Pack (B)	1 50 (25) — R 6 meters

TRAPS:

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

FIRES:

Size	
Match, Candle	1 2(1)
Torch	1 4(2)
Lantern	1 8(4)
Campfire	116(8)
Bonfire, Forge	132(16)
Forest Fire, Furnace	164(32)

Fuel Type

(Wood & Grass)	x1
Alcohol	x1.5
Fossil Fuel (oil, coal)	x2
Chemicals (naphtha)	x3
Thermit (magnesium, lava)	x4
Arc (hydrogen, plasma)	x5

WEATHER: (Check once every 4 hours)

Rain (Rain Forest)	1 4 (1)	Sick(1)
Sleet, Freezing Rain	1 8 (2)	Sprain
Snow, Cold (Arctic)	1 12 (3)	Complications A
Thunder, Electrical Storm	1 16 (4)	Lightning(15)
Hail, Falling Debris	1 20 (5)	Crippling
Blizzard, Ice Storm	1 40(10)	Critical
Whirlwind	1 20(10)	Stunned
Tornado	1 60(15)	Critical
Wind Storm	1120(30)	Complications A
Hot & Humid	1 2 (0)	Infection
Heatwave (Desert)	1 12 (3)	Exhaustion
Fire Storm	1 48(12)	Complications A

TERRAIN HAZARDS:

High winds (per 20 KPH)	1 20 (5)	Stunned
Geothermal hot springs	1 20 (5)	Sick(1)
Lava Flow	1 40(10)	Disintegrate
Flash Flood	1 40(10)	Drown
Poisonous Gases	1 60(15)	Delirium
Rockfall	1 60(15)	Crippling
Mudslide	1 80(20)	Complications C
Deathland (Radiation)	1326(1/2x 1)	Mutate
Avalanche	1100(25)	Complications C
Earthquake (per Point)	1 20 (5)	Critical
Eruption	1120 (30)	Critical
Vacuum, Deep Space	1160(40)	Fatal

DISEASES:

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

MATERIAL STRENGTHS:

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

WATER CONDITIONS:

Still Water	1 A(1)
Slow Current	1 2(1)
Steady Current, Waves 1-2'	1 6(3)
Swells, Waves 2-4'	1 10(5)
Strong Current, Icy Water	1 20(10)
Crashing Waves 5-6'	1 20(10)
Rapids, Waves 7-8'	1 40(20)
Waterspout	1 60(30)
Whirlpool, Waterfall	1 80(40)
Hurricane	1160(80)

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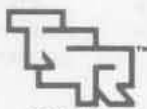
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PART IX: CREATURES

During the game, the players will encounter many creatures and robots. This section discusses these game elements.

CREATURES

Creatures include animals, plants and intelligent non-player character races. Non-player characters function the same as player characters except that they are created and controlled by the GM. This portion of the rules shows how to use the creatures included in the game and how to create new creatures of your own.

How to Create Creatures

The GM may generate creatures in three ways. He may use the Character Generation system described in Part II; he may simply add details, such as personality, goals, equipment, and personal mutations to the creatures listed in these descriptions; or he may create new species of creatures as explained here. New species may be plants, humanoids, or mutated animals. If the GM desires, they might even be parasites or artificial beings such as androids and robots.

Creation of Creatures

1. Choose what type of creature the new species will be: a plant, an animal, or an intelligent NPC race.

Select the original pre-holocaust strain from which the creature mutated (e.g. bear, eagle, salmon, fern, cactus, etc.).

2. If the creature is not intentionally an intelligent character race, roll 1d6.

1 to 3 = Common animal (IN 1d6/2)

4 to 5 = Cunning beast (IN 1d6 + 2)

6 = Character level (IN 3d6)

3. Make a note of the original creature's natural abilities. Unless these are replaced by a mutation, they still exist. (e.g. A rabbit is about 50 centimeters long, has keen hearing, can leap, freezes to avoid detection, and is an herbivore.)

If the creature is a character race, you should note any special modifications to the creature's form as specified in the Character Generation section. (e.g. A humanoid rabbit might have manipulative paws, etc.)

4. Determine number and type of mutations. Roll 1d6 twice to find the number of physical and mental mutations.

Then using the mutation tables, roll d100 to define each mutation, rolling again if a mutation is duplicated. If you roll more than one physical and mental defect, reroll any additional defects. Do not roll for the final physical and mental mutation, but instead select a mutation which complements those already determined.

Instead of rolling, a GM may choose all mutations.

5. If none of the physical mutations changes the creature's appearance, choose one or two items to alter the creature's appearance. This may be as simple as a change of coloration or size, or as detailed as adding antennae or changing the creature's shape.

These adjustments may confer natural abilities such as camouflage or ability to climb trees, but should not adjust the creature's attack, ability or mutation scores.

6. Now select this new species' average Ability scores. Use the creatures presented as a guide, or you may compare it to a typical pure strain human, whose average scores are 11.

A rule of thumb is that few creature's ability scores should ever exceed 21. Physical Strength tends to be an exception. Note that Dexterity does not define at what speed a character can run, only how swift its reflexes are. A score may be less than 0, when compared to a typical human minimum score. Zero in this case is only a relative number.

7. Decide what the creature's average size and weight is using the details already determined. Weight should be given in kilograms. An average human adult is 1.75 meters tall, and weighs 75 kilograms.

8. Select the creature's average Hit Dice.

A rule of thumb is to assign 1 Hit Die for every 10 kilograms of weight plus or minus 3 Hit Dice for every Constitution bonus or penalty point.

9. Select the creature's Armor Class. Use the creatures given as a guide. Take into account the creature's hide and Dexterity.

10. Define the creature's number and types of physical attacks and base damage for each of these. Use the creatures given as a guide.

Attacks include claws, bites, quills, bashing, and physical mutations. In addition, a creature's attacks may have Special Effects such as, poison, radiation, stunning, drugging, etc. Note the Intensity of any Special Effects, if any, and the effects duration or base damage.

A rule of thumb is that the average number of attacks each turn should not exceed half the number of the creature's limbs to a maximum of one-third the creature's Intelligence score. Some means of causing physical damage must exist before a creature can use a method to attack. (e.g. Rabbits do not have effective claws, and could not use that as an attack form.)

11. Select the creature's Morale and common tactics.

The higher a creature's Morale, the less likely it will flee, and the more likely it will be hostile. Morale ranges from 5 to 15 in most creatures and should not exceed 18.

Common tactics are the attack methods a creature uses. A creature may wait in ambush, stalk prey, charge, defend only, attack in packs, harry prey, use snares or lures, etc.

12. Define the creature's modes of locomotion and base action speeds. The creature's natural modes of locomotion and any new mutations should be taken into account. A typical human's action speed is 24 meters per turn.

13. Select the range of the typical number encountered at one time.

The low number should be able to be defeated by a party of four beginning PCs with Tech I weapons. The average number should be able to be defeated by four midrank (10) PCs with Tech III weapons. The high total should prove a challenge for four high rank (15) PCs with Tech IV weapons.

The number appearing range need not be able to be generated by rolling dice. The GM should select the number appearing to equal the challenge he wants to present the characters.

14. Determine where the creature lairs, and any special habits or attitudes it may have.

Consider a creature's origin and natural abilities when deciding where it makes its home. Or the GM may choose to add an odd location for a creature's lair to add a difference to the beast.

Habits include things that are common actions for the creature. This may include favored foods, nocturnal activity, terrains the creature is commonly found in, how it treats prey, nesting habits, places it frequents, etc. For instance, yexils like to eat polyesters, opossums hang by their tails in trees, etc.

Attitudes include likes, dislikes, and common responses.

15. Name this new species and write a description of what it looks like, taking into account all the details which were chosen above.

When a specific creature is needed during an adventure, the GM picks which type to use. He may then use the average scores given, or may create individual scores that vary from the average.

At first, the GM will only need the creature's Morale or Intelligence score to determine the creature's response to the encounter. If a fight breaks out, he will also need to know the creature's Armor Class, Hit Dice, hit points, Speed, natural attack forms, mutations and individual mutations and weapons possessed.

He will also need to know the creature's Physical Strength and Mental Strength scores.

A quick method for determining each mutation's score is to use these numbers for physical and mental mutations, instead of creating individual scores.

A creature's Hit Dice may also be used as the beast's Constitution score, if the GM doesn't want to take the time to determine the creature's personal Constitution score.

Other Ability scores will be needed only if the creature must make an Ability Save. The average Ability score may be used, or the GM may determine individual scores.

Creature Descriptions

Listed here are 60 creature species common to post-holocaust America. These creatures are listed in alphabetical order.

These scores represent mature adults of the species. Younger or older creatures will be weaker and slower. A good rule of thumb for the GM is that he may vary these scores by from +3 to -3 points when developing individual's scores.

NPC race creatures will also possess higher and lower character ranks, than that noted as the average. Only intelligent NPC species may use the benefits of experience rank, such as additional hit chances.

Each description is divided into the following categories.

Name: This is the name of the species. If known by more than one name, the most common is given first and secondary names follow in parentheses.

Number: This is the number of these beasts commonly encountered together. The GM should choose how many are met to match the degree of challenge he wants.

Morale: This score is used to determine the response of this species when encountered in a group. If an individual is met, the GM may use this average Morale score, or the creature's personal Intelligence score.

Hit Dice: This is the number of six-sided dice used to determine each creature's hit points. It is also used as the average creature's Attack Rank. If the creature is an intelligent NPC species, the Hit Dice represent the mature adult typical Experience Rank. Lower ranked individuals represent younger creatures.

This score may also be used as the creature's Constitution score when needed for Ability Saves, so that individual Constitutions need not be created.

Armor: This is the Armor Class of an typical creature. The number of points of damage resisted each turn equals five times this number.

Speed: This is the base movement rate of the species for each type of locomotion. Action turn speed equals this number of meters. The creature moves 10 times this speed when searching an area for 10 minutes. The species may also move this number of kilometers every 4 hours.

All rates are for unburdened creatures moving at normal speed. Burdened creatures move at 2/3rds speed, while heavily burdened move at 1/3rd speed. Halve these rates for moving at slow speed and double them for fast speed.

Locomotion types include water (swimming), land (walking, crawling, etc.), air (flying or floating), and burrowing (digging or tunneling).

Ability Scores: These scores are grouped as either physical or mental abilities. The species' average score is listed, but the GM may roll dice to generate the score if he desires. Use d6/2 or d10/2 for low average scores, and use d6 or d10 plus some number to generate higher scores.

Physical Strength and Mental Strength scores are used in place of generating individual scores for physical and mental mutations.

Following the average scores is the standard modifier. Negative denotes a penalty, while positive indicates a bonus.

Attacks: This is the number and types of attacks the creature can make per turn using natural abilities and weapons and the typical base damage each type causes. The chance of an attack being successful depends on the creature's Hit Dice.

If the attack type is followed by a word, this indicates any special effects that will occur if an Ability Save is failed. If the word is in parentheses, (), this effect occurs only on a red result. The GM should take note of the type of damage the attack causes, to account for other ef-

fects.

Mutations: This lists the mutations possessed by this species. Individuals may possess additional mutations.

The mutations are grouped as Physical (P) and Mental (M) and use the Physical Strength and Mental Strength scores instead of generating individual scores.

Description: This lists the creature's appearance, habits, powers, etc.

Android

Each of the three android types has its own unique characteristics.

Characteristic	Thinker	Worker	Warrior
Number:	1 to 4	3 to 8	1 to 6
Morale:	15	5	10
Armor:	1(-5)	2(-10)	3(-15)
Hit Dice:	10	10	15
Land Speed:	24	24	24
PS:	14(+1)	18(+2)	18(+2)
DX:	14(+1)	10	18(+2)
CN:	14(+1)	18(+2)	18(+2)
MS:	18(+2)	10	14(+1)
IN:	18(+2))-1)	14(+1)
CH:	14(+1)	8(-1)	18(+2)

Attacks:

By Weapon 4 2 10

Mutations: None

Description: Androids are man-made beings. Their shape is human, but their skin is red hued and their faces blank slates. They usually consider humans to be enemies, and will fight to the death. When an android dies, it dissolves into a pool of red protoplasm.

All androids wear Tech III or better armor. Warriors and Thinkers use Tech III or better weapons.

Arks (Hound Folk)

Number:	1 to 4
Morale:	12
Armor:	5(-25)
Hit Dice:	8
Land Speed:	36

PS: 15(+1)	MS: 12
DX: 4(+1)	IN: 12
CN: 12	CH: 12

Attacks: Weapon (8)

1 Bite (2)

Mutations: (M) Life Leech, Telekinesis, Weather Manipulation



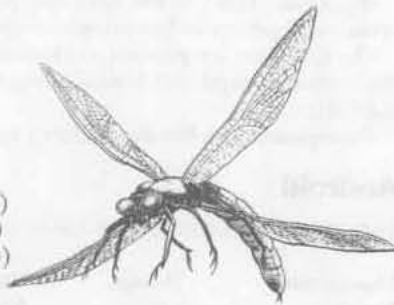
Description: These intelligent man-dogs grow up to two meters tall (standing on their hind legs). They are ferocious enemies, but have a deathly fear of large winged creatures. Arks use Tech Level II weapons and only wear leather or studded leather armor and carry shields. Their coarse, heavy fur also offers substantial protection. Arks hunt all other species as food. They consider human (or humanoid) hands to be a particular delicacy.

Creature Descriptions

Arns (Dragon Bugs)

Number: 1 to 6
Morale: 9
Armor: 1(-5)
Hit Dice: 5
Land Speed: 6
Air Speed: 24

PS: 8(-1) MS: 5(-2)
DX: 14(+1) IN: 2(-3)
CN: 11 CH: 3(-3)



Attacks: 1 Bite (5)
Mutations: (P) Immune to Light attacks

Description: These one- to two-meter-long dragonflies can carry loads weighing up to twice their Physical Strength in kilograms when airborne, but not while crawling along the ground. They are often captured and domesticated as flying steeds by small humanoids and mutated animals. However, they are only trainable when young.

Badders (Digger Folk)

Number: 3 to 18
Morale: 10
Armor: 5(-25)
Hit Dice: 6
Land Speed: 24
Burrowing: 8

PS: 10 MS: 16(+2)
DX: 18(+2) IN: 11
CN: 11 CH: 7(-1)



Attacks: Weapon (6)
1 Bite (1)
Mutations: (M) Empathy

Description: These 1.5-meter-tall, humanoid badgers inhabit temperate areas. They are organized into Tech Level II type societies run by their "nobility." Badders are of evil disposition, given to raiding their neighbors and gleefully engaging in wanton destruction. They almost always have Tech Level II weapons. There is a 10% chance of each badder in a party having a Tech Level III weapon in addition. Badders favor chainmail and ringmail armor. They walk erect. Badders have a keen sense of smell, but are hard of hearing. They speak a snarling language, though some can use the trade language.

Badder villages and steadings consist of underground earthen tunnel complexes, containing 10d10 males of fighting age, an equal number of females (who will fight with or without weapons) and one child per female. For every 20 badders, there will be one noble, Rank 10.

