

# GAMMA ZINE



A Fanzine supporting early post-apocalyptic, science-fantasy RPGs—  
specifically, First Edition *Gamma World* (by TSR).

## Reaching Farther—A Note from the Fanzine Creator

I had hoped to get the second issue of this fanzine out by the end of 2019 but it just didn't happen, mainly due to the completion of two other series of books. Then, when I heard that the Zine Quest initiative was returning for a second year, I decided that this issue would be my contribution to that 2020 project.

The great part about having a loose timetable for release is that it allowed me to work on the material sporadically, even complete large portions of it long before the book's launch. That's what ended up happening—most of the material was completed in mid- to late-2019. Only this introduction was written in 2020.

So, what's new in this issue? Besides having an extensive interview with none other than Luke Gyga, I've decided to add science-fantasy and science-fiction themes that fell outside the first issue's heavy post-apocalyptic setting. In this issue, you'll find a science-fiction short story and an adventure that is suitable for any generic sci-fi RPG system.

The same great categories of content have continued in the second issue: new artifacts, weird monsters, mini-adventures, solution flowcharts, and short stories are all once again found in these pages.

—Thom Wilson

### — Issue #2 Details —

Fanzine Sections	
Content	Page
Fanzine Creator Letter	1
Interview with Luke Gyga	2-4
Horrors of the Wasteland	5-6
Class Option	7
Artifacts of the Ancients	8-9
The Millionaire's Vault (Adv #1)	10-14
The Hunted, Chapter 2	14-16
Paradise Island (Adv #2)	16-22
Journey of a Lifetime, Prologue	23-26
Solution Flowcharts	27-28
Rescue! (Adv #3)	29-35
Information / Comic	36

## GAMMA ZINE

Issue #2 — February, 2020

v2n1

Completed: January 30th, 2020

Created by: Thom Wilson

Content by: Thom Wilson

Font Cover Illustration: Je Shields

Back Cover Illustration: Je Shields

Logo: Thom Wilson

Comic: Travis Hanson

Interior Art: Je Shields, Joey Docil, Forge

Studios, Dean Spencer, Luigi Castellani,

Skortched Ur' Studios

Cartography: Dyson Logos (pg. 10, 17),

IronSpine (pg. 30)

Editor: Joshua Newey

Upcoming Issues:

#3 — late 2020



1st printing — PoD edition

## An Interview with Luke Gyga

We are fortunate to have Luke Gyga, co-creator of *Legion of Gold*, as our interviewee for the second issue of *Gamma Zine*! Imagine my excitement and pleasure when he agreed to an interview! I hope you find it as fascinating as I did.

*Gamma Zine*—How did you get involved with the iconic *Gamma World* adventure, the *Legion of Gold*? What part did you play in the development of *Legion of Gold*? Did you write particular sections or design areas of the adventure?

*Luke Gyga*—I was about 9 or maybe 10 years old at the time. I watched an episode of *Super Friends* that had some villains that glowed a bright yellow/gold color and smashed through walls in the episode. So, I went to my dad and told him that there should be some tough bad guys in glowing armor for the adventure he was working on. That started a conversation wherein we fleshed out some ideas that made it into the main adventure in *Legion of Gold*. *GW* was fairly new and I think he was trying to set up a basic intro adventure with a home base for people to operate out of, much like a T1 or B2 (probably more so the latter). The characters in the game are based on real people. For example, Jemmas the Warder is Jim Ward and Ydal Eilffik is based on Kiffie Scott of *TSR*. So, as he does with much of his work, Dad was drawing on the things in his everyday life and morphing it to a

fantastical story. I remember looking over the map of SE Wisconsin with him as he plotted out the adventure area. The Barony of Horn was meant to be a post-apocalyptic Elkhorn, Wisconsin, which is where Jemmas—I mean Jim—lived. He even based the maps and landmarks of that area on the places around where he lived and worked. This is made pretty apparent by hints like Great Mitchigoom (Lake Michigan), Rocky Ford (Rockford), and Deerld (Deerfield).

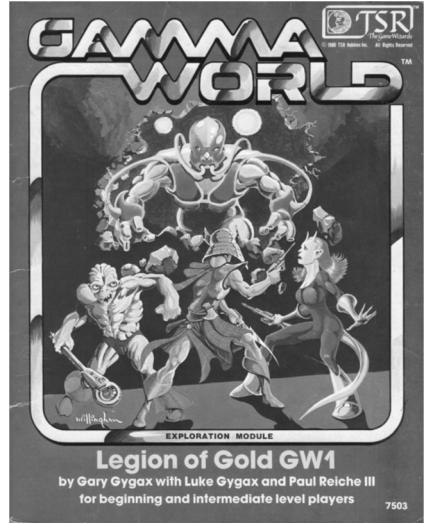
As I stated, I was about 10 years old. I didn't write any of the text for this module. I discussed the ideas and, in conjunction with my dad, created the overarching story. I only have a "with credit" for the module since I was too young to write the encounters and such. It was a fun and wonderful learning experience for a young man, and I appreciate my father doing that for me.

*GZ*—How was it working with your father on the adventure?

*LG*—I spent much of my free time hanging out with my dad. He was my best friend and I greatly enjoyed talking to him about games and gaming. I would typically get back from school about 4PM, then I'd sit in his study in a big comfy leather chair while he sat at his desk typing on an old typewriter. I would look at *D&D* manuals or read through the stuff he was writing. For the project my dad simply talked to me and got my opinions and feedback before capturing the ideas in writing.

GZ—Your father was known for his *D&D* and *AD&D* work. How is it that he came to develop a *Gamma World* adventure? Do you remember what his thoughts were on the system?

LG—James M. Ward was one of the early players in Dad's games, and when he asked my dad about a science-fiction version of *D&D*, my dad said, "I don't have time Jim, why don't you write it." And so, Jim wrote *Metamorphosis Alpha* (*MA*), the first SF RPG, in 1976. That is one of my favorite games of all time, especially when GMed by Mr. Ward. My dad had the *D&D* group find a portal that took them to the Starship *Warden* and handed off the GM chair to Jim while they played. They did so well that they formed a group called the Vigilists that became quite powerful in the starship. So my dad and the rest of the gang were all familiar with and enjoyed SF RPGs. In 1978, TSR wanted a game based on a post apocalyptic Earth, something like *Hiero's Journey* by Sterling Lannier. And so Jim developed *Gamma World* (*GW*), which drew significant inspiration from *MA*. My dad wanted to make *GW* another strong product line and so he put some effort into developing the beginning of a setting for people to base their *GW* adventures with *GW1*. Of course, *D&D* was by far the highest grossing product, and he wasn't able to make multiple *GW* modules and accessories. The business was growing at a furious pace and his role as President and/or CEO was, at vari-



*Legion of Gold cover, art by Bill Willingham*

ous points, taking more and more of his time.

GZ—Did you have any part in picking the cover art for the book?

LG—Yes! I told my dad that the bad guys had powered armor that glowed yellow and they could crash through the walls! And that's what we have on the cover. I didn't do any art production or anything like that.

GZ—Does *Gamma World* have any presence at Gary Con? Are there any games of *Gamma World* played there each year?

LG—We play all kinds of games at Gary Con, from the newest editions of games such as *D&D 5e* and *Pathfinder 2e* to a whole series of games called *The Legends of Wargaming* that includes *OD&D* and miniatures war game scenarios from the '60s and '70s. Certainly, *Gamma World* is often played at Gary Con, as well as *MA*,

sometimes run by James M. Ward himself. I have always enjoyed both systems and welcome them wholeheartedly.

GZ—Anything you'd like to share about the upcoming Gary Con?

LG—Gary Con is growing by leaps and bounds each year. I am very proud to be able to continue my father's legacy and be the public face of the Gygax family at Gary Con. We are so fortunate to have the support of so many great guests, from the founders of the industry like Tim Kask, Jim Ward, Jeff Perren, Dave Wesely and Dave Megarry to current designers such as Jason Bulmahn, Mike Mearls, Stephen Chenault, just to name a few. As I said above we have anything from *Braunstein* or *Chainmail* miniatures to *D&D 5e* and everything in between. We have expanded our vendor hall for 2020 and increased the gaming space as well. We will have Adventurer's League, Pathfinder Society, You Too Can Cthulhu, Legends of War-gaming, Historical Miniatures Gaming Society and a new live action event called the Role Play Experience. Gary Con XII will be held March 26-29, 2020 at the Grand Geneva Resort and Spa in Lake Geneva, WI. If you want to find out more go to GaryCon.com.

GZ—Are you working on anything exciting these days?

LG—The explosion in popularity that *D&D* has seen over the past couple years has been amazing, and has created a lot of opportunities for

people. My primary job is as a member of the California Army National Guard full-time. So, operating Gary Con takes up most of my spare time. However, I started a streaming event called *Founders & Legends* where I get together with friends and play *D&D* and talk about the history and impact of the game. You can find some episodes on my YouTube channel. I also recently finished a Kickstarter for *The Lost City of Gaxmoor*, a sandbox adventure that I co-authored with my brother, Ernie, back in 2001. My dad play tested that with us and gave us some tips on the overall design. Anyways, that closed about mid-September 2019, but you may be able to order a copy through backerkit by looking for *The Lost City of Gaxmoor 5e*. I plan on following up with a release of my *Blighted Lands* modules that I wrote for the Gary Con Open Tournament a few years ago. I think those will be very exciting for people to read and play.

*Thank you for your time and your work on Legion of Gold, Luke Gygax!*



## New Horrors from the Wasteland

Although there are plenty of horrific and dangerous creatures found in post-apocalyptic guidebooks and materials, a GM can always use a few more. Enjoy this issue's new horrors!

### Chog

Not all species of canines have succumbed to the wasteland's challenging environments. Many have adapted and mutated to thrive within its harsh climates. The Chog is one of those creatures—a dog that can be found within mostly uninhabitable radioactive zones. They have little to no hair and exhibit black and red burns across their pale skin.

They are highly resistant to radiation (unaffected by levels under 18), yet their bite carries the same radioactive poison they are often immune to. The level of radiation in the Chog's

bite is dependent on the severity of their habitat. If a Chog lives in and around a radiated area with an intensity level of 12, their bite shares that intensity. Additionally, each bite from a Chog deals 1d6 damage to their target.

Due to their high resistance to radiation, Chogs are often found in heavily radiated areas and have few predators within those zones.

#### Chog

**No. Appearing:** 1-4

**Armor Class:** 7

**Movement:** 16

**Hit Dice:** 2

**DEX:** 16

*+1 initiative*



Joey Docil

## Dizard

Mutations and cross-breeding between species is not unusual within post-apocalyptic wastelands or on uninhabited planets. Many species survive only if they inherit the strengths of other creatures. The Dizard, with its endurance of harsh climates and diminishing sustenance, is one such creature.

The Dizard has the head of a lizard on the body of a hairless dog. Each foot has razor-sharp claws and its tail has limited prehensile capabilities. The skin of the creature is reptilian and provides great resistance to sun and heat. Fire damage is reduced by half and regular damage is reduced by one point.

They rarely grow past 40 pounds, with the average Dizard about half that weight.

### Dizard

**No. Appearing:** 2–8

**Armor Class:** 5

**Movement:** 18

**Hit Dice:** 1

**DEX:** 17

*+2 initiative*

Although small and somewhat fragile, the Dizard can deal tremendous damage to unwary victims. The Dizard may attack three times per combat round, dealing 1d4 damage with each of its two front claws and 1d6 damage with a ferocious bite.

If all three attacks by a Dizard are successful in the same combat round against a singular target, it wraps its prehensile tail around the legs of the victim to prevent it from fleeing. A captured victim must succeed on a competing 1d20 to break free (e.g. the GM and player both roll a 1d20—if the GM wins the roll, the Dizard maintains its lock on its prey for another combat round).

The skin of the Dizard is highly prized and makes for sturdy clothing or tenting. When clothing made from a Dizard skin is worn, the wearer gains limited fire resistance (GM decision).



*Je Shields*

## Class Option—The Wasteland Blacksmith

Not every post-apocalyptic RPG system utilizes classes—even *First Edition Gamma World* skips the concept of classes altogether. However, some players like the idea of a class or having class benefits to go along with their level progressions. In this issue, we introduce another class for your consideration: the **Wasteland Blacksmith**.

Able to craft items from junk and scraps, the wasteland blacksmith has an eye for value and a talent for innovation. While the Artificer (from the previous issue) focuses primarily on lost and hidden technology, the wasteland blacksmith envisions creations from common materials. Rusted steel, scrap leather, copper wire, plastic poles, and other items all have value to the class. The character can create basic weapons, ammunition, and armor from pieces and parts that most scavengers may skip.

After several years of apprenticeship under another blacksmith, the character becomes proficient in crafting and repairing basic weapons and armor. With each level gained, the wasteland blacksmith becomes more proficient in their abilities (see the chart in the next column).

The wasteland blacksmith gains half experience from combat but gains 50 XP \* skill level for each item created/ repaired. For example, repairing a WC3 sword is  $50*2=100$  XP (the skill is gained at level 2). Repairing a WC11 item would give 500 XP (a skill gained at level 10).



Je Shields

Note that “levels” can be the number of times a bonus was awarded on the experience bonus matrix or by some other incremental advancement method determined by the GM.

Level	Proficiency
1	Repair fur/skin armors
2	Create/repair WC 1, 2, 3 weapons
3	Create fur/skin armor, repair hide armor
4	Create hide armor
5	Create/repair WC 8 or 9 weapons
6	Repair plastic or plate armor
7	Create WC 10 ammunition
8	Create plate armor
9	Repair alloy armor
10	Repair any other WC weapon

Proficiency chart



## Artifacts of the Ancients

In the last issue, we focused heavily on artifacts developed to injure, maim, and kill foes. What you'll find in the section below is old technology used to support characters and groups.

### Stimpack Drone

Controlled remotely, the Stimpack Drone can be flown short distances to deliver one or more Stimpack doses (it can carry up to four) to a fallen friend. The drone can be programmed to follow its user, or flown manually using a small remote control. The drone can be flown up to 200 feet in the air and a distance (from the remote) of 1,000 feet. Sophisticated versions are outfitted with a small camera screen that enables "blind" flight.

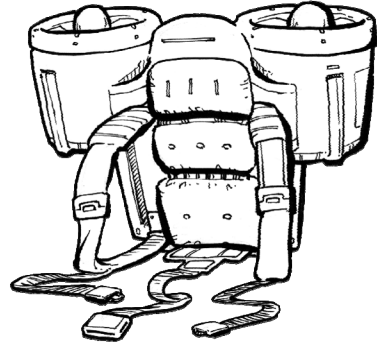
Nefarious bandits and wasteland scourge have been known to retrofit the drones to instead deliver doses of radiation or poison to unsuspecting victims. The outer shell of the drone has an Armor Class of 3.

### Stimpack Drone

**Use:** administer Stimpack

**Power Source:** Hydrogen Cell

**Battery Life:** 30 minutes



*Je Shields*

### Hop-pack

Unlike a jetpack, the hop-pack provides short bursts of vertical flight at a single speed. Using twin fan-blades that have but one speed, the wearer can gain a lift of 10 feet per second for up to 10 seconds before the hop-pack enters cooldown mode.