Barl Neps (Deathfish)

Number: 1 to 4
Morale: 7
Armor: 6(-30)
Hit Dice: 13
Water Speed: 48

PS: 11 MS: 3(-3)
DX: 7(-1) IN: 2(-3)
CN: 5(-2) CH: 2(-3)



Attacks: 1 Bite (4)
Mutations: (P) Radioactive Oil (I18)

Description: This black predatory fish often grows to a length of 1.5 meters. Once per day it can excrete Intensity Level 18 radioactive oil over an area nine meters square. This slick lasts 10 minutes. If killed before it uses the day's allotment of oil, the barl neps' oil may be extracted and used as a weapon (but will have to be carried in a lead-lined container). Oil extracted from a barl nep will be only Intensity Level 12.

Ber Leps (Sweetpads)

Number: 1 to 8
Morale: 8
Armor: 4(-20)
Hit Dice: 10
SPEED: 0

PS: 15(+1) MS: 5(-2)
DX: 3(-3) IN: 2(-3)
CN: 15(+1) CH: 2(-3)



Attacks: Acid I10 (5)
Mutations: (P) Displacement

Description: This two-meter-diameter, free-floating aquatic plant rests on the surface of the water much like a lily pad (to which it is related). It will support the weight of a normal human, but pressure on the center of the pad causes it to snap shut around the trespasser. The plant secretes a sweet-smelling acid which attracts and gradually dissolves its prey (at the same rate as [Modified roots: boring tendrils]). Its leathery pad is not affected by the acid.

Blaashes (Gamma Moths)

Number: 1 to 10
Morale: 13
Armor: 2(-10)
Hit Dice: 10
Land Speed: 8
Air Speed: 24

PS: 7(-1) MS: 2(-3)
DX: 7(-1) IN: 2(-3)
CN: 10 CH: 2(-3)



Attacks: 1 Bite (1)
Mutations: (P) Radiation I18

Description: This mutated gypsy moth often grows to one meter long (with a two-meter wingspan). It is fearless and quite carnivorous. It attacks using Intensity 18 radiation it emits from its abdomen, which glows brightly. Those within a six-meter radius of a hunting blaash must make a Radiation Check. The blaash is unaffected by radiation. Once it makes a kill, the blaash singlemindedly stops whatever it is doing and attempts to eat unless it is attacked or feels that its catch is menaced. Blaashes are attracted to bright lights.

Blackuns (Attercops)

Number: 1 to 4
 Morale: 12
 Armor: 7(-35)
 Hit Dice: 8
 Land Speed: 24

PS: 15(+1) MS: 15(+1)
 DX: 10 IN: 3(-3)
 CN: 10 CH: 3(-3)



Attacks: 1 Bite (6)
 Mutations: (P) Electrical Generation

Description: This mutated garden spider stands 1.5 meters at the shoulder. It is unaffected by all Mental Attacks except [illusions]. It uses an electrical jolt to stun prey which it then trusses in a sticky web (Physical Strength 20). Blackun webs have been known to reach a diameter of 60 meters.

Blight (Cloud Worms)

Number: 1 to 4
 Morale: 14
 Armor: 1(-5)
 Hit Dice: 12
 Land Speed: 8
 Air Speed: 24

PS: 15(+1) MS: 10
 DX: 12 IN: 7(-1)
 CN: 15(+1) CH: 3(-3)



Attacks: 1 Bite (5)
 Coil (10)
 Mutations: (P) Immune to Radiation, Heat, & Sonics, Invisibility, Light Generation

Description: These three-meter-long, carnivorous, winged worms have a nine-meter wingspan. Blights have the mutational ability to bend light, causing them to be invisible whenever they concentrate. When a blight attacks it becomes visible, but gains automatic surprise. Blights will use this mutation when fleeing. Blights are completely resistant to weapons involving radiation, heat, or sonic effects. Their preferred method of attack is to wrap themselves around a victim, constricting and biting.

Blood Birds (Red Deaths)

Number: 2 to 12
 Morale: 10
 Armor: 6(-30)
 Hit Dice: 3
 Land Speed: 6
 Air Speed: 36

PS: 10 MS: 15
 DX: 7(-1) IN: 3(-3)
 CN: 12 CH: 3(-3)



Attacks: 1 Bite (3)
 Mutations: (P) Radiation I10
 (M) Immune to Mental Attacks

Description: This mutated scarlet tanager emits Intensity 10 Radiation and those within six meters of it must make a Radiation Check each turn. It is totally resistant to all Mental Attacks. It retains the startling red plumage of its non-mutated cousin, but is much larger, standing almost a meter tall.

Brutorz (Big Walkers)

Number: 2 to 12
 Morale: 13
 Armor: 3(-15)
 Hit Dice: 14
 Land Speed: 32

PS: 80(+4) MS: 12
 DX: 10 IN: 13(+1)
 CN: 13(+1) CH: 7(-1)



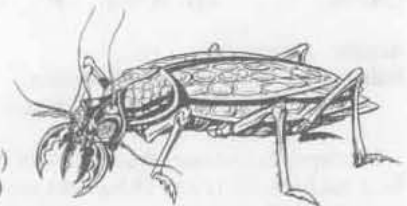
Attacks: 1 Bite (5)
 2 Kicks (4)
 Mutations: (M) Precognition, Telepathy

Description: Standing two meters high at the shoulder, this mutated percheron is heavily-muscled and can carry five times its Physical Strength for long distances without tiring. It is surprisingly agile considering its 1,000 kilograms bulk. Brutorz willingly serve as riding, pack and dray animals if well-treated, but will turn on a cruel master. They are particularly fond of humans.

Cal Thens (Flying Rippers)

Number: 1 to 3
 Morale: 12
 Armor: 1(-5)
 Hit Dice: 8
 Land Speed: 8
 Air Speed: 16

PS: 14(+1) MS: 18(+2)
 DX: 10 IN: 13(+1)
 CN: 10 CH: 3(-3)



Attacks: 1 Bite (15)
 Mutations: (P) Immune to Heat & Cold

Description: This intelligent mutated insect often reaches a length of 2.5 meters. It is immune to weapons using heat or cold. The cal thens feeds on bone marrow and will rip through anything (even duralloy, given time) to get at fresh bones.

Carrins (Dark Emperors)

Number: 3 to 6
 Morale: 13
 Armor: 3(-15)
 Hit Dice: 15
 Land Speed: 8
 Air Speed: 24

PS: 40(+4) MS: 13(+1)
 DX: 12 IN: 15(+1)
 CN: 15(+1) CH: 15(+1)



Attacks: Quills (1) + Poison I12
 Mutations: (M) Genius (Economic), Heightened Intelligence, Mental Shield, Telepathy

Description: Carrins are three-meter-tall mutated vultures weighing about 50 kilograms. Each carrin has 1d6 blood bird followers. They are highly intelligent. Their quills are coated with Intensity 12 contact poison to which they are immune.

Centisteeds (Fast Trotters)

Number: 1 to 4
 Morale: 7
 Armor: 1(-5)
 Hit Dice: 12
 Land Speed: 48

PS: 70(+4) MS: 15(+1)
 DX: 5(-2) IN: 2(-3)
 CN: 10 CH: 2(-3)



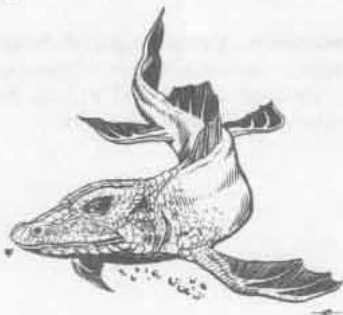
Attacks: Hoofs (6)
 Mutations: (P) Increased Metabolism
 (M) Force Field Generation, Immune to Mental Attacks

Description: Centisteeds are mutated horses of insectoid appearance. Each has between 12 and 18 legs and can carry two human-sized characters. One rider must concentrate at all times on controlling the mount or it will try to throw (and then trample) the riders.

Cren Tosh (Lizard Fish)

Number: 1 to 3
 Morale: 6
 Armor: 7(-35)
 Hit Dice: 10
 Land Speed: 24
 Water Speed: 48

PS: 14(+1) MS: 7(-1)
 DX: 5(-2) IN: 3(-3)
 CN: 7(-1) CH: 3(-3)



Attacks: 1 Bite (4)
 Mutations: (P) Shapechange to Lizard

Description: This lizard-fish prefers to live in water as a two-meter-long fish, but it can transform itself into any lizard of about the same size (complete with all lizard characteristics) for up to 24 hours at a time. This power may only be used once per day. In fish form it lives under overhanging banks and lines its nests with shiny objects. It is a vegetarian.

Crep Plants

Number: 1 to 4
 Morale: 14
 Armor: 7(-35)
 Hit Dice: 12
 Land Speed: 4
 Water Speed: 4

PS: 5(-2) MS: 14(+1)
 DX: 7(-1) IN: 2(-3)
 CN: 15(+1) CH: 2(-3)



Attacks: 6-8 Vines (2)
 Mutations: (P) Modified Vines, Mobility, Symbiosis
 (M) Death Field, Life Leech, Molecular Disruption

Description: Creps come in two variations: the water crep (also called the pink crep) and the land crep (also called the red crep). Water creps live totally submerged and land creps grow under a mat of other foliage. Both are carnivorous, using their broad flat leaves to feed by Life Leeching those with whom they come in contact.

Dabbers (Brown Beggars)

Number: 2 to 20
 Morale: 13
 Armor: 5(-25)
 Hit Dice: 4
 Land Speed: 16

PS: 10 MS: 14(+1)
 DX: 10 IN: 10
 CN: 7(-1) CH: 5(-2)



Attacks: By Weapon (8)
 Mutations: (P) Light Generation
 (M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy

Description: These highly intelligent, one-meter-tall mutated racoons walk upright and have manipulative paws. They are usually found in small family groups and will often have Tech Level III equipment (including some weapons but no armor).

Erts (Stonefish)

Number: 1 to 4
 Morale: 5
 Armor: 1(-5)
 Hit Dice: 4
 Water Speed: 48

PS: 7(-1) MS: 2(-3)
 DX: 7(-1) IN: 2(-3)
 CN: 7(-1) CH: 2(-3)



Attacks: 1 Bite (4) + Petrify I12 (7)
 Mutations: (P) Petrify Poison I12

Description: This one-meter-long fish injects a chemical into those it bites, causing them to petrify and turn to stone within 60 seconds. For purposes of deciding if a character suffers this result, treat the chemical as Intensity Level 12 poison, with the special effect of Cripple (Loss).

Ert Teldens (Firefish)

Number: 1 to 6
 Morale: 6
 Armor: 4(-20)
 Hit Dice: 8
 Water Speed: 24

PS: 10 MS: 2(-3)
 DX: 5(-2) IN: 2(-3)
 CN: 7(-1) CH: 2(-3)

Attacks: Flames (8)
 Explodes (10)
 Mutations: (P) Immolation



Description: This one-meter-long fish lives in backwaters and marshes. It secretes a substance which makes it burst into flame causing damage to all within 10 meters. One to three turns after being removed from water and exposed to air the creature explodes, causing damage to those within 30 meters. Some species (notably the grens) stock ponds inside their villages with these fish and use them as catapult ammunition. Catapults can fire a spread of 12 fish every other turn up to a range of 300 meters.

Fens (Man-Fish)

Number: 1 to 10
 Morale: 12
 Armor: 3(-15)
 Hit Dice: 10
 Land Speed: 8
 Water Speed: 48
 Air Speed: 24

PS: 14(+2) MS: 8(-1)
 DX: 7(-1) IN: 2(-3)
 CN: 12 CH: 5(-2)

Attacks: 1 Weapon (6)
 1 Tailslap (10)
 Mutations: (P) Shapechange



Description: These intelligent humanoids are adapted for living both on land and in water, having fish-like tails, stubby legs, and both lungs and gills. They can remain out of water for only 24 hours at a time. They are not affected by attacks involving heat or lasers during the first five turns that these attacks are used against them in combat. They also are resistant to poison and radiation as if possessing a Constitution of 18(+2). Fens can shapechange into the form of a bird of their own size. They carry Tech Level I weapons (usually clubs) and wear fishskin armor (similar to fiber armor).

Fleshins (Flying Fish)

Number: 1 to 4
 Morale: 10
 Armor: 2(-10)
 Hit Dice: 8
 Water Speed: 48
 Air Speed: 24

PS: 15(+1) MS: 7(-1)
 DX: 5(-2) IN: 2(-3)
 CN: 12 CH: 2(-3)



Attacks: 1 Bite (1)
 Spines (1) + Poison I15 (15)
 Mutations: (P) Actual Metamorphosis, Paralysis Poison, Spines

Description: These two-meter-long fish are found only in large bodies of water. However, they are able to leap into the air and glide from thermal to thermal using their broad pectoral fins as wings. They can spend an unlimited amount of time gliding. They are carnivorous and will sometimes attack PC parties while hunting. Their spines contain Intensity 15 contact poison (to which they are immune). Fleshins may metamorphose, but only into sleeths. They have the sleeth's special mutational abilities when transformed.

Gators (Green Hissers)

Number: 1 to 6
 Morale: 12
 Armor: 6(-30)
 Hit Dice: 6
 Land Speed: 8
 Water Speed: 24

PS: 13(+1) MS: 15(+1)
 DX: 7(-2) IN: 2(-3)
 CN: 14(+1) CH: 2(-3)

Attacks: 1 Bite (6)
 1 Tailslap (4)
 Mutations: (P) Immune to Radiation



Description: These mutated alligators are only about one to two meters long from nose to tail. They have a pair of one-meter-long tentacles attached to their foreheads which paralyze on contact (treat as a Mental Attack). Gators are immune to radiation. They may use their bite and tailslap at the same time. Though solitary by nature, in the spring they congregate in groups of 10 to 60 to spawn.

Grens (Green Man)

Number: 1 to 8
 Morale: 13
 Armor: 6(-30)
 Hit Dice: 20
 Land Speed: 24

PS: 16(+2) MS: 16(+2)
 DX: 15(+1) IN: 15(+1)
 CN: 15(+1) CH: 13(+1)

Attacks: By Weapon (10)
 Mutations: None



Description: Grens look like pure strain humans except for their deep green skin which provides excellent camouflage in the deep forests where they live. They hate ancient technology and never keep artifacts. Grens carry Tech Level I equipment. They don't wear armor. Grens tend to live in harmony with nature and shun outsiders who might intrude on their peaceful existence. However, they may (30% chance) aid friendly pure strain humans. Gren communities (of 1d6 score inhabitants) are usually guarded by 1d6 domesticated blackuns, gators, kai lins, or obbs for every 10 grens. Grens encountered outside their community will not be accompanied by these guardians. Grens often keep ert teldens as catapult ammunition.