The twin blades can be angled from their default 90 degrees to 67.5 degrees to provide a less vertical jump.

Hop-packs are notorious energy cell consumers—a hydrogen cell is expended after only 180 seconds of flight total.

### Hop-pack

**Use:** quick burst of flight

**Power Source:** Hydrogen Cell

**Battery Life:** 180 seconds



*Je Shields*

## Survivor Armband

Made from woven material and leather, this multipurpose armband is fitted with ancient technology that includes a removable tracker beacon, health monitor, and geographical recorder.

When the removable tacker beacon is placed on an object, the armband's computer can show its location on the monitor and assist in navigating safely to its location. The tracker beacon has a range of 10 miles.

While worn, the armband computer can monitor the wearer's health, including heart rate, respiration, and pulse. It can also detect chemicals in the air including radiation.

The wearer can also record their travel with the armband's computer, allowing it to map the area in 3D. The recording can be played at any time to review the last two hours of travel. Once the recorder is full (120 minutes), it stops recording.

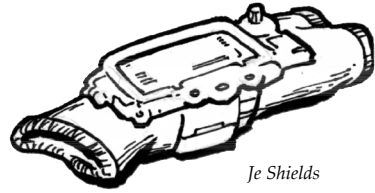
A panel on the underside of the armband can be placed in the sun to recharge the unit's Solar Cell. Each four hours of solar charging will provide 24 hours of armband use. No more than 48 hours of charging can be stored at one time.

### Survivor Armband

**Use:** monitor and record

**Power Source:** Solar Cell

**Battery Life:** 48 hours



*Je Shields*

## Collapsible Axe

Useful as a weapon or wood-chopping device, the collapsible axe can be folded four times down to a small size for easy storage or hidden transport. When used, the four hinged parts can be firmly locked.

Used in combat, the axe will deal 1d6 damage to small or medium targets and 1d4 damage to larger foes. It cannot be thrown. However, it can sometimes slip past shields or around corners if the weapon is used in its unlocked state. When unlocked, the weapon has a weapon class (WC) of 6 but is -1 to hit.

Variations of the collapsible axe have been found to have a chemical cell powered thruster that allows the axe to swing without requiring arm movement.

### Collapsible Axe

**Use:** weapon, chop wood

**Power Source:** none

**Weapon Class:** 2 or 6

**Damage:** 1d6/1d4



*Je Shields*

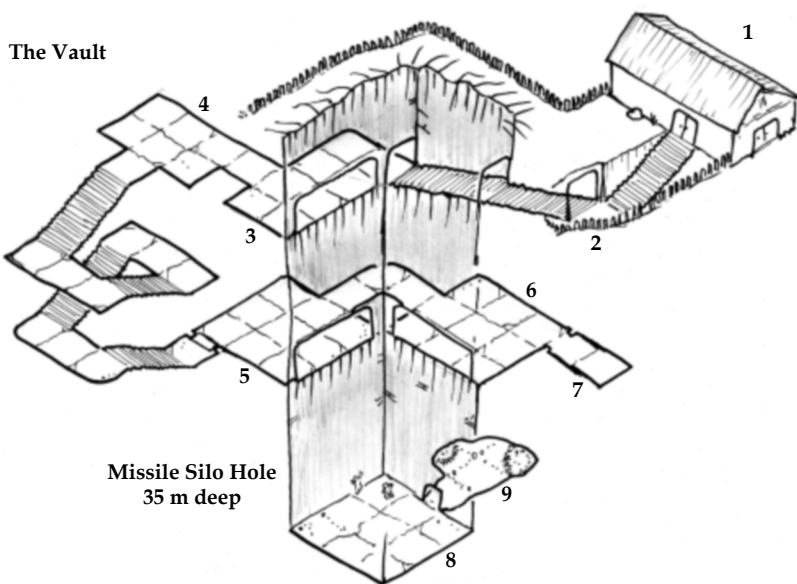
## Adventure #1—The Millionaire’s Vault

**Background:** An abandoned pre-war military bunker was purchased by a millionaire who hoped to hide many of his prized possessions from lawless survivors. A massive hole in the ground remained after the military removed the missile silo and equipment from the installation. The barn and razor-wire fence was erected after the vault was completed.

**Detailed Background:** The remote location, coupled with the rumor of deadly security within the vault, have left it nearly untouched after many years. The former owner, long dead, stored many of his most valuable possessions within the well-protected lower levels. Exquisite wines, gold bricks, and ancient weaponry are but a few of the tempting

prizes in the bowels of the silo hole. The legend of the “Curall Elixir”, supposedly found within the installation, often lures scavengers to the deadly depths of the millionaire’s vault.

**General Area:** A large two-story barn sits within the center of a dense forest. Trees and shrubbery have grown all around the area and obscure the barn and surrounding fence from view unless characters are within 10 meters. The fence is covered with three layers of stainless steel razor-wire, which makes climbing the obstruction both challenging and dangerous. Two sets of double doors provide access to the barn. Otherwise, there are no other entry points (no windows or openings can be found).



A large, 10-meter-wide hole in the ground near the barn descends over 35 meters. The sides are sheer and lack footholds except where numbered areas open into the hole itself.

**1. The Barn.** The exterior doors are double-locked—two chains with a rusty padlock secure the doors and a hidden card reader both disables an inner lock and secret trap.

**Open Padlock:** Roll under half Intelligence (1d20)

**Break Chains:** Roll under half Physical Strength (1d20)

**Open Security Lock:** Artifact Use check (use Issue #1 flowcharts)

**Find/Disable Trap:** Roll under half Intelligence (1d20)

If triggered, the trap emits a toxic gas from above the door that covers an area of 5 cubic meters. Those within the affected area must make a roll under Constitution (on a d20) or suffer taking one quarter of their total maximum hit points in poisonous fungal and mold damage. If respiratory protection is in use, no damage is suffered.

Once inside, the barn is full of old, rusty farm equipment and machinery. Simple tools still hang from hooks and pegs along the walls. The doors that lead to the hole are locked and barred from the inside.

**Open Inner Lock:** Roll under half Intelligence (1d20)

**Break Bar from Outside:** Roll under one quarter Physical Strength (1d20)

Some of the equipment components are salvageable—some metal parts are free of rust, rubber hoses are uncracked, and leather seats to machinery have useable sections left.

The second story was once used for hay—the area is now empty save for a hibernating **Obb**. If characters are quiet, the Obb will not awaken.

**(1) Obb:** AC 10, HD 12, HP: 48, MV: 1 (ground)/15 (flying), Attacks: radiation blast (Intensity 16), two claws (3d6 damage each), MS 12, resistance to radiation. *Mutated fungus resembling a 1m long bat.*

**The Hole.** Square and over 10 meters in diameter, the former silo has a depth of 35 meters. All the military components were stripped from the facility before it was abandoned.

The millionaire built a barn over the hidden entrance to the facility, and constructed new stairs into the hole. Several rooms in the silo once had thick shielding and impenetrable glass to allow workers a view into the silo. The walls were removed, leaving wide openings into the hole.

The barn stairs lead directly to area 2 before turning more steeply downward.



**2. Trapped Corner.** The only corner to the stairs into the old silo has been rigged with a fire trap. A wide pressure plate in the landing between staircases triggers a dozen wall-nodules to emit a momentary burst of intense flame.

**Find/Disable Trap:** Roll under half Intelligence (1d20)

**Avoid Trap:** Roll under half Dexterity (1d20)

**Trap Damage:** 2d8 and 1d8 every few seconds thereafter

**3. Storage Room.** Smaller farm equipment, rusty tools, and construction supplies are piled under weathered tarps in various locations of the room. There is a 10% chance that 1d4 hand tools are free of rust. Additionally, a well-hidden **pre-war shotgun** and a **box of 20 .410 shells** (birdshot) can be found under one of the tarps.

The wall adjacent to the silo is completely open. Clumsy characters could fall into the silo if they move about the edge carelessly.

Pre-War, **Bird-Hunting Shotgun**, Stevens Model 555, .410 gauge. Over/under style. Weapon holds two rounds of .410 gauge ammunition. Damage is 4d6 within 5 meters, reduced 1d6 damage every 5 meters. *Must pass an artifact check to use.*

The room was once used as a guard station for the silo. Remnants of canvas and aluminum poles for bunks, and the rotting remains of footlockers will hint to the room's original purpose.



*Dean Spencer*

**4. Root Cellar.** Hundreds of shelves filled with wooden crates, moldy burlap sacks, and empty wine and beer bottles fill the room on two sides and within the center. A close inspection of the area will reveal that equipment once lined the walls (behind the shelves). Wires, fittings, and metal components are still in several places in the wall. Knowledgeable characters may know this area was a control room for the silo.

After an hour-long search, characters will find a box filled with **six fully-charged Hydrogen energy cells**.

**5. Open Room.** This room was once filled with machinery and mechanical equipment that operated the silo doors and armaments. At first glance, the room appears empty. However, a **sentient mold** grows on the ceiling, patiently waiting for victims to wander below its position.

**(1) Sentient Mold:** AC 6, HD 6, HP: 24, MV: 0, Attacks: 5 meter spore burst (poison strength 10), MS 10 (*Repulsion Field* mutation), resistance to radiation, poison; vulnerable to fire. *A mold with mental abilities.*

**6. Wine Cellar.** Dozens of racks of wine bottles and casks make moving through this room a challenge for characters. There is a 1d6% chance that a bottle pulled from a rack will contain a vintage, drinkable wine. Each sealed bottle will be worth 1d100 gold pieces. If the entire room is searched for at least six hours, characters should find 1d6+4 good bottles of wine. None of the casks have survived—their contents are spoiled.

A secret latch behind a wine rack will open the secret door to area 7.

**Find Secret Latch:** Roll under half Intelligence (1d20)

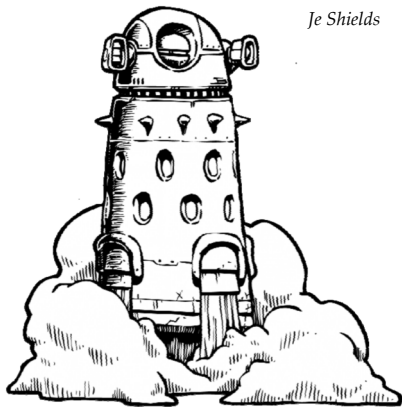
**Operate Secret Door Latch:** Roll under half Intelligence and Dexterity

**7. Secret Vault.** The millionaire created a small vault behind a wine rack to hide his most valuable possessions. Although he removed many before he passed, several interesting items remain. However, a **robotic unit** protects the vault from intruders, attacking any who enter without authorization.

**(1) Security Robot:** AC 1, HD 10, HP: 40, MV: 10, Attacks: two lasers (WC13, 5d6 damage each), 1 grenade launcher (tear gas). Loaded up with three Hydrogen cells (20 laser shots plus power) and four grenades.

The security unit will only fire grenades to clear the vault of foes. It cannot move up or down stairs.

*Je Shields*



Two chests, a cabinet, and a small steel box are found behind the security robot station. The smaller chest is filled with **gold bricks** (40, each worth 100 gp). The largest chest contains twenty bottles of fine, award-winning wine (each worth 250 gp). The cabinet holds 1d4+1 ancient weapons (e.g. shotguns, pistols, rifles) and at least two full boxes of ammunition for each weapon.

The small steel box safely protects the millionaire's greatest treasure: the **Curall Elixir**. A single sip from this mysterious liquid has the same effects as a full Sustenance, Cur-in, Accelera, and Anti-Radiation dose combined. The small container has 1d4 sips remaining.



*Dean Spencer*

**8. Silo Floor.** The bottom floor of the silo is littered with debris, bones, and refuse. Remnants of military schematics and instructions are peeling from the walls. A few rungs of a wall ladder are partially rusted and intact, but the rest of the rungs are missing.

A hole in one of the walls is different than the rest of the facility's architecture—the stone and dirt appear to be dug through by some large-clawed creature.

**9. Giant Ant Lair.** Mutated ants have made their home in the bottom of the silo, having dug numerous tunnels underneath the forest and surrounding area. 3d6 **Giant Ants** will pour from the hole if disturbed to protect their egg nest.

**(3d6) Giant Ants:** AC 6, HD 2, HP: 10, MV: 15, Attacks: Bite (WC3, 1d6 damage). Moderately resistant to radiation, poison. Climbs vertical surfaces. +1 to-hit near their eggs.

## The Hunted, Chapter 2

*Read Chapter 1 in Issue #1*

*In the last chapter, Whyla and her faithful companion Arnold, a cybernetically-enhanced canine, took their final stand against six pursuing raiders. After dispatching four raiders with a fragmentation grenade, she contemplates how to handle the two remaining men, one of which possesses a great artifact, a high-powered long rifle.*

The young girl checks her old revolver once again, ensuring the final round is chambered correctly. Looking up, she assesses the situation beyond her hiding spot. The crawling, disfigured raider still pleads with the remaining man from his crew, a scout with a long rifle strapped to the back of his pre-war motorbike. Leaning back against his bike, the three-eyed mutant chuckles at his former boss, mocking him and his missing limbs.

"Looks like you got yourself into a bit of a problem, Boss," laughs the amused scout. "I'm not sure I can help with those missing parts of

yours. Plus, we got only one bike left. Yours is done for."

Bloody foam spills from the crawling raider's mouth as he attempts to utter his last words. Out of strength and breath, the maimed raider halts his advancement and lays his head upon the hard, sun-scorched earth. His eyelids flutter a moment before they stop moving once and for all.

"Well, that's it for you, I guess," chuckles the slender mutant. "Let's see what you still have on you." He squats down to search the dead raider's pockets. He is at least five meters from his bike and rifle. With the mutant busy looting, Whyla knows that the time is ripe for her attack. The scout is momentarily distracted, giving her the advantage. She silently raises her hand up as she looks to Arnold. The dog is focused on her next command, knowing what comes next. Whyla brings her fist down in a hammering motion and within a fraction of a second, Arnold is off, his engineered leg muscles

instantly driving him to full speed. The dog tears around the crumbling wall before Whyla can stand.

Raising her pistol in front of her, Whyla runs to the corner of the building, turning to quickly advance on the raider. Arnold has already moved half the distance to the bike before the raider hears the sounds of pounding paws on the hard sand. Falling backward, he scrambles to his bike a few meters away.

Whyla runs hard to get within closer range but knows she'll have to stop to fire her revolver. With only one round left, she's taking an all-out gamble on her approach to the lone remaining raider. Her desire to finish the group that had been chasing her for days outweighs her typical tactics of safety and self-preservation. She needs to end this today.

Just as the biker reaches for his rifle, Arnold barrels into him. Although slender and wiry, the dog's reinforced steel frame and cybernetic implants place him close to 50 kilograms. With his inbound speed and weight, the dog pummels the biker to the ground before he can pull the rifle from its long case. Arnold ferociously bears down on the mutant's free arm, shattering bone and tearing skin with ease. Howling, the mutant tries to kick himself free of the dog.