Hawkoids

Number: 2 to 12
 Morale: 12
 Armor: 3(-15)
 Hit Dice: 8
 Land Speed: 16
 Air Speed: 48

PS: 10 MS: 14(+1)
 DX: 15(+1) IN: 10
 CN: 10 CH: 5(-2)

Attacks: By Weapon (5)
 1 Bite (1)

Mutations: (M) Fear Generation, Levitation, Repulsion Field



Description: Hawkoids are mutated sparrow hawks which grow to 1.5 meters tall and have a one-meter wingspan. They have many human elements including legs that end in hands instead of talons. They are also very intelligent and use Tech Level I tools of all types (including specially-adapted armor). Hawkoids are both fearless and carnivorous.

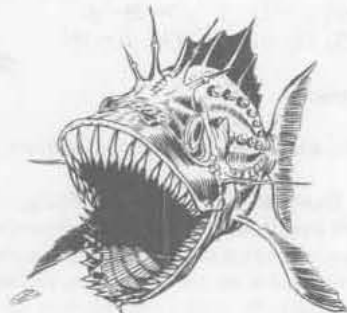
Herkels (Dead Fish)

Number: 5 to 30
 Morale: 15
 Armor: 1(-5)
 Hit Dice: 3
 Water Speed: 24

PS: 2(-3) MS: 5(-2)
 DX: 2(-3) IN: 2(-3)
 CN: 3(-3) CH: 2(-3)

Attacks: 1 Bite (6)

Mutations: (P) Poisoned Scales I18 (10)



Description: These savage fish hunt in schools and will devour anything edible in the water with them. Although only one-half-meter long, their bite is quite dangerous since over a third of their length is taken up with teeth and mouth. Herkels secrete a viscous Intensity 18 contact poison which coats their scales, making them dangerous to touch. When aroused by large quantities of blood in the water, there is a 30% chance that a school will go into a "feeding frenzy" during which they will bite anything (including each other) floating near their jaws and will not have to check Morale.

Herps (Tiger Beetles)

Number: 2 to 12
 Morale: 11
 Armor: 7(-35)
 Hit Dice: 12
 Land Speed: 16

PS: 40(+4) MS: 13(+1)
 DX: 10 IN: 4(-2)
 CN: 15(+1) CH: 2(-3)

Attacks: 1 Acid Squirt I15 (20)
 1 Bite (5)

Mutations: (P) Reflects Sonics



Description: Herps are 3.5-meter-long mutated beetles which have developed a nonfunctional striped wingcase giving them their distinc-

tive appearance and offering total protection against sonic blasts. They can squirt a stream of acid up to 30 meters which will dissolve one centimeter of duralloy per minute. Herps are skilled hunters, able to track any prey in any weather.

Hissers (Man Snakes)

Number: 1 to 10
 Morale: 10
 Armor: 7(-35)
 Hit Dice: 15
 Land Speed: 16

PS: 20(+3) MS: 12
 DX: 13(+1) IN: 10
 CN: 15(+1) CH: 7(-1)

Attacks: 1 Weapon (12)
 1 Bite (1)

Mutations: (P) Immune to Lasers & Sonics
 (M) Mass Mind, Sonic Blast, Telepathy



Description: These intelligent, three-meter-long, scale-covered humanoids have a human torso and arms and a snake's lower body and head. They inhabit deserts and ruins and will almost always possess one or more artifacts. Hisser societies are matriarchal and each village will have one queen and 20d6 male attendants. Hissers are immune to lasers and sonic blasts. They have no language (using telepathy among themselves) and will seldom know even Trade Language. In addition to their species' mutations, all hissers will have one other randomly-selected mental mutation.

Hoops (Floppies)

Number: 1 to 20
 Morale: 11
 Armor: 1(-5)
 Hit Dice: 15
 Land Speed: 24

PS: 11 MS: 15(+1)
 DX: 12 IN: 12
 CN: 12 CH: 12

Attacks: By Weapon (8)

Mutations: (P) Leap, Transform Metal to Rubber
 (M) Mass Mind, Telepathy



Description: These mutated rabbitoid creatures average 2.6 meters in height and walk erect. They are able to leap twice the distances listed under *Leaping and Jumping*. They may will a metal item they are touching to turn to rubber (all attached metal parts within one meter are affected). Hoops love artifacts and there is a 30% chance that any hoop encountered has one or more artifacts and a 20% chance that he knows how to use each artifact he possesses. Hoops carry a mix of Tech Level I and II equipment.

Hoppers (Jackalopes)

Number: 1 to 20
 Morale: 6
 Armor: 1(-5)
 Hit Dice: 6
 Land Speed: 32

PS: 40(+4) MS: 7(-1)
 DX: 7(-1) IN: 2(-3)
 CN: 15(+1) CH: 6(-2)

Attacks: Horns (4)
 Mutations: (P) Chameleon Powers, Horns

Description: Hoppers are abysmally stupid herd animals sometimes used as mounts. These mutated jackrabbits have such a rough gait that first-time riders have an 80% chance of falling off their hopper and suffering 1d6 damage. Each hopper stands three meters at the shoulder and can carry one man-sized character. An unencumbered hopper can leap three times the distances listed in the *Leaping and Jumping* rules.



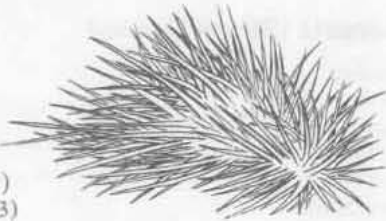
Horl Choos (Porcupine Plants)

Number: 1 to 6
 Morale: 10
 Armor: 5(-25)
 Hit Dice: 11
 Land Speed: 8

PS: 11 MS: 11
 DX: 5(-2) IN: 7(-1)
 CN: 12 CH: 2(-3)

Attacks: Spines (4) + Poison I9 (10)
 Acid (1)
 Mutations: (P) Dissolving Juices, Mobility, Spines

Description: This odd, black three-meter-tall plant looks like a lumpy porcupine from a distance. Its spiky appearance stems from its one-meter-long, spear-like quills which it can fling up to 30 meters. Each quill is tipped with Intensity 9 poison and is attached to the plant by a tough, thin vine that the horl choo uses to retrieve misses and haul in prey. The plant secretes a digestive fluid that partially dissolves prey that is in contact with the horl choo's body.



Jagets (Savannah Cats)

Number: 1 to 8
 Morale: 11
 Armor: 5(-25)
 Hit Dice: 8
 Land Speed: 72

PS: 7(-1) MS: 15(+1)
 DX: 12 IN: 2(-3)
 CN: 7(-1) CH: 3(-3)

Attacks: 2 Claws (2)
 1 Bite (2)
 Mutations: (P) Attraction Odor, Poison Weakness
 (M) Fear Generation, Fear of Plants, Levitation, Precognition, Telekinesis, Telepathy

Description: These mutated jaguars prowl the vast grasslands of what was once the Midwest. They use their front paws to manipulate and ex-



amine objects, but don't normally carry equipment. Jagets have substantial mental powers and will often be found as followers or hirelings of other species.

Kai Lins (Lizard Bushes)

Number: 1 to 6
 Morale: 8
 Armor: 4(-20)
 Hit Dice: 12
 Land Speed: 16

PS: 12 MS: 7(-1)
 DX: 7(-1) IN: 5(-2)
 CN: 15(+1) CH: 1(-3)

Attacks: 2 Thorny Feet (1)
 Mutations: (P) Attraction Odor, Electrical Generation, Immune to Radiation, Radiation Eyes

Description: This three-meter-tall plant looks like a large reptile from a distance, especially when it runs along the ground on its two strong stalks which end in thorny, claw-like pads. It is covered with green, scaly bark that gives complete protection from radiation. Its roots look much like a tail when it is in motion. When it finds carrion, it entwines these roots in the victim and absorbs sustenance. Although it usually eats only carrion, the kai lin is capable of hunting live prey if the need arises.



Kamodos (Thunder Lizard)

Number: 1
 Morale: 12
 Armor: 9(-45)
 Hit Dice: 25
 Land Speed: 72

PS: 125(+5) MS: 14(+1)
 DX: 7(-1) IN: 2(-3)
 CN: 15(+1) CH: 2(-3)

Attacks: 1 Bite (15)
 1 Tailslap (12)
 Mutations: (P) Sonic Blast (Triple Strength)
 (M) Absorption (Heat), Intuition, Mental Shield, Molecular Disruption, Reflection, Will Force

Description: This 18-meter-tall mutated forest iguana is one of the most fearsome omnivores in Gamma World. It will eat meat as well as plants. Its tread shakes the very earth as it passes. Kamodos are particularly fond of insects and birds. Kamodos have been known to take naps lasting several days after a particularly fulfilling meal, though they are light sleepers. Kamodos prefer open country, plains and swamps, but may be found in wooded regions as well.



Keeshin (Water Weirds)

Number: 1 to 3
 Morale: 11
 Armor: 7(-35)
 Hit Dice: 7
 Land Speed: 16
 Water Speed: 24
 Air Speed: 36

PS: 12 MS: 16(+2)
 DX: 12 IN: 15(+1)
 CN: 12 CH: 2(-3)



Creature Descriptions

Attacks: 1 Bite (1)

Mutations: (M) Cryokinesis, Devolution, Force Field Generation, Life Leech, Mental Blast, Reflection, Telekinesis, Telekinetic Arm, Telekinetic Flight

Description: This one-meter-long, white mutated amphibian lives in small bodies of water. It is a greedy and solitary creature that lines its partially-submerged stone dwellings with shiny objects of varying worth. Keeshins can stay submerged for an hour. They die if they are out of the water for more than 24 hours.

Keplants (Sand Devils)

Number: 1 to 4
Morale: 10
Armor: 8(-40)
Hit Dice: 20
Land Speed: 0



PS: 36(+4) MS: 2(-3)
DX: 12 IN: 2(-3)
CN: 15(+1) CH: 2(-3)

Attacks: 6 Roots (8)
Acid (1)

Mutations: (P) Dissolving Juices, Seed Mobility, Modified Roots

Description: This hideous carnivorous plant prefers sandy soil and will not allow other plants to occupy the same ground. It grows entirely underground, throwing a network of pressure-sensitive roots below the surface of a 30-meter diameter area. These roots snap out of the ground to entangle and constrict prey unknowingly walking over the plant. Its roots cause damage each turn and gradually grow into and digest the flesh of dead victims. After each feeding, the kepl releases a mobile seed that burrows 60 meters away and begins sending out its own roots. When a kepl fails a Morale Check, it retreats underground.

Lil (Wee Ones)

Number: 1 to 20
Morale: 8
Hit Dice: 6
Armor: 4(-20)
Land Speed: 4
Air Speed: 24



PS: 4(-2) MS: 14(+1)
DX: 15(+1) IN: 15(+1)
CN: 8(-1) CH: 15(+1)

Attacks: By Weapon (2)

Mutations: (P) Light Generation, Physical Reflection, Wings
(M) Anti-Life Leech, Dual Brain, Empathy, Force Field Generation, Illusion Generation, Mass Mind, Telepathy, Total Healing

Description: The grace and beauty of these 20-centimeter-tall humanoids hides an incredible toughness. They live only in jungles and forests where they build mazes of brambles to hide and protect their dwellings. They often possess artifacts of great sophistication though their ability to use these items is limited because of their size. Non-artifact equipment will invariably be Tech Level I or II. Lil are nocturnal in nature and their bodies give off light sufficient to illuminate a 90-centimeter area around them. They are much like fireflies in that this effect is involuntary and only happens when the lil are in darkness or very

deep shadow. In addition to species mutations, each lil will have one randomly selected mental mutation. Unlike most species with anti-life leech, the lil are not albinos.

Mantis (Green Renders)

Number: 1 to 6
Morale: 11
Hit Dice: 13
Armor: 7(-35)
Land Speed: 16

PS: 30(+4) MS: 7(-1)
DX: 12 IN: 4(-2)
CN: 15(+1) CH: 2(-3)

Attacks: 1 Bite (9)
2 Claws (5 each)
Mutations: (P) Speed Increase



Description: These mutated praying mantises stand three meters at the shoulder and are voracious carnivores. They will not attack or keep fighting a party that is clearly stronger, however. Mantis can be recruited with offers of food but can not be hired.

Menarls (Slime Devils)

Number: 1 to 4
Morale: 13
Armor: 4(-20)
Hit Dice: 14
Land Speed: 8
Water Speed: 32

PS: 40(+4) MS: 12
DX: 12 IN: 10
CN: 12 CH: 3(-3)

Attacks: 1 Weapon (8)
1 Squeeze (9)
Mutations: (P) Heightened Strength



Description: These 10-meter-long intelligent water snakes have 1d10+4 one-meter-long arms ending in hands with opposable thumbs. They don't normally carry equipment, but can learn to use simple items at their master's request. Menarls are relatively friendly toward humanoids and pure strain humans. They prey on water birds and the presence of any kind of bird sends them into a frenzy.

Narl Eps (Ghost Trees)

Number: 1 to 8
 Morale: 12
 Armor: 7(-35)
 Hit Dice: 30
 Land Speed: 0

PS: 125(+5) MS: 2(-3)
 DX: 1(-3) IN: 1(-3)
 CN: 10 CH: 2(-3)

Attacks: 8 Roots (10)
 Mutations: (P) Seed Mobility, Modified Roots

Description: This white tree looks like a banyan and grows to a height of 60 meters. It lives only in marshes, lakes, and ponds. The narl eps' squeeze root network extends for 30 meters around its trunk, floating on the water until disturbed and then leaping into activity, gripping and squeezing anything it contacts. In the spring these roots are covered with seed pods which the plant can fling outward when ripe. The pods' husks take several weeks to rot away, but when they finally disintegrate, the seeds burst forth with a sonic blast, causing 5 points of damage to those within nine meters. Pods may be found as far as 120 meters from their tree.



Obbs (Flying Eyes)

Number: 1 to 4
 Morale: 11
 Armor: 0
 Hit Dice: 8
 Land Speed: 4
 Air Speed: 36

PS: 11 MS: 12
 DX: 11 IN: 7(-1)
 CN: 10 CH: 5(-2)

Attacks: 2 Claws (5)
 Mutations: (P) Immune to Hear & Radiation, Radiation Eyes

Description: Obbs are mutated fungus, nearly immobile on the ground, but deadly-swift when in the air. Each has a single black eye (from which it emits blasts of radiation) and 1d6 claw-like appendages with which it can attack. Obbs are carnivores, but eat only half of their victims. They leave spores in the uneaten portion which grow into 1d6 young obbs (minimum characteristics) within 24 hours. Obbs are completely resistant to radiation, heat, light and lasers.



Orlens

Number: 2 to 12
 Morale: 12
 Armor: 3(-15)
 Hit Dice: 15
 Land Speed: 48

PS: 11 MS: 15(+1)
 DX: 11 IN: 13(+1)
 CN: 11 CH: 11

Attacks: 2 Weapons (12)
 Mutations: (M) Telepathy, Telekinesis, Will Force



Description: These 2.5-meter-tall humanoids have two heads, each controlling part of the body, and four arms (two controlled by each head). All orlens have one extra mental mutation per head. They have all the benefits of a dual brain and often use their superior powers in this regard to modify equipment to fit their unique anatomy. Orlens carry Tech Level I and II equipment and at least one artifact. They are peaceful by nature.