The young girl slows to a jog within ten meters, hoping to calm her breathing and to find a better spot to take aim. Her dog and the mutant are rolling about in the sand, kicking

up dust and debris. Screaming and bone-crunching noises emanate from the rolling mass of the two locked combatants. She is unable to find a clear shot and instead continues to move forward, her gun raised.

A high-pitched wail pierces the air just as Arnold goes limp. Kicking himself free of the dog, the mutant stands, an electrical device clutched in his good hand. Just as he looks up, he hears the thundering explosion of an old revolver.

The bullet tears through the mutant's face, exiting the back of his misshapen head in a flurry of blood and gore. Dropping to his knees, his eyes display his misfortune for a mere second before the mutant pitches face forward to the ground.

Whyla sprints to her devoted companion, her dread and worry increasing with each footfall. Dropping to the dog's side, she checks him for damage. His eyes are black instead of their usual red, and his limbs are fixed and taught. No visible wounds are apparent—he looks to be deactivated. She pries the electrical device from the mutant's hand and examines it. It seems to be a knife handle without a blade. The crudely made and unique device appears to emit an energy pulse that affects electrical devices. The mutant must have short-circuited Arnold!

Moving back to her faithful dog, Whyla reaches for his power switch under his back leg. Although he is



flesh and blood throughout, his cybernetic brain and implants are controlled by a small power source within. Pressing the power button should restart the dog's modified brain and robotic components. However, pressing the button seems to do nothing. Arnold remains powered down, unable to recover from the electrical shock damage from the crude pulse device. Whyla's knowledge of the intricate workings of Arnold's power source is limited. Only one person knows the dog's configuration well enough to help and he's days away...

*Next time, how will Whyla help her faithful companion, Arnold?*



*Je Shields, cover illustration from GZI*

## Adventure #2—Paradise Island

**Background:** An island off the coast of the mainland, obscured by a radioactive fog, is assumed to be desolate and barren. Locals have sarcastically nicknamed the small land mass as “Paradise Island” due to its likely hazardous environs. However, the radiated mist off the mainland emanates from the water and doesn’t affect the island. A few tribes of pure strain humans and humanoids coexist on the small island, lucky enough to have good soil and clean water.

**Detailed Background:** Unfortunately for the hard-working islanders, their peaceful life has recently turned dangerous and desperate. Pirates have landed on the isle, driving several farmers from their prospering farms. The pirates have also encouraged a clan of Badders to help drive the locals from the island.

**Paradise Island:** A small landmass off the coast of the mainland, Paradise Island measures roughly a kilometer in length and half a kilometer in width. Rich, fertile soil and clean water provide a small number of inhabitants that live in one organized community and several small villages. Over a hundred pure strain humans and mutants live together. Most are farmers, hunters, or fishermen.

A radioactive mist (Intensity 15) lingers a quarter of a kilometer offshore, and is avoided by inhabitants of the island. Strong breezes and winds can move the mist to shore but reduce its intensity by half or less.

The mutated wildlife avoids the settlements and their residents, with

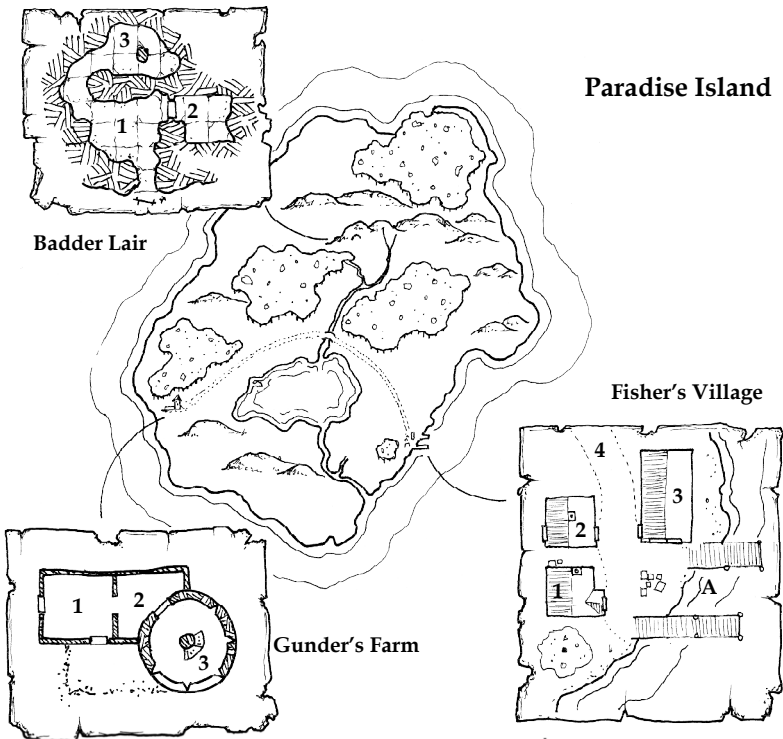
plenty of space to roam the island away from predators. Larger mutated creatures are generally not hunted by the island's residents and are left alone.

The island has several small forests, a few clusters of hills, and a large lake with relatively clean water. Two rivers move fresh water from the lake to the sea or the northern part of the island.

Although smaller villages are not shown on the map, they can be placed along forest edges, atop hills, or near rivers. There are no more than a dozen small settlements.

**Fisher's Village:** The largest settlement on the island, Fisher's Village has roughly half the island's population. Fishermen catch what they can from the polluted seas around island, finding one of every ten fish caught to be edible.

The village is run by a council made up of three elders: a mutant and two pure strain humans (see the table on the next page). The council will be looking for help to clear out the pirates and Badders in separate locations. The council will reward characters with a farm house and plot of land in the outskirts of the village.



**Paradise Island**

Elder	Race, Gender
Agwaa Three-eye	Mutant, Male
Innatassa	PSH, Female
Rubert Bruwn	PSH, Male

*Council Members*

**Area A, Docks:** The fishermen usually launch their boats from this location. However, characters will notice that several boats lie destroyed in the shallow waters here. The pirates have attacked the village several times, destroying most of the settlers' fishing boats.

Villagers keep watch for pirate raids by water from this location. Additionally, several settlers may be found here trying to salvage wood from the boats, hopeful that they can build new boats from what is left.

**GM Note:** Villagers will be very suspicious of newcomers arriving by land or sea. Use your system's rules for reactions as needed.

**Area 1, Elder House:** All three elders live within separate quarters in this two-story house. All are available for advice or assistance at any time. They are also responsible for traveling to other communities to discuss trade and any issues on the island.

One militiaman usually stands by the front entrance during daylight hours. He acts as both guard and messenger for the elders.

*Militiaman (1):* HP: 35; AC: 8; AT: crossbow (1d4, 120m), dagger (1d4); Move: 12; DEX 12.

All three elders are trusting once visitors prove they aren't threats. They will not hesitate to ask characters for assistance with their two problems (pirates and Badders).

**Area 2, Supplies:** Grak runs the village's lone supply shop. Most of the shelves in the shop are empty, but dozens of useful (and useless) pieces and parts from pre-war machines and gear sit upon dusty shelves. Locals care only for the single shelf at the front of the store; this holds necessary supplies for fishermen and farmers. Hooks, line, rods, pieces of netting, shovels, picks, baskets, and burlap bags are the main items for sale. There is a one in twenty chance that Grak may have an interesting component that the characters may find useful.

His son, Xraakk, has been trying to learn how to become a wasteland blacksmith (see page 7), and operates a crude smithy behind the supply shop. Xraakk would be considered to be level 2 in this trade.



*Dean Spencer*

**Area 3, Gathering Hole:** Locals will gather in this large building in the evenings to discuss island matters, share and trade equipment, and barter for crude alcoholic beverages. The owner of the establishment, Zipzap, makes a grainy brew that the locals have come to enjoy. The brew is expensive to make and Zipzap only makes a few barrels of it each year.