Parns (Sword Beetles)

Number: 1 to 8
 Morale: 13
 Armor: 4(-20)
 Hit Dice: 13
 Land Speed: 16
 Air Speed: 48

PS: 24(+4) MS: 3(-3)
 DX: 11 IN: 5(-2)
 CN: 15(+1) CH: 2(-3)

Attacks: 2 Antennae (8)
 2 Spines (5)
 Mutations: (P) Spines

Description: This three-meter-long mutated beetle is a ruthless carnivore, killing with the four sword-like appendages attached to each of its two antennae. Each antenna adds 3 CS when the parn tries to hit anything with it. The parn may attack once with each antenna per turn. In addition, the parn may cast up to two of its spines a distance of 60 meters each turn. Each parn antenna is Armor Class 4 and can absorb 20 points of damage (in addition to those affecting the parn itself). Players may strike at the antennae, trying to destroy them, or they may attack the parn normally (announcing which they will do before rolling to hit.)



Perths (Gamma Bushes)

Number: 1 to 10
 Morale: 5
 Armor: 6(-30)
 Hit Dice: 8
 Land Speed: 0

PS: 1(-3) MS: 1(-3)
 DX: 1(-3) IN: 0(-4)
 CN: 6(-2) CH: 0(-4)

Attacks: See Description
 Mutations: (P) Radiation Generation

Description: This two-meter-tall palm-like bush is unremarkable for most of the year, but in late spring and early summer, it sprouts a one-meter-tall flower. If the plant is disturbed, this flower glows for one turn, emitting a bright rainbow of light. The next turn it emits a blast of Intensity 3d6 radiation affecting those within 15 meters. Each turn for 2d6 turns afterward (or until destroyed), the flower alternates emitting bright light and 3d6 Intensity radiation (determine Intensity Level again for each blast). On any turn that it suffers new damage, the perth emits 1d6/2 of either light or radiation (depending on the turn). The flower of a newly-dead perth may be sun-dried and ground into 20 grams of healing powder, each gram of which heals 1d6 points of damage within an hour of being ingested. It takes three days of sunlight to dry the flower.



Pinetos (Horse Cacti)

Number: 1 to 8
 Morale: 6
 Armor: 4(-20)
 Hit Dice: 6
 Land Speed: 48

PS: 30(+4) MS: 2(-3)
 DX: 11 IN: 2(-3)
 CN: 15(+1) CH: 6(-2)

Attacks: 1 Tailslap (4)
 Mutations: See Description



Description: This mutated thornbush is neither a horse nor is it a type of cactus. Its horizontal trunk and thick legstalks do give it an equine appearance, increased by the way the pineto dips its roots to take in water (much like a horse lowering its head to drink). The comparison to the cactus arises because of the sharp thorns entirely covering the plant. These thorns make it impossible to ride the plant without a saddle. A sharp prod is kept jammed into the sensitive root clump to control the pineto when riding. Pinetos have keen visual and olfactory organs in this clump that warn them of the approach of strangers, allowing them to flee. Few have ever been caught and tamed.

Podogs

Number: 1 to 10
 Morale: 9
 Armor: 5(-25)
 Hit Dice: 8
 Land Speed: 24

PS: 40(+4) MS: 6(-2)
 DX: 11 IN: 10
 CN: 12 CH: 6(-2)

Attacks: 1 Bite (5)
 Mutations: (P) Immune to Poison, Mimics Sounds



Description: These huge mutated mastiffs can be ridden by man-sized characters. In a wild state, they often hunt human prey in savage (but somewhat cowardly) packs. Podogs are immune to all poison. There is a 1% chance that a particular podog will be a prize breed (having a dual brain and telepathy). When excited by combat or the hunt, a podog will bay in such a way as to exactly mimic sounds made by its opponent or prey. Podog packs normally consist of a mated pair and half the pups from each previous litter. Podogs throw one litter of 1d6 pups per year for 1d10 years.

Rakoxen

Number: 5 to 30
 Morale: 12
 Armor: 3(-15)
 Hit Dice: 30
 Land Speed: 16

PS: 150(+4) MS: 2(-3)
 DX: 17(+2) IN: 2(-3)
 CN: 15(+1) CH: 2(-3)

Attacks: 1 Gore (15)
 Mutations: (P) Carapace (Partial), Antlers



Description: These slow but powerful mutated oxen sport a tough cluster of eight forward-pointing horns with which they may gore one target per turn. They will tend to charge when frightened, causing double damage on successful charge attacks. Although stupid and nervous by nature, their great strength makes them the most popular draft animal in post-holocaust America.

Seps (Land Sharks)

Number: 1 to 6
 Morale: 13
 Armor: 5(-25)
 Hit Dice: 17
 Burrowing: 16

PS: 50(+4) MS: 10
 DX: 15(+1) IN: 2(-3)
 CN: 15(+1) CH: 2(-3)

Attacks: 1 Bite (12)
 Mutations: None



Description: The sep is a mutated shark, fully adapted to life on land (and no longer suited to ocean living). Seps come in two varieties: the [sand sep] (found only in deserts) and its less common Arctic cousin, the [snow sep], which migrates south into the Great Lakes area with the winter snowpack. An organ in the brain of both types allows them to telekinetically push sand, snow, and loose earth out of their path. They use this ability to "swim" beneath the surface of the earth or snow, leaping into the air to snatch prey in their strong jaws and then pulling the victim beneath the surface when it is dead. Typically, seps attack while moving, snapping at their victim as they rush by and diving under the surface again when the attack is finished. In this way, they will attack from a different direction every other turn. Seps sense sound and motion up to 60 meters away (even when submerged).

Serfs (Thought Masters)

Number: 1 to 10
 Morale: 10
 Armor: 4(-20)
 Hit Dice: 10
 Land Speed: 24

PS: 11 MS: 13(+1)
 DX: 11 IN: 11
 CN: 11 CH: 11

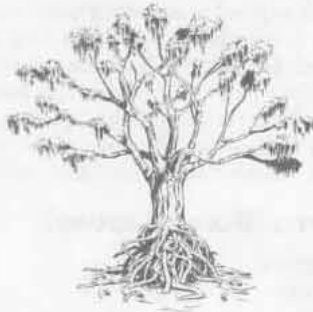
Attacks: By Weapon (8)
 or 2 Claws (1) + Poison I8 (10)
 Mutations: (P) Heightened Strength, Carapace (Partial)
 (M) Death Field Generation, Density Control (Others),
 Life Leech, Light Manipulation, Mental Blast



Description: These humanoids have claws instead of fingernails and can make two claw attacks per turn. Each successful claw attack exposes the victim to Intensity 8 poison. Serfs are semi-nomadic and live in quasi-military clans, wearing ancient police and military uniforms as clan symbols. Serfs prefer mental combat to physical combat (90% chance that each attack they make will be a Mental Attack). They carry Tech Level II equipment (including weapons and armor). A large serf clan will be organized as a "brigade" of 10d10+50 troops led by a "general" who holds power by strength and cunning.

Seroon Lous

Number: 3 to 18
 Morale: 7
 Armor: 2(-10)
 Hit Dice: 18
 Water Speed: 0



PS: 15(+1) MS: 3(-3)
 DX: 15(+1) IN: 2(-3)
 CN: 11 CH: 2(-3)

Attacks: 11 to 20 Weapons (8)
 Mutations: (P) Aromatic Powers, Modified Vines and Roots

Description: This 30-meter-tall aquatic plant is usually found among peaceful groups of narl eps, which it resembles. Between two and three meters of the stalk extends above the water as a socket for the seroon lous's single eye. The plant will grip any handy weapons (including rocks, clubs, etc.) and use them to attack. This carnivore feeds by dragging victims underwater where its roots can enter and absorb them.

Sleeths (Seer Lizards)

Number: 1 to 10
 Morale: 12
 Armor: 5(-25)
 Hit Dice: 18
 Land Speed: 24



PS: 40(+4) MS: 15(+1)
 DX: 11 IN: 10
 CN: 15(+1) CH: 10

Attacks: By Weapon (20)
 Mutations: (M) Plant Control, Precognition, Telepathy, Total Healing

Description: These highly intelligent mutated lizards walk erect, have manipulative hand-like appendages on their front legs and tend to congregate in small, peaceful, scholarly communities. Each will have one non-defect, non-species mental mutation. All sleeths are immune to illusions and can negate force fields within 30 meters of them. Sleeths will almost always (90% chance) befriend travelers, providing whatever assistance necessary.

Soul Besh (Skeeters)

Number: 1 to 20
 Morale: 8
 Armor: 2(-10)
 Hit Dice: 10
 Land Speed: 16



PS: 6(-2) MS: 2(-3)
 DX: 11 IN: 3(-3)
 CN: 7(-1) CH: 2(-3)

Attacks: 1 Bite (5) + Poison 118 (5)
 Paralysis

Mutations: (P) Chameleon Powers, Paralytic Poison
 (M) Intuition

Description: This flightless, mutated mosquito grows up to 1.5 meters long. It inhabits grasslands, marshes, and forests where it can easily hide. Its two-meter-long, coiled feeding tube does damage when jammed into a (preferably sleeping) victim and victims must also check

for exposure to Intensity 18 paralytic poison. The soul besh causes double damage to paralyzed victims, drinking their blood for sustenance. The exoskeleton of the soul besh may be boiled down into 15 doses (10cc each) of Intensity 18 poison antidote.

Squeekers (King Rats)

Number: 1 to 100
 Morale: 9
 Armor: 4(-20)
 Hit Dice: 6
 Land Speed: 24



PS: 6(-2) MS: 7(-1)
 DX: 11 IN: 5(-2)
 CN: 11 CH: 7(-1)

Attacks: 1 Bite (5)
 2 Claws (2)
 Mutations: (P) Sonic Blast

Description: These mutated Norway rats are five times the size of their non-mutated cousins, growing to a length of over a meter. They hunt in packs and are fond of the flesh of pure strain humans.

Terls (Tree Fish)

Number: 1 to 4
 Morale: 14
 Armor: 5(-25)
 Hit Dice: 12
 Air Speed: 48



PS: 20(+3) MS: 14(+1)
 DX: 13(+1) IN: 2(-3)
 CN: 11 CH: 2(-3)

Attacks: 1 Bite (4)
 Mutations: (P) Immune to Heat, Sonic Blast
 (M) Cryokinesis, Telekinetic Flight

Description: This three-meter-long mutated barracuda is covered in bright feathers and lives in trees. It returns to the water only to spawn in the spring, though it is fully capable of breathing either water or air and can live in both. This dangerous carnivore uses its mental powers to kill its prey, resorting to its bite only as a last resort. If both bite and mental powers fail, it will retreat to find easier game. The terl's feathers protect it against heat and lasers and are sensitive to the presence of radiation, warning it of exposure.

Wardents (Devo Beasts)

Number:	2 to 7
Morale:	10
Armor:	4(-20)
Hit Dice:	9
Land Speed:	24
PS: 6(-2)	MS: 15(+1)
DX: 11	IN: 15(+1)
CN: 11	CH: 15(+1)



Attacks: By Weapon (6)
 Mutations: (M) Heightened Brain Talent, Heightened Intelligence, Mental Shield, Mental Control of Body, Genius (Scientific), Telepathy, Telekinesis, Will Force

Description: These one-meter-tall humanoids are covered in thick, silky, blond fur. They are solitary by nature and tend to live in inaccessible forests and mountains. Wardents have a compulsive hunger for food, knowledge, and odd experiences and will readily join in an adventure which promises any two of these. They carry a mix of Tech Level II and III equipment, including 1d6/2 artifacts. Contrary to popular legend, there is no evidence that wardents ever mated with sleeths.

Win Seen (Tanglers)

Number:	3 to 12
Morale:	7
Armor:	1(-5)
Hit Dice:	13
Land Speed:	0
PS: 14(+1)	MS: 12
DX: 7(-1)	IN: 4(-2)
CN: 13(+1)	CH: 1(-3)



Attacks: 3 to 5 Vines (5)
 Mutations: (P) Modified Vines and Roots (Poison and Tangle Vines), Sonic Blast

Description: This carnivorous plant usually covers a 30-meter-diameter area and grows in groups which are so entangled that it is difficult to tell where one plant begins and another leaves off. There are two varieties of win seen: the yellow win seen that lives in shallow water and the green win seen that dwells on land. The land-dwelling type gives off an odor that encourages carnivores to live nearby and has primitive magnetic control. Both types may be chopped up and boiled into 10 (10cc) doses of Intensity Level 14 poison antidote.

Yexils (Orange Scarfers)

Number:	1 to 4
Morale:	15
Armor:	4(-20)
Hit Dice:	20
Land Speed:	24
Air Speed:	48
PS: 50(+4)	MS: 6(-2)
DX: 11	IN: 6(-2)
CN: 15(+1)	CH: 7(-1)



Attacks: 1 Bite (15)
 Mutations: (P) Immune to Cold, Laser Eyes (10)

Description: This flying creature of unknown origin has a nine-meter wingspan and stands three meters tall on two hairy hind legs. It has human

hands attached to its shapely wings and a lion-like head with large mandibles. It is entirely covered with long, soft, orange down. Yexils are slow-witted, but friendly. Their size and ability to loose a laser blast from their eyes (base range = 10) discourages predators. Yexils are immune to cold attacks. They eat manufactured clothing of all types and find synthetics especially tasty. In fact, the snappier the outfit, the better yexils like the taste. They will often trade "worthless" artifacts for "food" of this type.

Zarns (Borer Beetles)

Number:	1 to 6
Morale:	13
Armor:	3(-15)
Hit Dice:	10
Air Speed:	32
PS: 2(-3)	MS: 2(-3)
DX: 11	IN: 2(-3)
CN: 5(-2)	CH: 2(-3)



Attacks: 1 Spit + Poison I16 (1) Paralysis
 1 Bite (3)

Mutations: (P) Paralytic Poison
 (M) Teleportation

Description: These orange beetles only attain a length of 30 centimeters, but are among the most feared denizens of Gamma World. They will attack anything regardless of size, spitting an Intensity 16 paralytic contact poison up to six meters. Victims must make a Poison Check each turn for each drop of poison which previously hit them and has not been washed off. Zarns can teleport up to 60 meters once per turn and usually do so immediately after each attack. Zarns usually bore into the skulls of paralyzed victims (2d6 damage) and lay 1d10 + 4 eggs inside which hatch in 48 hours unless surgically removed. Newly-hatched zarns immediately eat the remains of their eggs and all surrounding tissue. Zarn poison remains in effect for 1d6 hours.

Zeethh (Gamma Grass)

Number:	5 to 100
Morale:	13
Armor:	0
Hit Dice:	1
Land Speed:	0
PS: 0(-4)	MS: 10
DX: 0(-4)	IN: 0(-4)
CN: 2(-3)	CH: 0(-4)



Attacks: Seeds (3) + Progressive Damage
 Mutations: See Description

Description: This purple grass is easily identifiable in summer by its long tassels topped with spiked seeds. When one or more warm-blooded entities approach within 30 meters of this grass, the individual stalks will each try to teleport 25% of their seeds into the bodies of the entities. Seeds which miss vaporize instantly. Those that enter the body cause damage immediately and secrete a dissolving juice that causes Progressive Damage per day for seven days (after which they die if the victim is still alive). Damage caused by seeds can't be healed until the seeds are dead. If the host dies while infected, the seeds cause zeethh to sprout from his body within an hour and the blades grow tassels within three days. Teleported seeds are replaced at the rate of one per day. If more than one target is in range of a zeethh field, the grass attacks every-one within range impartially.

PART X: MEDICAL EQUIPMENT

Medical supplies and equipment includes items manufactured in post-holocaust America and specially sealed samples of pre-holocaust medicine (usually disposable jet spray tubes containing a single dose of some substance). Pre-holocaust medical supplies and equipment will usually be found in home medicine chests, installation first-aid kits, or in the military issue medi-kits that are a standard feature of powered armor and military vehicles. These items are labelled with a universal symbol and include instructions for use (that will be indecipherable to most characters). The labelling system will let characters easily recognize all types of medical equipment and supplies once they encounter any example of that type of equipment or material.

All types of medical equipment and supplies are primarily designed for use by Pure Strain Humans. They will, therefore, always work on characters of that type. There is a chance they will be of no benefit to (or will actually harm) Mutated Animals and Humanoids and they will never work on plants. Whether they work or cause damage must be determined each time the items are used on a Humanoid or Mutated Animal.

When these medicines are injected into a creature the following procedure should be followed. Roll 1d10 and add 10; this is the Intensity of the dosage from this source. Now make an action roll using the medicine Intensity level plus the character's CN modifier. If the injection is successful, the effect is multiplied times the result factor. The chance of success and effectiveness of the drug depends on the type of creature receiving the injection.

Type	Difficulty	Effect
Human	Blue	—
Humanoid	Green	-1RF
Animal	Yellow	-2RF
Plant	Orange	-3RF

If an injection fails to work, the creature is subjected to a poison attack at the same Intensity level causing a base damage equal to 1/2x the Intensity, and causing a Critical injury on a Red result. Only one injection per 10 minutes per creature may be used.

Accelerate Dose: This is a 10-centimeter-long disposable jet spray tube of a compound developed to accelerate healing. Characters who spray the compound under their skin immediately heal a base score of 10.

Anti-Radiation Serum: This drug is contained in a 10-centimeter long disposable jet spray tube. It prevents radiation damage. If sprayed under the skin within 3 turns of exposure, the character suffers no damage or mutation from the radiation. The serum works on all types of characters except plants.

Cur-In Dose: A 10-centimeter-long disposable jet spray tube holds this substance that breaks down foreign chemicals and toxins in the bloodstream. If taken within 3 turns of exposure to a drug or poison, the user experiences no effect from the drug or poison. If it works on a mutated animal or humanoid, special chemicals manufactured inside the user's body (as a result of some mutation letting him make poison attacks, for example) are also broken down and the user can't use his mutational ability for the next 4 hours. It will not work on plants.

Genetic Booster: A 15-centimeter-long disposable jet spray tube contains this biogenetic agent that alters the genetic code of cells, causing rampant mutations. Mutant humanoids and animals are immune to the mutating effects of this substance, suffering only a base damage equal to half its Intensity. Humans and plants using it will also suffer damage, but have a 50% chance of gaining a random mutation (use the Mutate Result chart). This mutation only lasts for 1d6 hours.

Interra Shot: A 10-centimeter-long disposable jet spray tube contains this "truth serum" that opens the subconscious to direct interrogation. If affected, the character answers all questions truthfully for 10 minutes and then forgets the interrogation.

Medi-Kit: This is a 5x10x15 centimeter metal and plastic box that can be hung on a belt for carrying. A micro-computer in the unit controls sensors that analyze medical problems in any substance it scans. The unit is held next to the skin when a scan is desired. If a character wants the kit to heal a wound, he holds it over the trauma area. The kit automatically sutures wounds, injects anti-toxins and antibiotics (where needed) and even gives instructions on how to perform simple opera-

tions. It will also spray antiseptic dressings on treated wounds.

Kits are powered by a chemical energy cell and keep functioning as long as the drug banks are full. There are about four treatments per drug bank for each special type of problem the kit is designed to handle. These special functions include antitoxin, antiradiation, antiturn, bonemending and antishock. In addition, there is a large supply of medication designed to mend flesh and artificially accelerate the healing process. A recipient of the treatments must make a CN Save, and on a Black result he suffers from System Shock and must make a second CN Save using the System Shock result table. Replacement banks (with built-in power cells) are found in military depots and chemical plants.

Medi-kits never inject anyone with a substance (drugs someone is allergic to, for example) poisonous to the patient. They heal a base 10 points of damage for Pure Strain humans per use and (if they work on the patient) and operate at a -1RF for Humanoids, -2RF for animals, and -3RF for plants. The average Medi-kit holds 2d10 + 10 doses of I20 drugs before exhausting its drug banks.

Mind Booster: A 15-centimeter-long disposable jet spray tube contains this compound that enhances mental functioning. The user's MS is increased by 3 for 1 hour after taking the compound. However, he must rest for 4 hours immediately after the drug wears off or he will permanently lose 3 points from his IN. A Green result is required for it to work on Humanoids, a Yellow result for Animals, and an Orange result for Plants.

Pain Reducer: A 15-centimeter-long disposable jet spray tube contains this special pain reducing drug. The user feels no pain for the next 4 hours and can sustain 1 additional hit point for each point of Constitution. When the drug wears off, the user loses the ability to sustain this extra damage. If at that point, he has no hit points left, he is dead.

Poison Antidote: A 10-centimeter-long disposable jet spray tube contains this antidote for Intensity 3d6 poison. Roll Intensity Level once (when discovered). If used on someone within 3 turns of exposure to poison, the antidote may save him from damage or death. Each antidote automatically works on a specific poison of the same or less Intensity. If an antidote is not designed to counter the poison suffered or is used on a poison of a higher Intensity, the Difficulty Factor increases by one color result per point greater, working only on a Red result if the wrong poison. The types of poison are defined by their special effect, not by the creature using the poison. These effects include delusion, knockout, pain, paralysis, progressive damage, sickness system shock, and tissue disintegration.

Since antidotes work directly on the toxins in the body, the character type (pure strain human, humanoid, etc.) doesn't effect the chances of an antidote working. However, characters with mutations letting them make poison attacks must check to see if an antidote they take neutralizes their own weapon. If it does, they will be unable to use their own poison for 4 hours.

Stim Dose: A 10-centimeter-long disposable jet spray tube contains this special stimulant that increases the user's DX and PS by 1, but decreases his IN by 1, for a period of 1 hour. The user must rest for 4 hours immediately after the dose wears off or he takes a permanent loss of 1 from his CN. His hit point score isn't affected by this Constitution loss. After the duration, the user must make a CN Save, and if he fails he must suffer as if Drugged, -1 for all actions per dose taken. This effect wears off in 1 hour per dose.

Suggestion Change Drug: A 10-centimeter-long disposable jet spray tube contains this hypnotic drug that puts the user in a trance for 10 minutes. While hypnotized, the user may be given instructions that he will follow literally for the next 4 hours, including instructions to take orders from another character. Once out of the drug's trance, the user will only subconsciously remember his instructions.

Sustenance Dose: This is a 50-centimeter cracker-like wafer that gives all needed nourishment and short-circuits hunger signals to the brain for 24 hours. Using this substance as the sole source of nourishment for more than a month results in the atrophying of normal digestive organs making it impossible for the user to derive sustenance from anything except this substance.

PART XI: TALENTS

Talents are natural abilities that may be learned from someone already possessing the Talent. Talents allow a character to perform new actions or to improve their own performance when using a basic ability. Once a Talent has been learned the chances to use it improve as the character's Experience Level improves.

A character's Rank score is used as the Talent score whenever it is needed for an Action Roll. Some Talents add their score to an existing ability, to improve its chances when performing some specific action, such as Dodging.

A list of Talents available in the GAMMA WORLD® game is provided. The GM may create others of his own, but should be careful that any Talents created do not require training for further advancement, nor intricate tools to perform. If a proposed Talent does require either, then

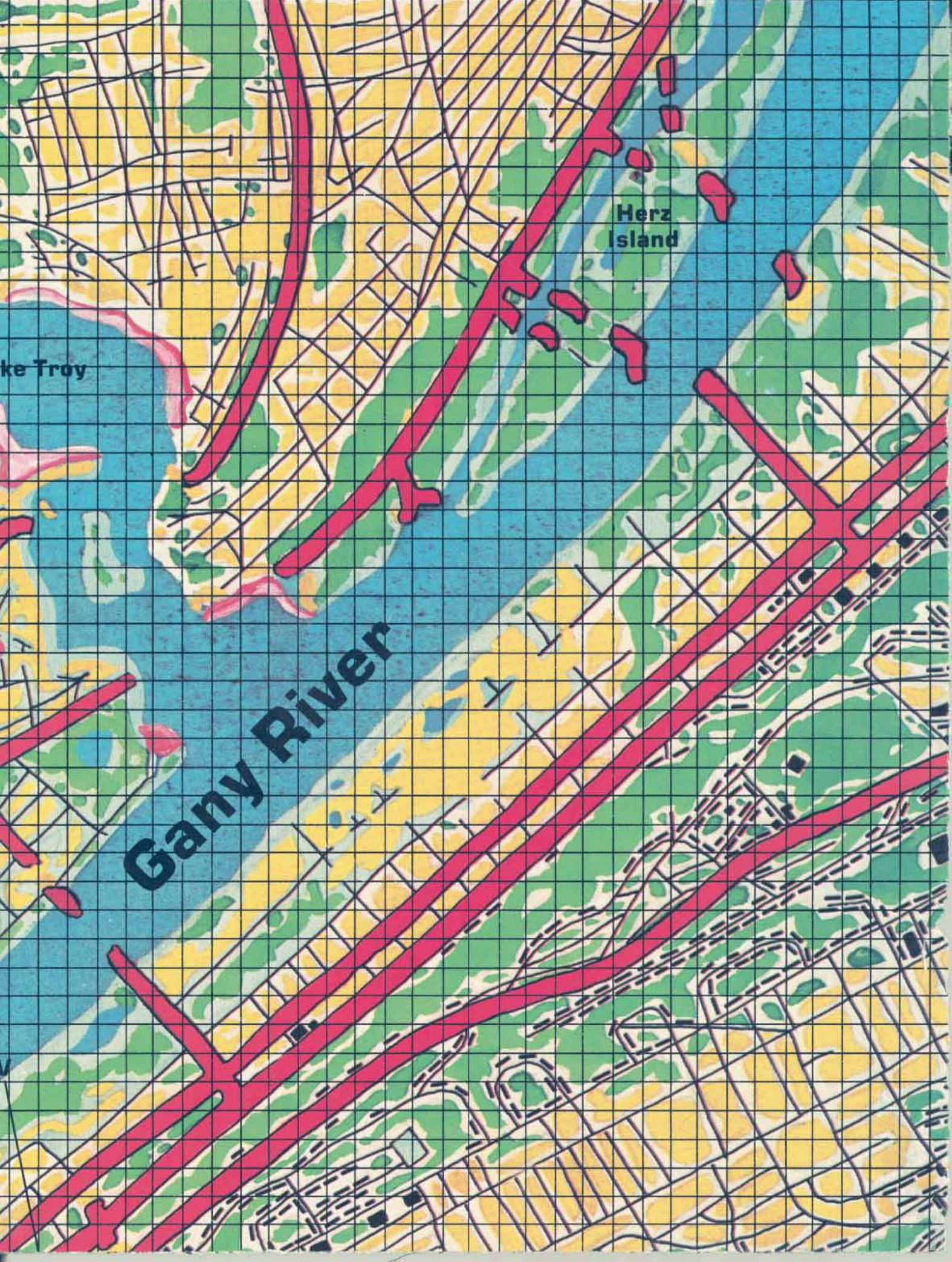
it is more likely a Skill than a Talent. The difference between Skills and Talents, is that for a Skill to increase its score, the player must spend XP in a manner similar to raising an ability score. Talent scores increase whenever the character's Rank increases.

The Talents listed on the following list possess obvious game effects and are not described in detail. The GM must judge what a character may or may not attempt with a Talent. Some Talents have prerequisites (PQ) noted. These Talents may not be learned unless the character already possesses the other noted Talents.

Any Talent without a prerequisite may be attempted by someone who has not learned the talent. In such cases, treat the Talent as possessing a score of -50, Column A.