Zipzap may need to gather ingredients for his next season's brewing. He may ask the characters for help gathering these ingredients—once the greater threats have been dealt with, of course.

**Area 4, Road to the Lake:** Four militiamen watch this road for pirate attacks over land. Recently, several pirate scouting groups have come from the west, engaging farmers and villagers to test their strength.

**Militiamen (4):** HP: 55; AC: 8; AT: crossbow (1d4, 120m), short-sword (1d6); Move: 12; DEX 12.

**GM Note:** There are 1d4+1 additional militiamen guarding the village at all times. Another 1d6+1 fishermen and hunters are capable fighters.



Forge Studios

**Gunder's Farm:** Farmer Gunder-man was known for his prospering farm and employing many islanders. That was until the pirates landed and killed or drove settlers away from the farm. Gunder-man's farm is now the base of operations for the pirate clan that hopes to take the entire island for themselves.

When pirates attacked the farm, Gunder-man and his workers tried to fight them off. Unfortunately, Gunder-man and most of those that tried to resist were killed. His wife and several others fled into the nearby woods. All but Gunder-man's wife are still hiding there—the farmer's spouse has traveled to Fisher's Village to ask the elders for help.

**The Farm:** Wide swaths of farmland surround the house on three sides. Only the forest to the north provides any cover when approaching the farm. **Pirates** will see characters approaching from the west, east, and south. Several pirates patrol the fields, watchful for resistance and threats.

The fields are filled with stunted vegetables—corn, squash, beans, and cabbage seem to grow well but in a much smaller size. Additionally, Gunder-man had finally been able to grow grains in the eastern fields—small plots of wheat, barley, and hops are beginning to thrive.

The pirates are well-armed and will not hesitate to fire on any who approach. Unlike settlers, they have capable weaponry and good armor.

**Pirates (1d4+1):** HP: 50; AC: 8 or 4; AT: slug thrower, .38 caliber (2d6 stun damage, 20/40m), knife (1d4); Move: 15; DEX 13. Each pirate carries 4d4 rounds of .38 caliber ammunition. There is a 10% chance that each pirate carries a Tear Gas grenade. There is a 25% chance that each pirate may wear Sheath armor (otherwise, they wear furs and hides).

Not all the pirates may be in the same place when encountered. The noise of combat will likely bring the remaining pirates in a few rounds.

#### **Area 1, Farmhouse Common Area:**

This area was once used by Gunderman's family and workers for meals and socializing. The pirates have moved their cots and hammocks from their dilapidated ship to the farmhouse and have set them up in this room. **1d4 pirates** may be found here, sleeping or gambling. They are armed similarly to those found in the fields with the exception that one pirate may have a laser pistol instead of a slug thrower.

**Area 2, Converted Bedroom:** Gunderman's family bedroom has been converted to a treasure room and living quarters for the pirate's captain, **Nocked-Nose Karll**. Both doors to the area are locked with simple padlocks—only the captain has the key.

A large bed, wardrobe, and several trunks fill the small room. Each chest has an internal lock—a single key on a chain around the Captain's neck opens all of them.

Captain Karll is very fond of both his

silvered cutlass and his double-barreled shotgun. He tends to shoot first and asks questions second.

He has become very fond of the farm and living on land. He will fight to the death to keep his new acquisition.

**Captain Nock-Nosed Karll:** HP: 85; AC: 4; AT: cutlass (1d8), .12 gauge, double-barreled shotgun (see damage in weapon description below); Move: 15; DEX 15. Carries 10 rounds of 12 gauge ammunition, buck shot. Note that the captain despises mutants—he and his pirates are all pure strain humans.

Pre-War, **Double-barreled Shotgun**, Stoeger Uplander, .12 gauge. Side-by-side style. Weapon holds two rounds of .12 gauge ammunition. Damage is 4d6 within 5 meters, reduced 1d6 damage every 5 meters. *Must pass an artifact check to use.*

The chests are filled with the pirate's plunder. Gold coins, pre-war currency, security badges, ammunition, and weaponry are found in the containers.

Chest	Contents
1	Gold coins (250)
2	Gold and silver jewelry (4d4 pcs)
3	1d4+1 security badges (various levels), 150 Domars*
4	Pieces of hide armor
5	1d100 bullets of 1d4 types
6	1d6+1 assorted grenades
7	Spare parts of electronics
* or equivalent pre-war currency	

**Area 3, Storehouse:** Farmer Gunderman stored his surplus grains and vegetables in this two-floor storehouse. Unfortunately, the pirates have consumed more than half of the stores in a short period of time. Often, Farmer Gunderman would trade or sell his surplus to nearby settlers. There's been no surplus for some time now.

Bundles of wheat and barley, tubs of corn, crates of potatoes and squash, and pails of beans can still be found on the second floor in smaller quantities. The ground floor is mostly filled with empty containers.

**GM Note:** The remainder of the pirates will flee back to their ship if the captain is captured or slain.

**Badder Lair:** With the promise of food and advanced weaponry, a group of hostile Badders have chosen to assist the pirates in routing the rest of the settlers from Paradise Island. They fully intend on double-crossing the pirates after they have cleared the island, hoping to claim the entire space for themselves.

The Badders are led by a large, particularly aggressive badgeroid, Bwrak. He has no tolerance for cowardice or pleasantries, and leads his clan with fear and violence. Other tribes of Badders keep their distance from Bwrak's clan. Bwrak dreams of one day leading all the Badder tribes of the island.

The Badder's lair is found in a cave within the northern chain of hills near a swift-running river.



Forge Studios

1d4 Badders lurk near the opening to their lair, keeping well-hidden and out of sight until they can surprise unwary foes.

**Area 1, Main Living Area:** 1d6+1 male Badders are found here, building crude weapons or cooking. They defend their lair with incredible ferocity, gaining a bonus +1 to hit when fighting within their home.

**Badders (1d6+1):** HD: 6; HP: 30; AC: 4; AT: spear (1d6), knife (1d4), or bite (1d6); Move: 12; DEX 18. Mental Strength of 16, Empathy.

The creatures use a guttural language amongst themselves that is incomprehensible to non-Badders. If disarmed, the creatures will resort to biting enemies with their sharp teeth.

Piles of discarded gear from unwanted guests, farm tools from neighboring farms, and scraps of vegetables and sinewy meat can be found scattered throughout the Badders' living quarters. A couple of gold coins and 1d6+1 slug thrower rounds (.38 caliber) can also be found.

### **Area 2, Secured Females and Young:**

The Badders ensure the protection of their mates and young by keeping them behind a locked door in the underground lair. 1d4+6 females and twice that number of Badder young live in the secure area.

Badder males provide more than enough food for their growing offspring—this area has dozens of boxes and crates of vegetables and raw meat.

Females fight as viciously as their mates but have half as many hit points. They lack spears but can use small knives and their bites to attack.

### **Area 3, Bwrak the Badder-beast:**

Having gained his leadership position by single-handedly eliminating the former clan chief and all of his offspring, Bwrak rules firmly and often without control. He will be infuriated when he learns intruders have entered his lair. He will attack with reckless abandon, inspiring other Badders to fight equally hard. They get a +1 to hit in Bwrak's presence.

*Bwrak: HD: 8; HP: 45; AC: 4; AT: harpoon gun (2d6+1), knife (1d4+1), or bite (1d8); Move: 12; DEX 18. Mental Strength of 16, Empathy.*

Bwrak uses a harpoon gun that was given to him by the pirate captain, Karll. It takes a full two combat rounds to load, or one combat round if the operator has a Physical Strength of 17 or higher. The Badder has only three harpoons.

**Harpoon**, two-handed. Damage is 2d6+1 within 5 meters, reduced to 1d6+1 damage at 10 meters (maximum range). *Must pass an artifact check to use.*



Luigi Castellani



If Bwrak learns that the pirates have already been defeated or forced to leave the island, he may negotiate for peace with the characters and settlers of the island.

**Adventure Conclusion:** If the characters are successful in their efforts to remove the pirates from the farm and to stop the Badders from raiding and killing villagers in the northern part of the island, the council members of Fisher's Village will honor their promise of a reward. Whatever the pre-arranged reward, the council members may also sweeten the deal by offering the characters an old cabin and plot of land on the island. There's a good chance the council will want the tough characters around in case trouble returns.

## Opportunity of a Lifetime, Prologue

*Terra (Earth), sometime in the distant future...*

Gazing at his feet, he tried to recall the test interview questions. What had his professor asked about particle swarm optimization? Searching his mind for the answer, he drew forth nothing. Ornithology wasn't his strong suit. He looked up and scanned the waiting area. Twenty-three other grad students were waiting for their interview as well. He wondered how many of them knew how to respond to that question. He smiled, knowing that nearly of all them were probably biology and zoology majors, with months to prepare for this once-in-a-lifetime chance. Sure, he had taken the required class work in the general sciences like every other undergrad, but he hadn't specialized in any of the vertebrate sciences. He still felt that he was under-qualified for the position.

He remembered when his tech professor mentioned the internship to him. "Henry, this is a career-making opportunity. You should at least take the test." Professor Yates was an optimist, but his statement at least made Henry think about the possibility of an internship with the famous Dr. Martin Maxwell. "I can see you're thinking that you're less than qualified," the professor said. "Don't be. I have a feeling that Dr. Maxwell isn't looking for another xenologist or zoologist. He might be looking for someone with different skills."

Henry agreed to take the test, more out of curiosity than optimism.

Henry was surprised when he qualified for the interview; only two dozen applicants passed the full-day test. Had he known how involved the test was going to be, he might have skipped it. A twelve-hour ordeal covering intellectual, physical and psychological exams seemed a bit much, but it apparently worked to weed out all but the best potential candidates. Professor Yates didn't seem as surprised. "Your general knowledge of all sciences, practical thinking, problem solving and good physical health made up for your lack of deep zoological and biological proficiencies." When he asked the professor about preparing for the interview, Yates said he would work up several mock interview questionnaires. They would meet in the next few days and with only five days until the interview, Henry really had very little time to get ready.

"Jeffrey Dowd? Mr. Jeffrey M. Dowd?" The receptionist's sharp voice brought Henry back to the present. A young slender grad student stood up and moved to the receptionist's desk. Henry counted the remaining candidates—twenty left including himself. *This is going slowly*, he thought. He wondered how involved the questions were, and what scientific areas Dr. Maxwell would dig into. If he delved too deep into xenology or other alien sciences, Henry knew he would be in trouble.



He had researched the topic in the previous week extensively.

"No, the answer is *thermoethics*, Henry," Professor Yates calmly replied. He could see that Henry was tired, agitated and was answering questions without fully considering all possibilities. The young grad student had been through the gauntlet over the last five days, pushing his mind in preparation for the interview tomorrow. "Okay, let's take a break," the professor said in a reassuring voice. "We'll pick it back up in two hours, alright?" Henry nodded as he rose from his chair. He needed something to eat and a quick nap. His brain felt oversaturated like a wet sponge, losing more than it could retain. Answers were not coming quickly; he felt he was forcing answers when they weren't found. *Perhaps there is such a thing as over-preparing*, he thought as he walked toward the stairs to the dormitories.

Those five days had gone quickly, his long sessions with Professor Yates lasting into the early morning hours each day. The professor had prepared a multitude of interview questions, study topics, and ethical quandaries, hoping to prepare Henry for his interview. The professor still believed that Henry's best chance was a superficial knowledge of almost every scientific topic, rather than deep knowledge in the areas of xenology, zoology and biology, the areas of expertise of Dr. Maxwell. If the famous explorer needed only one other human aboard the experimental craft, the professor believed

that intern should have well-rounded knowledge of all things science rather than a complimentary deep expertise. Henry was starting to believe that the professor was right, but it was hard to focus after so many hours of study and drilling.

Upon entering his small dorm room, Henry slumped into his reading chair, letting his head fall back against the soft headrest. He badly needed sleep, but his mind was racing through the previous session's questions. He shook his head as if to clear it, but it didn't help. He could tell sleep deprivation was in play now. He was now at the point of diminishing returns. Setting his wrist alarm for 90 minutes, he drifted off to sleep.

A door slammed, and Henry looked quickly looked up from his seat in the waiting room. A red-faced grad student emerged from Dr. Maxwell's office, his fists balled at his sides. "Good luck, everyone!" he snarled as he strode through the area. As the exit door closed forcefully behind the frustrated candidate, the receptionist called out the next name. "Chien-Shiung Wu? Miss Chien-Shiung Wu?" Henry now noticed he was among the remaining thirteen candidates.

He wondered what had upset the previous candidate. Was it his lack of xenology knowledge? Or perhaps it was that he lacked answers to the explorer's hard questions? Whatever it was, Henry seriously doubted he would fare any better. He mentally

Reviewed the professor's background information about the internship and Dr. Maxwell. The famed xenobiologist had recently publicized his upcoming mission to unexplored space. An unknown sponsoring entity had built a new spacecraft for Maxwell, using an advanced prototype engine capable of traversing space and time faster than ever before. This coupled with the recent discovery of a wormhole on the edge of known space had created an incredible opportunity to discover and explore uncharted locales in foreign star systems. Dr. Maxwell had publicly announced the need for a single assistant as a paid internship aboard the *ISS Zenith*. The rest of the crew would be comprised of cybernetic units, most of which would be restricted to the interior of the vessel. When media sources asked Maxwell about the qualifications of the potential assistant, he was tight-lipped on the matter. He would only mention that the candidate must be a graduate student, and have a background in the sciences. Academics and media alike speculated about the qualifications of the candidate, debating between Dr. Maxwell's fields of study as a critical requirement or a more versatile science major with a complementary skill set. Either way, no one really knew what Dr. Maxwell was looking for in an assistant. He alone developed the tests to select the top twenty-four applicants.

"Gertrude Browne? Miss Gertrude Browne?" When Henry returned his focus to the reception area, he realiz-

ed that only he and three other applicants remained. *Am I going last?* he thought. He recognized the last candidate from his Advanced Chemistry class. She briefly noticed Henry as she walked to the office door, adding a quick wink at him. Henry nervously smiled back as she passed through the door into Maxwell's office. Looking at his watch, he realized he had been waiting for nearly four hours. *I'm last probably because I'm the least qualified,* Henry thought.

"I think you're about as ready as you can be, Henry," said Professor Yates in a reassuring tone. "We've covered everything on my list at least thrice." The exhausted graduate student nodded his head in agreement. Henry truly felt that he could not learn or remember another fact or tidbit of information without something previously known getting lost or replaced. It was like his computer hard drive was full, and he'd have to erase stored data to fit more on it.

"At this point, I just want to get the interview over with and to move on to my final year of studies," Henry revealed. "It's just so much information." Professor Yates gave the tired student his normal stern look.

"Don't sell yourself short, Henry. And by all means, go into that interview tomorrow morning with a little more optimism," warned Yates. Henry faked a smile and nodded his head.

\*\*\*\*\*

"Henry Williams? You're the only one left, so I assume that's you," asked the aging receptionist. Henry got up from his seat and walked over to her desk. He had been so deep in his thoughts that he hadn't heard the last two names called. "Dr. Maxwell is ready to see you now." Now that his time had come, Henry admitted to himself that he felt a bit excited to finally meet the science legend.