Talent Chart

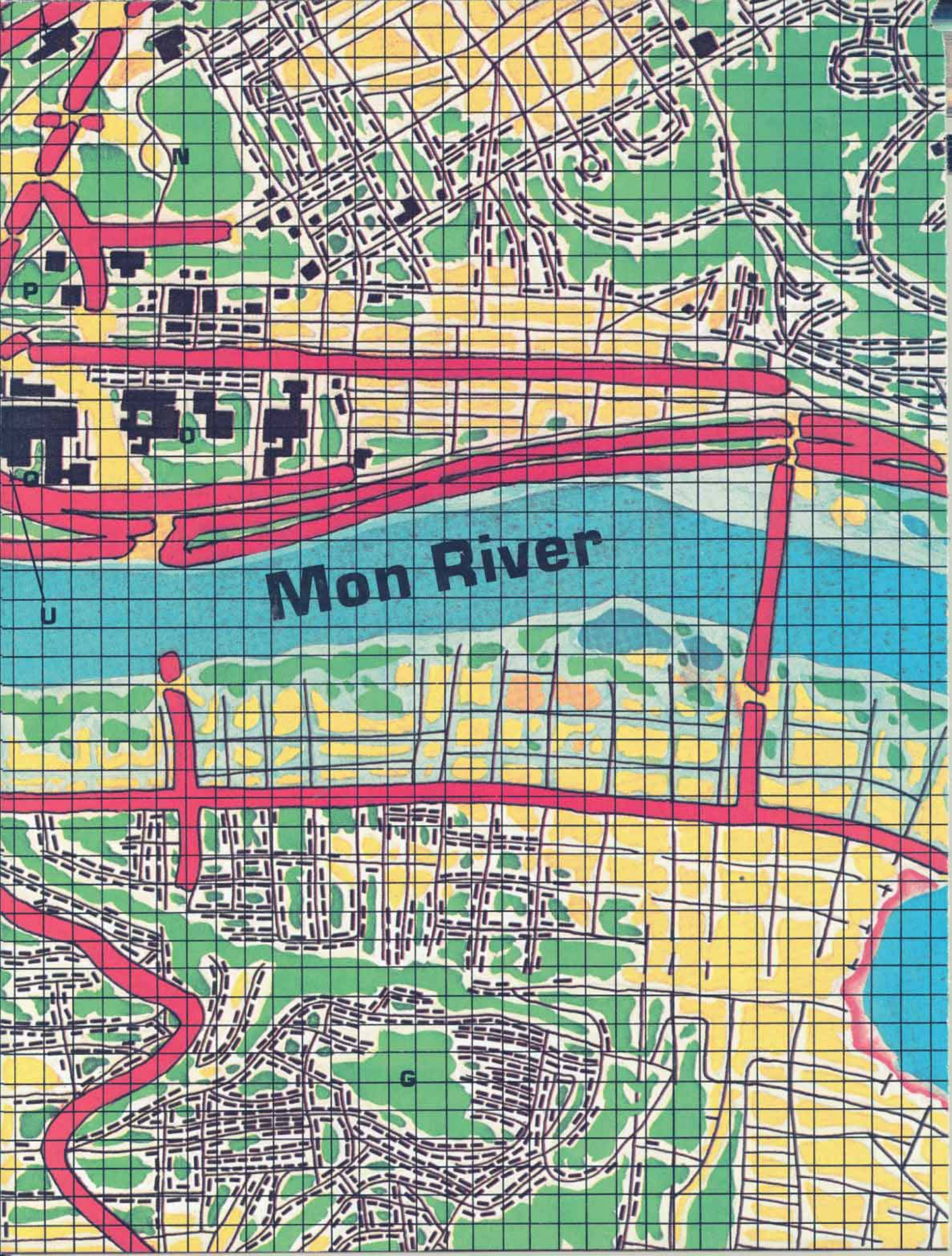
1. Ambidexterity—no preferred arm
2. Animal Identification—may identify type and nature; even emotions at 1/2x score
3. Animal Use—may recover, preserve and use parts of an animal. PQ: #2
4. Balance—ability to walk easily on uncertain surfaces and avoid buffeting, also to balance objects
5. Bird Calls—may attract at x1/2
6. Boating—Oared and poling maneuvers. PQ: #61
7. Brawling—doubles attack rank
8. Catching—add to DX when catching
9. Climbing Rock
10. Climbing Rope & Poles
11. Climbing Trees
12. Contortionist
13. Dancing
14. Distracting—double attack rank
15. Diving—from a number of meters equal to Rank. PQ: #61
16. Dodging—add to DX score
17. Escape Artist. PQ: #26, 38 and either 12 or 63
18. Endurance—doubles score
19. Firebuilding—without supplies
20. First Aid—staunches bleeding and may check once each day per patient to double healing rate
21. Fishing—locating, lures and craft
22. Hiding—add to chances to hide
23. Holding Breath—add rank to duration
24. Hunting—stalking, lures and craft
25. Jumping/Leaping—adds to chances
26. Knot Tying & Untying
27. Language: New Species' tongue
28. Language: Read & Write Tech I
29. Language: Read & Write Tech II
30. Language: Read & Write Tech III
31. Language: Signalling with Flags
32. Language: Signalling with Light
33. Language: Signalling with Smoke
34. Language: Signalling with Sound
35. Language: Silent tongue
36. Language: Trade tongue
37. Listening—add to hearing chances
38. Lockpicking—need a small wire or pin
39. Mount Control—by specific beast type
40. Moving in Trees—swinging and leaping from limb to limb. PQ: #11
41. Negotiation—add to Charisma
42. Nimbleness—limber movement and fast speed. Add to speed for short sprints
43. Pilfering—lifting without being seen. PQ: #47
44. Plant Identify—type and nature
45. Plant Use—harvesting, preparing and use of plant parts. PQ: #44
46. Power Boating—Add to maneuver rating of vehicle
47. Reflexes—heightened agility with fingers
48. Rock Identify—type and origin
49. Rock Use—extract and prepare various minerals and elements. PQ: #48
50. Sailing—piloting wind powered boats
51. Scouting & Stealth
52. Shelterbuilding—finding materials, site location and construction. PQ: #44 or 48
53. Sighting—add to vision chances
54. Singing
55. Sixth Sense—may add to IN warning
56. Skin diving. PQ: #23, 61
57. Sleight of Hand. PQ: #47
58. Sound Mimicry. PQ: #5
59. Track Identification
60. Survival—by a specific terrain type; reduces terrain check to once per 8 hours. PQ: #52, 67, and either 21, 24, or 44
61. Swimming
62. Throwing—double attack rank
63. Toe Agility—treat foot as a hand
64. Tracking. PQ: #59
65. Trapping—building, locating and use
66. Ventriloquism—voice projection. PQ: #58
66. Water Finding
67. Weather Prediction—one day in advance
68. Woodcraft—building with rope and wood
69. Wrestling—double attack rank



Gany River

Herz Island

ke Troy



Mon River

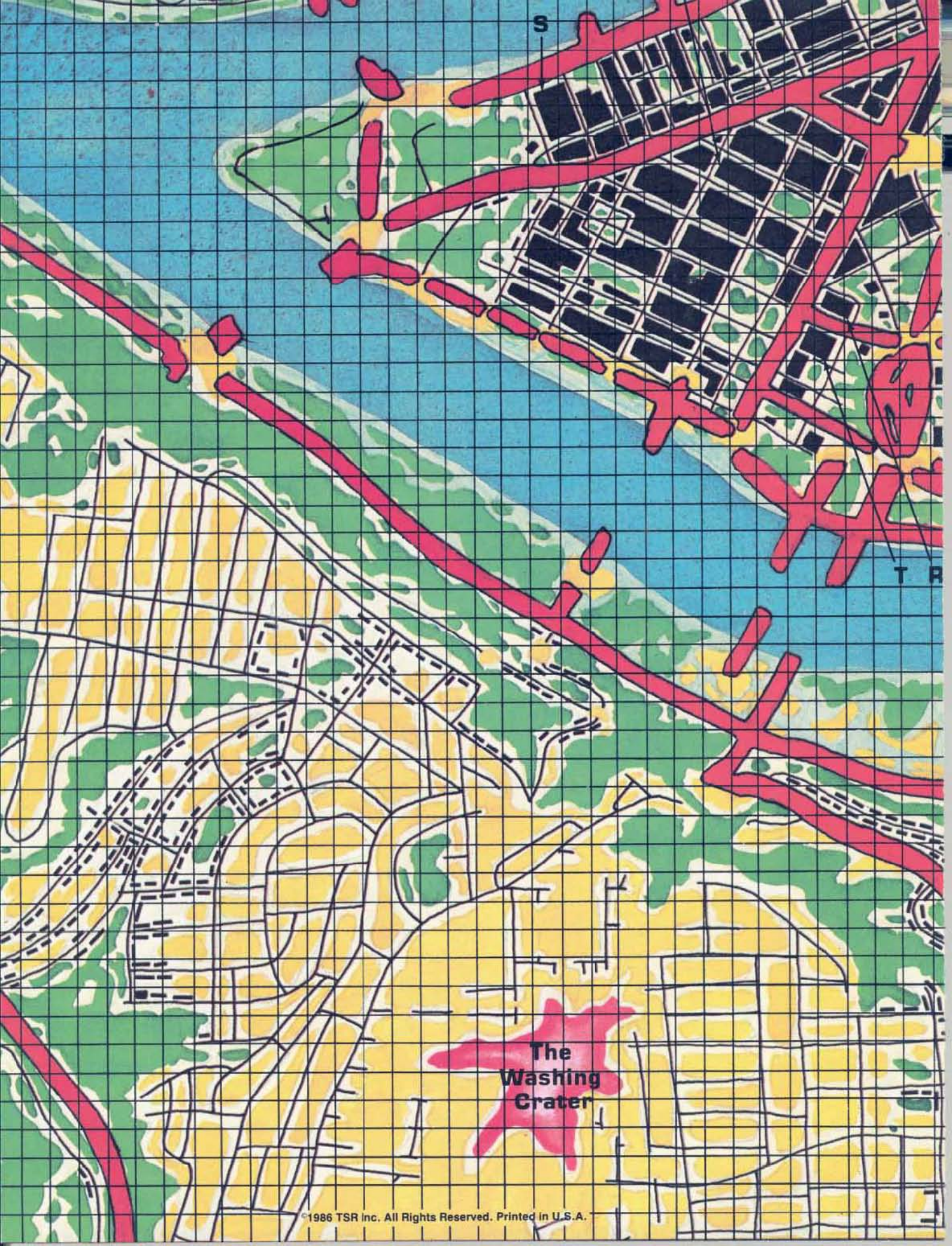
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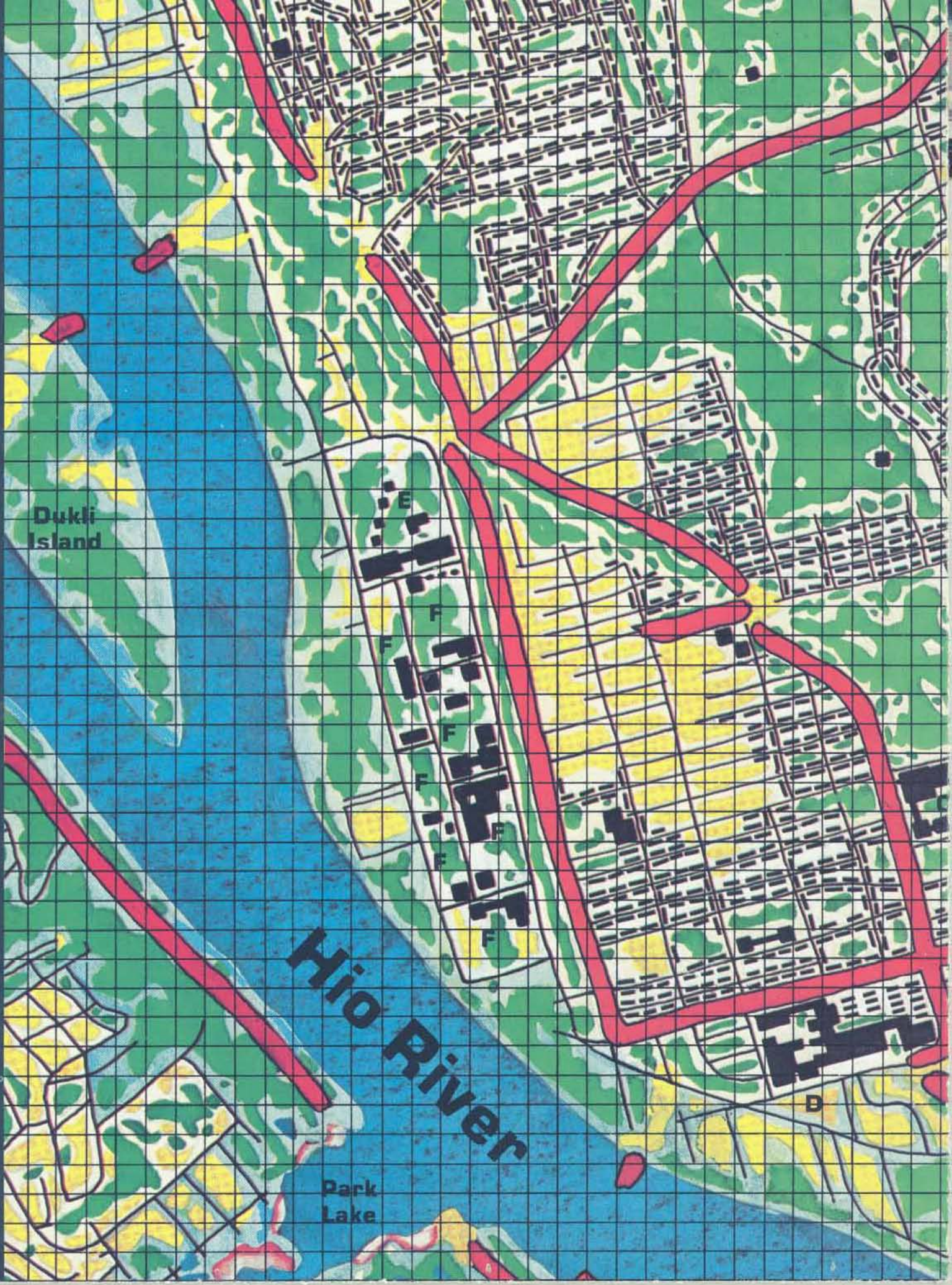
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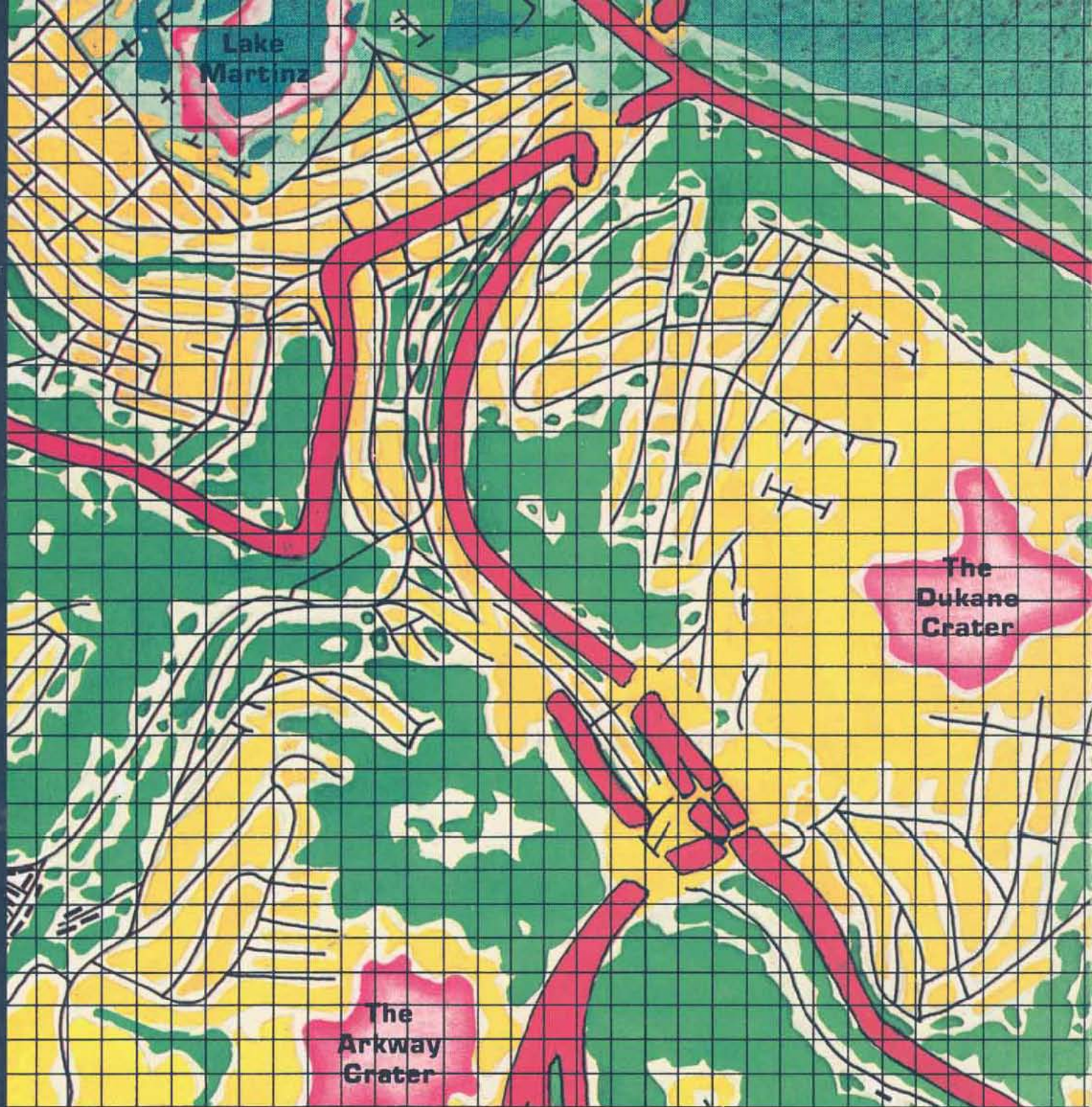
**The
Washing
Crater**

Dukli Island

Hio River

Park Lake





Outdoor Adventure Map of Pitz Burke

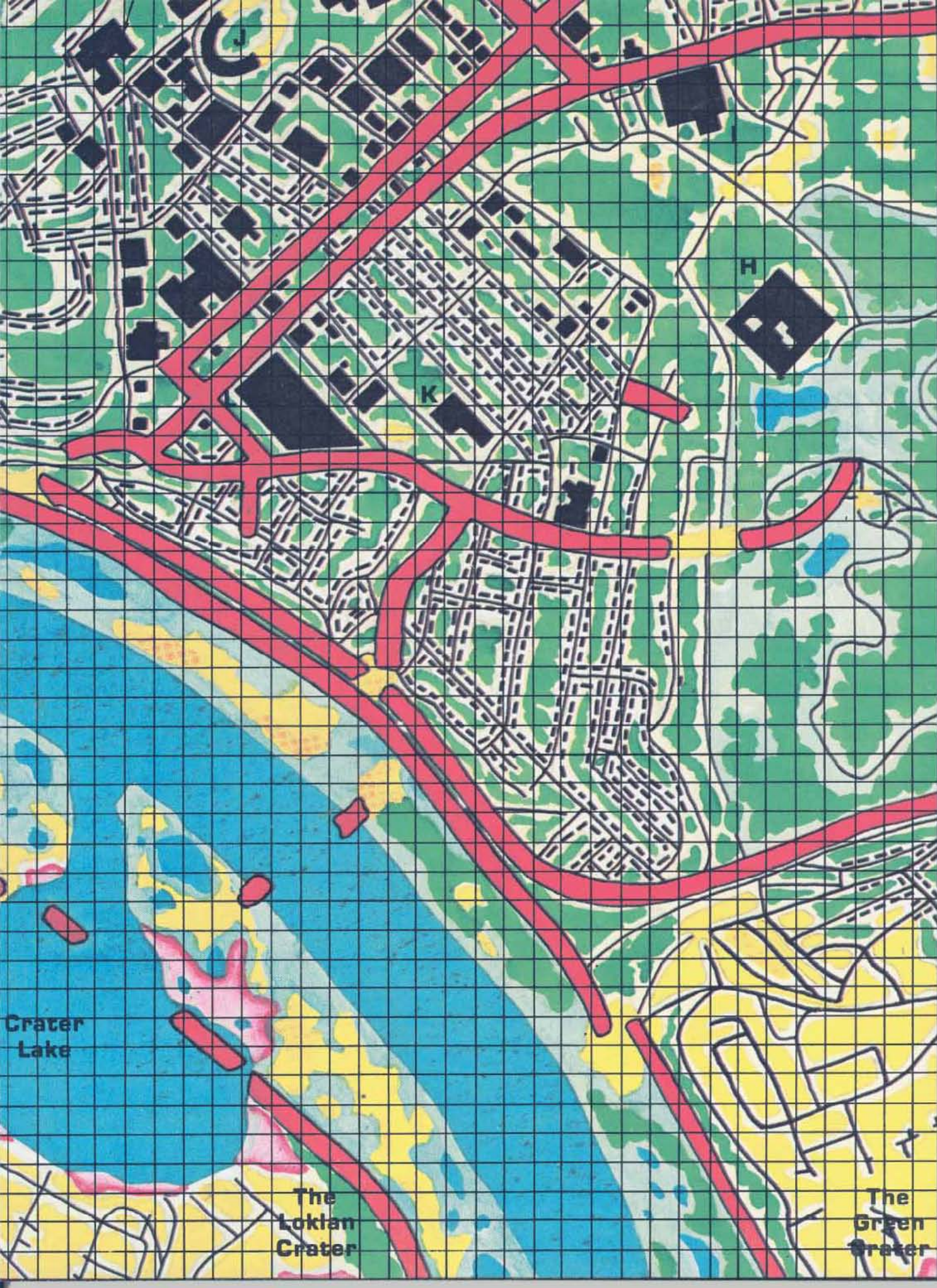
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|---|--------|---|-----------|
|  | Crater |  | Lake |
|  | Rubble |  | River |
|  | Ruins |  | Road |
|  | Woods |  | Trail |
|  | Marsh |  | Radiation |



0 60 120 180 240



Scale = 60 meters per square

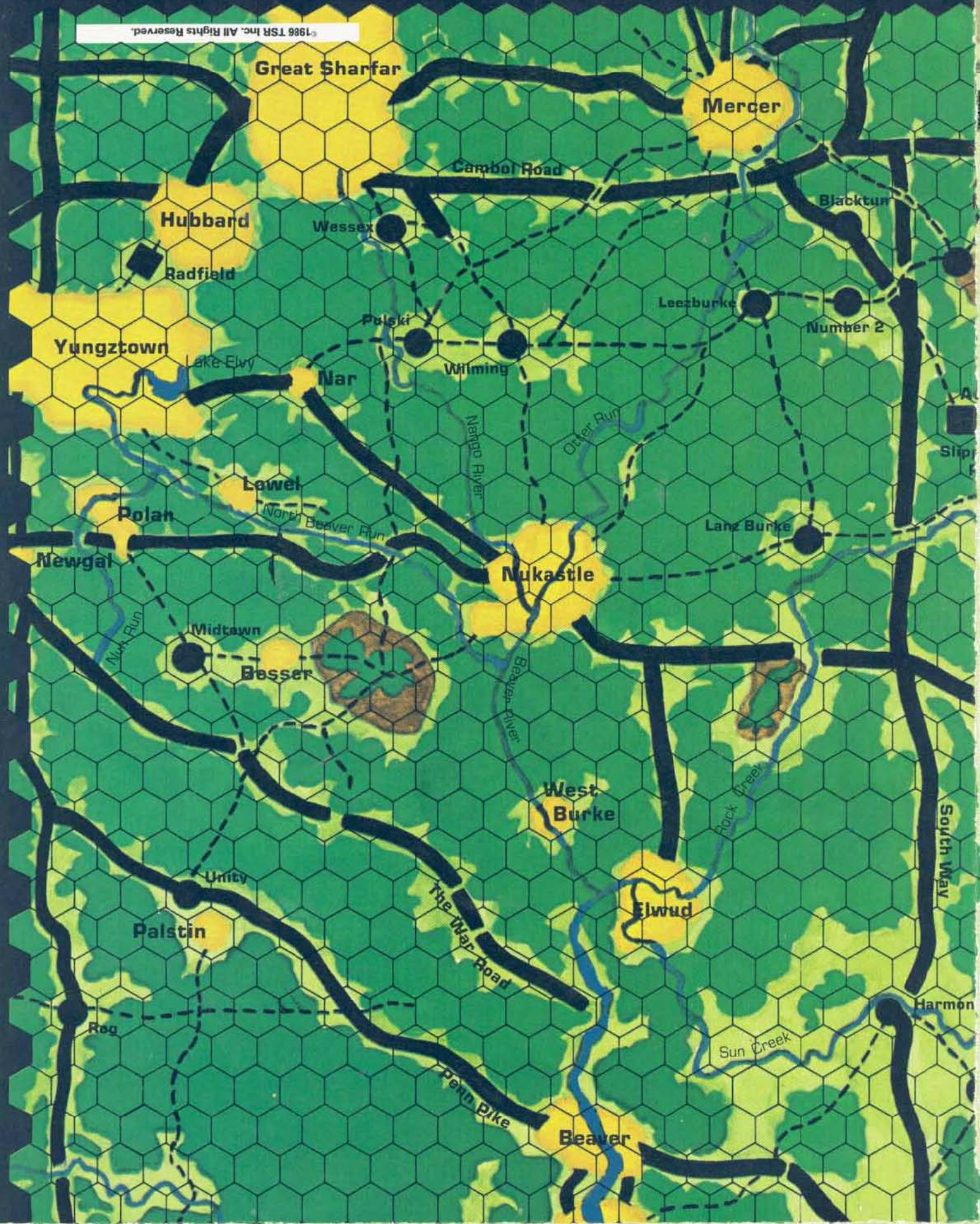


Crater
Lake

The
Loklan
Crater

The
Green
Crater







Cutta

Chester

Milford Run

Hio River

Milan

Freed

Shippin Gate

Eastpool

New Economy

Amber

Hio River

Pugton Cot

New

Trento

Frank's Springs

Eliv

Imper

Florenze

Tyre

Stuben

Akdale



Lang Loth

Idwa

Donal

Brid

Haroot Run

Fonzbee

Wenize

Avel

Independence

Nunzburke

Ellzburke

Weston

Bethany

AREA MAP OF ALLEGHENY

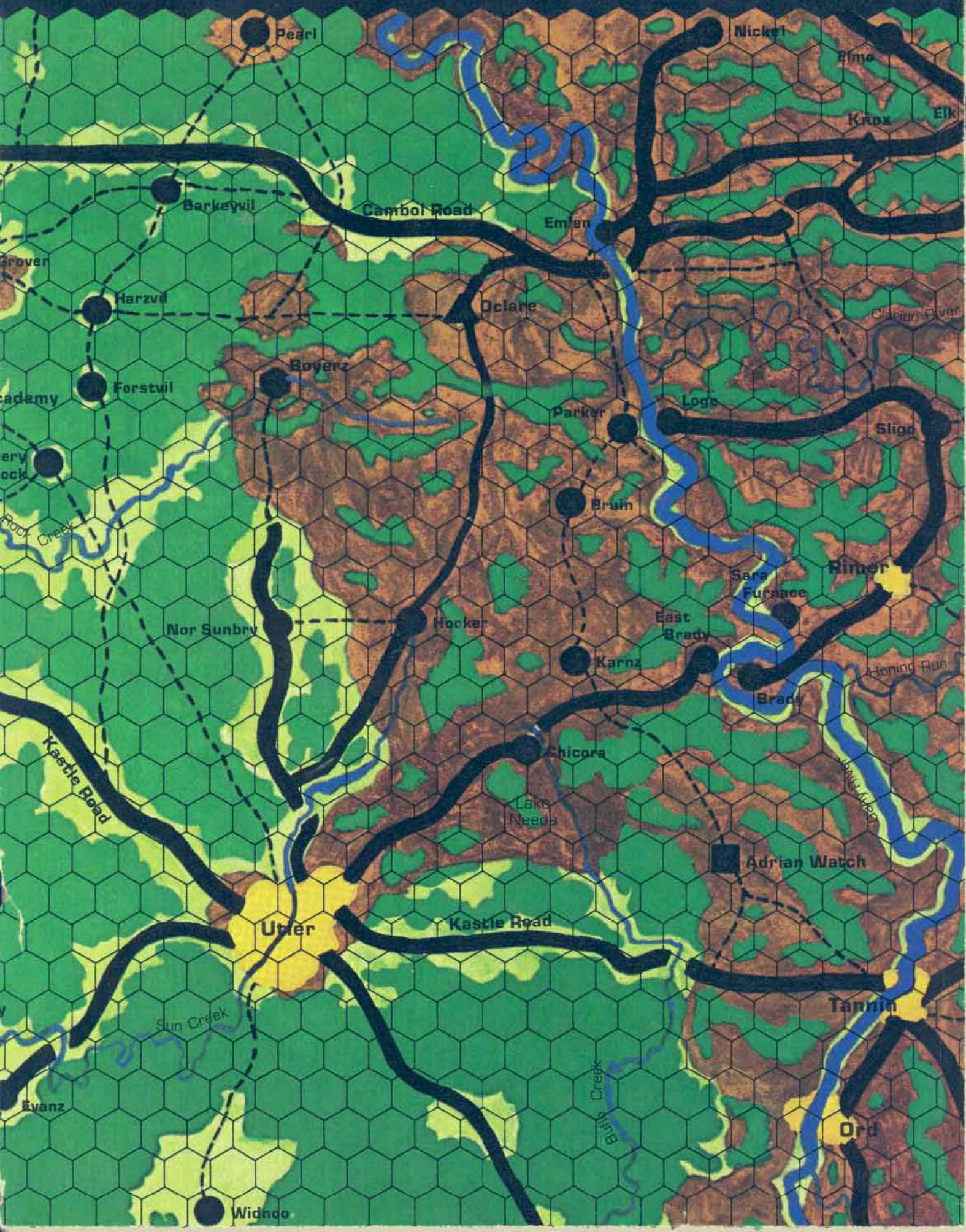


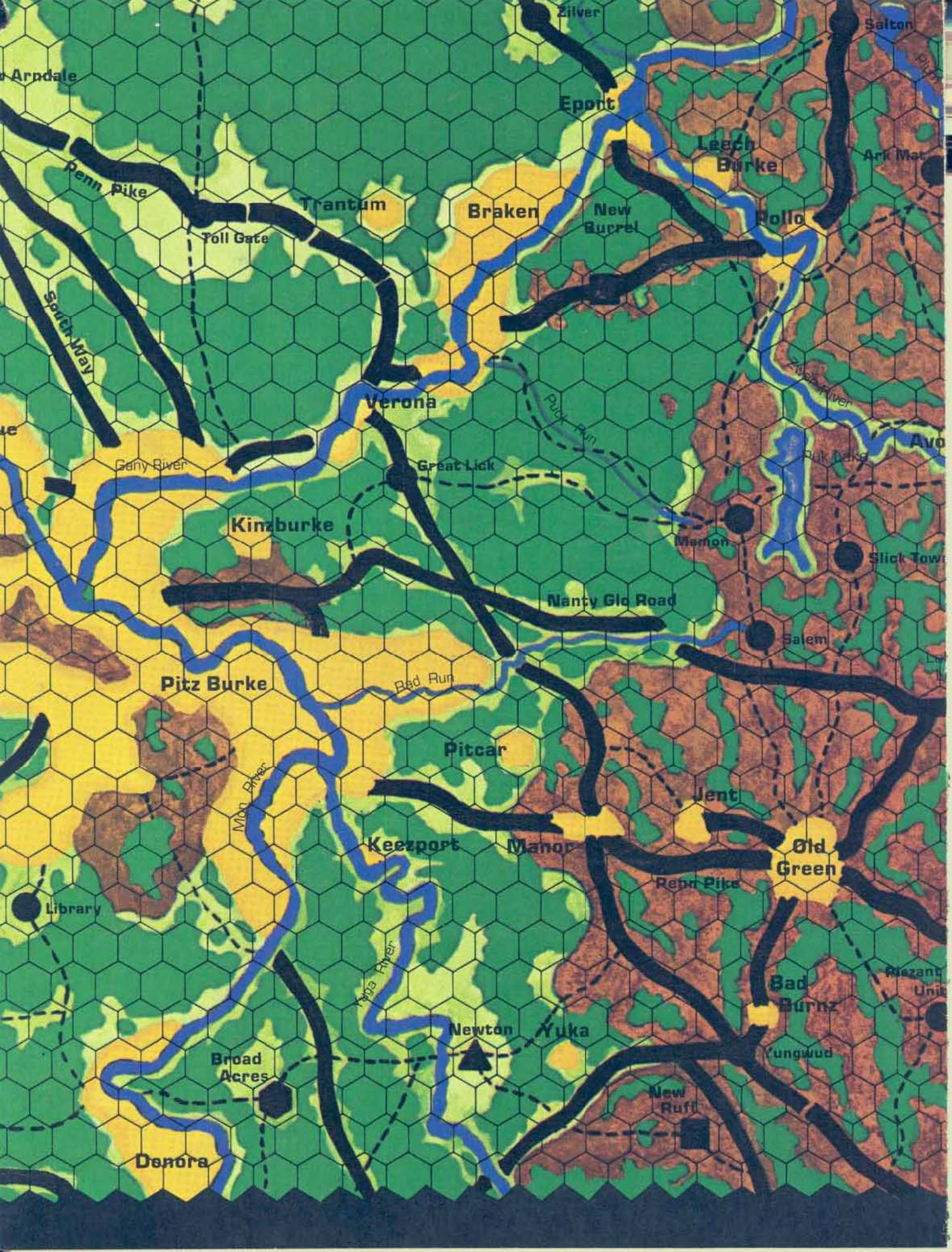
Scale: 2 kilometers per hex

Washing

Liberty

Arden





Arndale

Penn Pike

Spitch May

Toll Gate

Trantum

Braken

Eport

New Burrel

Leech Burke

Nollo

Verona

Gany River

Great Lick

Puck Run

Kinaburke

Manton

Nanty Glo Road

Salem

Pitz Burke

Bad Run

Pitcar

Jent

Keezport

Manor

Old Green

Penn Pike

Library

Mich River

Tops River

Broad Acres

Newton

Yuka

Bad Burnz

Yungwud

Denora

New Ruff

Mozant Unit

Zilver

Salton

Ark Mat

Avo

Slick Tow

Mozant Unit



L



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H



Ruins of the Ancients



Deathlands



Hills



Snow-Capped Mountains



Mountains



Plains or Grasslands



Deserts or Savannahs



Forested



Heavily Forested



Coasts

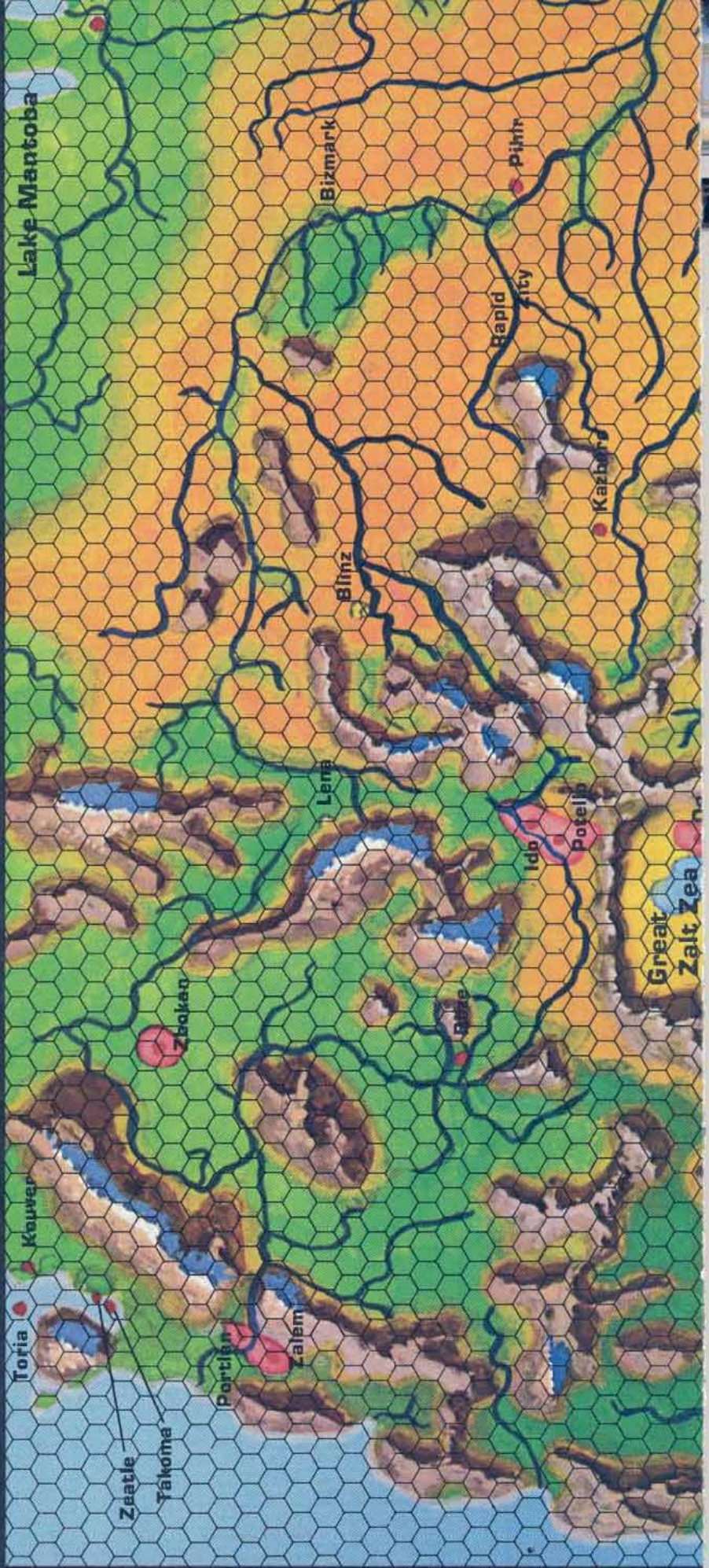


Lakes or Seas



Rivers





Clear
Forest
Hills
Marsh



Lake
Village
Town
City



Monastery
Installation
Deathlands



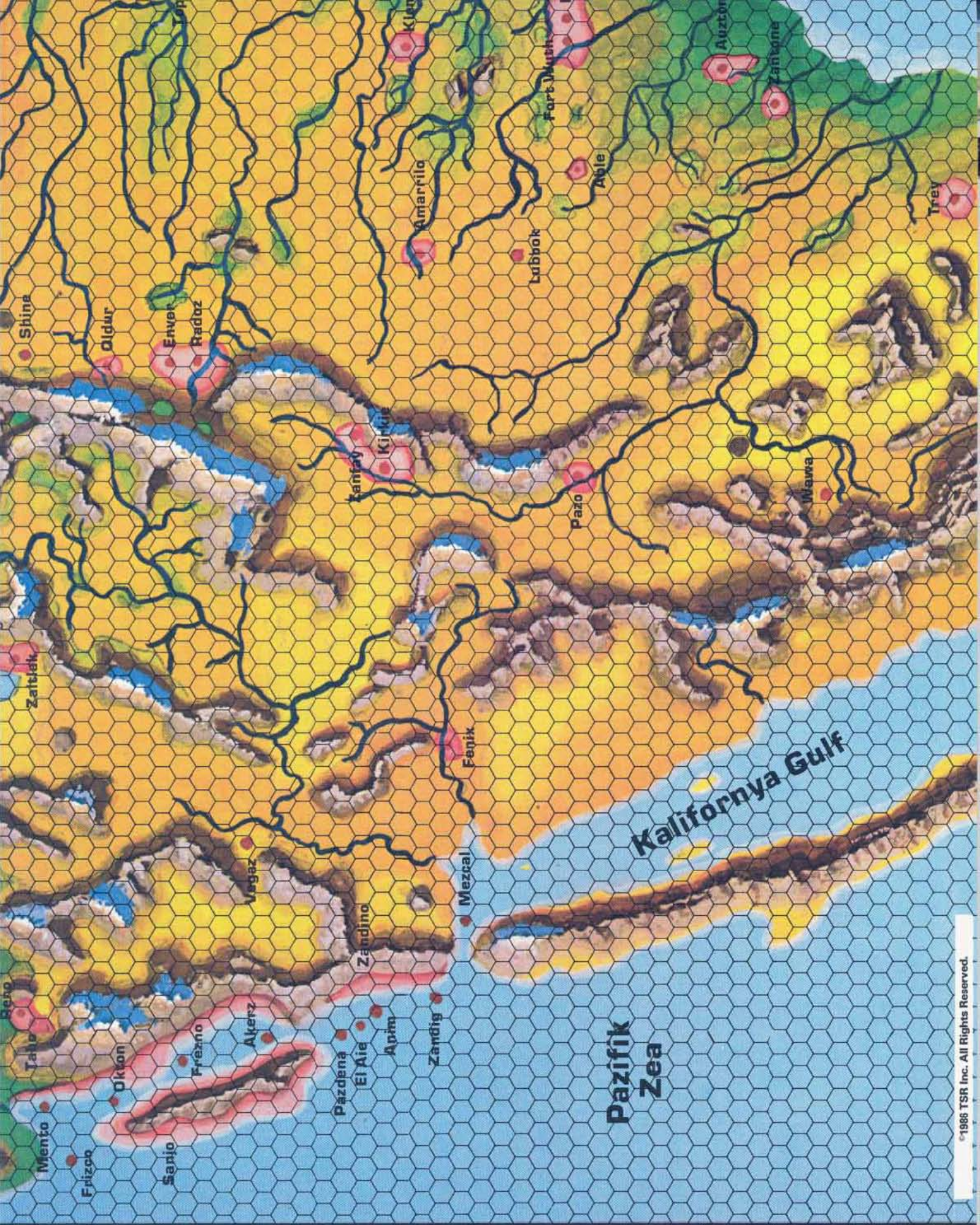
**Gulf of
Mecksgo**

**Lantik
Zea**



0 44 88 132 176 220 264
Scale = 44 KILOMETERS
PER HEX

7010XX0701



Mento
Frizco

Tabo
Dikon

Serjo
Frezno

Zaitiak

Shina
Oldur

Enver
Radaz

Klar

Amarilo

Lubbok
Able

Fort Mouth
Auzton
Zantome
Trey

Pazdena
El Aie
Apim

Zandino
Zandig

Mezcal
Fenik

Kanfav
Kijok

Pazo

Wawa

**Pazifik
Zea**

Kaliforniya Gulf

The Unusual Awaits in

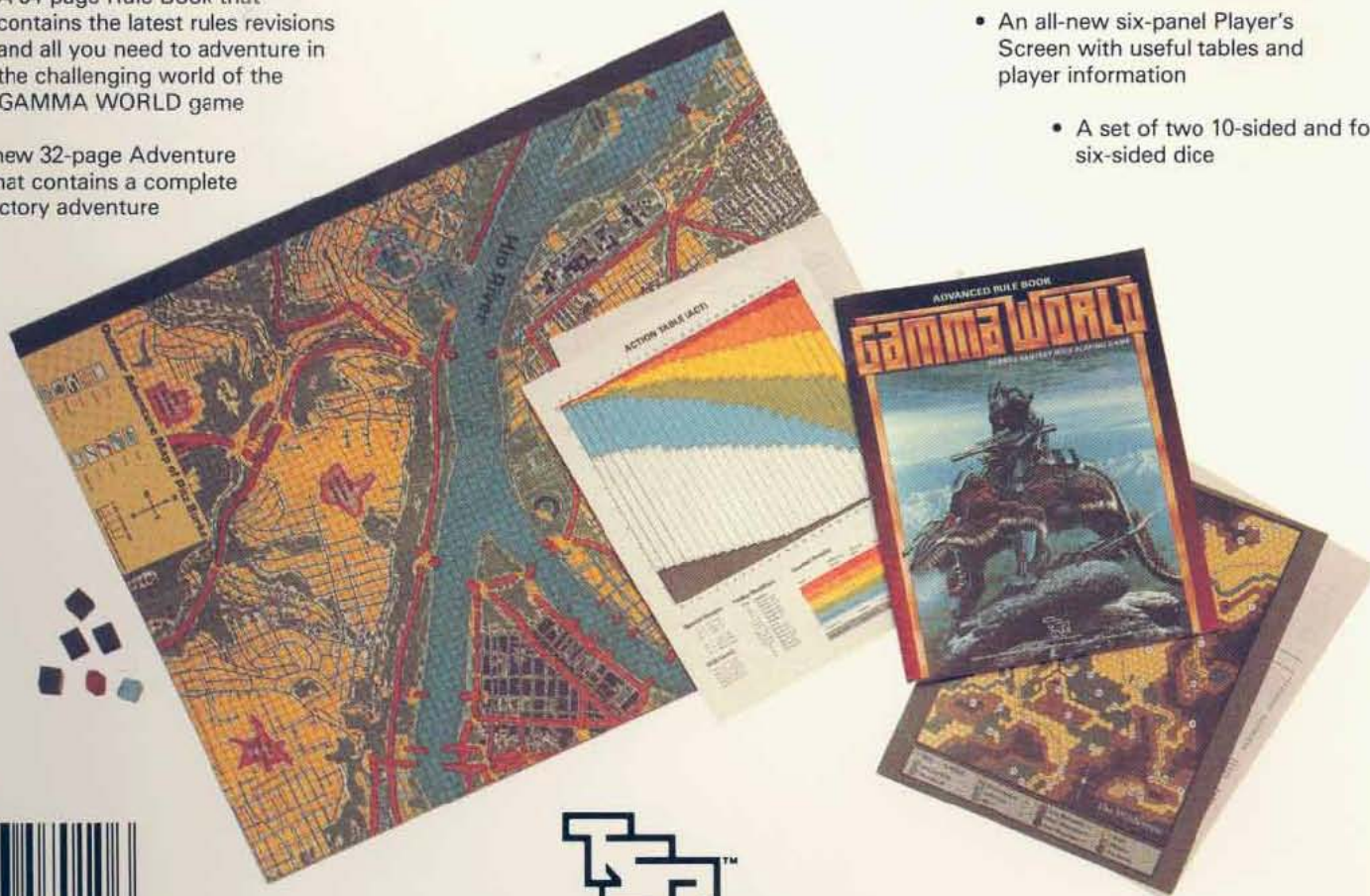
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SCIENCE FANTASY ROLE-PLAYING GAME

This revised version of TSR's popular GAMMA WORLD[®] game brings many innovations to this favorite of science fiction and fantasy gamers. A streamlined action resolution system is introduced for faster, more exciting play. For the first time, GAMMA WORLD game characters can improve their abilities with the level advancement system contained in this edition. A new type of player character race, intelligent plants, is made available to players in this latest version of the GAMMA WORLD game.

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- A Reference Book of creatures, appendices, and instructions for designing your own adventures and campaigns
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6



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