Henry entered the office of the acclaimed xenobiologist and was surprised by its size. He would have thought that the office would be larger for a man of such renown. Instead, it was small, simple space with little more than a desk, a few chairs, and a couple of computers. Several pictures adorned the walls, primarily of the doctor and his exploits to planets within Earth's solar system. Several paper maps were rolled up and leaned against a back wall.

Dr. Maxwell sat in his chair behind the desk, his eyes diverted toward an old paper file folder. Upon Henry's entry, he rose and greeted the student. "Ah, Henry is it? Welcome, please have a seat." Henry nodded and took the wooden chair before the desk.

"Well, it has been a long morning, hasn't it? I'm sorry that you've had to wait so long for your interview," stated Dr. Maxwell. "No one enjoys being last, and I'm sure you're no different in that regard."

The grad student smiled and replied, "Well, someone has to, I suppose. I'm just glad to finally get the chance

to talk to you, sir." Henry noticed that Dr. Maxwell was smiling as well, something that he hadn't seen in his reviews of digital press conferences and online lectures. The rather matter-of-fact scientist seemed to have vanished, and in his place was a pleasant and grinning man. Henry's confused look made Rasmussen laugh out loud, causing Henry to start.

"There is a reason you're last, Mr. Williams," laughed Maxwell. "Do you know why?"

Henry shook his head, his face displaying a mixture of confusion and pessimism. "I'm assuming I'm not qualified and you're ready for an early lunch?" offered Henry.

"Ha! Quite the opposite, young man. I simply left the best candidate for last!" exclaimed the explorer. "You scored the best in all my exams. Not necessarily the highest, but the most consistently high scores throughout all tests. The selection process is simple mathematics, really. And now that I've met you, even in this short time, I can see that we'd get along marvelously on our long journey."

The graduate student's face was a distorted mess, confusion and excitement taking turns with his features. Henry stuttered, "I am? I did? I'm selected?"

"Why yes, Henry. The internship is yours if you want it."

## Artifact Use (Solution) Flowcharts

As survivors scour the wasteland, they may encounter pre-war weaponry that does not rely on computers or electronics. Sometimes, these are simple gunpowder items that are rarely discovered in the ruins of small towns and abandoned farm houses. The following flowcharts help identify these types of items and their ammunitions.

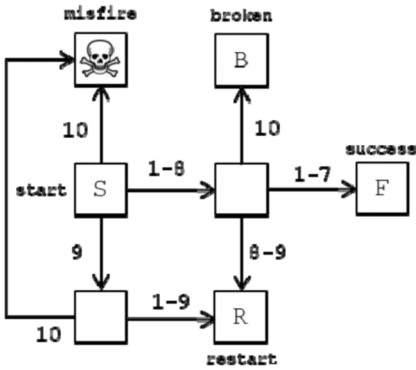


Chart A

### Identify Revolver

Chart A can be used for any firearm that has chambers or lacks a magazine or cartridge to store bullets.

A misfire does half the weapon damage to the character if they can roll under their Dexterity, or full damage if they fail their roll.

### Identify Semi-Automatic

Chart B can be used for any magazine- or cartridge-driven weapon.

A jammed weapon may take 1d20 minutes to unjam, minus the Intelligence bonus of the character. A misfire may release multiple rounds from the weapon at once, striking the character trying to identify the item or those nearby. Damage is halved if characters can roll under their Dexterity scores.

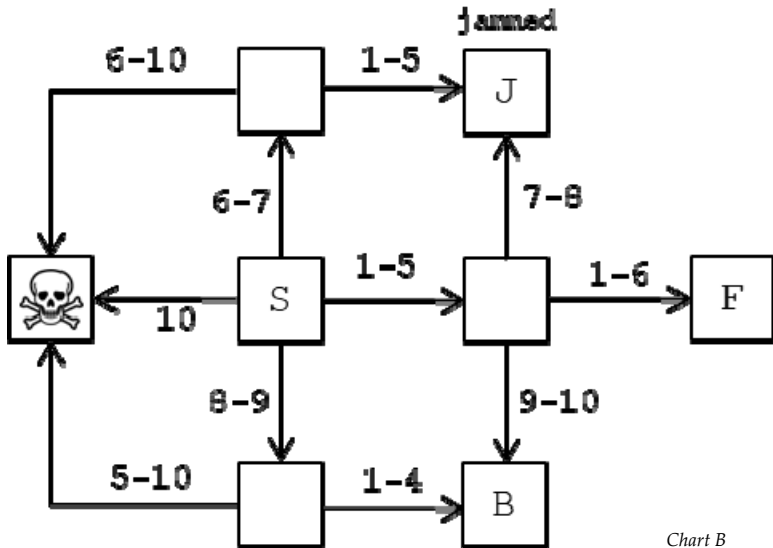


Chart B

## Identify Ammunition

Although some pre-war ammunitions looks the same, they are often different enough to cause problems with weapons. Not every character will realize that they are using the wrong ammunition in their weapon.

When 'misidentified' occurs (in Chart C), the character identifies the ammunition incorrectly (but assumes they are correct). An 'unsure' result requires a recheck in 1d4 hours.



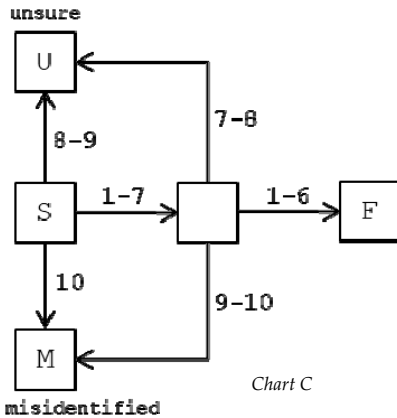
*Skortched Urf Studios*

## Advanced Ammunition

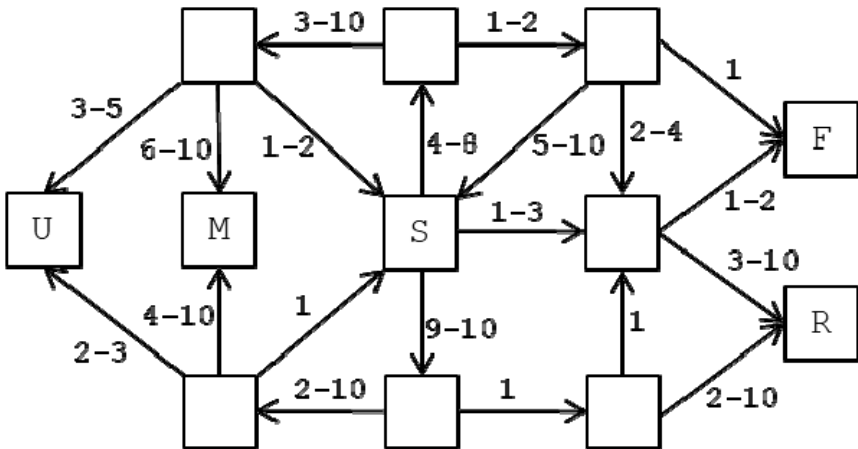
Rare ammunition or variants that fall outside of typical weaponry (e.g. belt-fed or one-of-a-kind) are generally more difficult to identify.

Chart D can be used when characters find more complex ammunition types or for ammunition previously never encountered.

Chart D and Chart C both share the same possible results of 'misidentified' and 'unsure'. However, a 'restart' result is found in the more complex chart.



*Chart C*



*Chart D*

## Adventure #3—Rescue!

**Adventure Use/Details:** Designed for science-fiction or post-apocalyptic settings, this adventure takes place in a sophisticated and secure facility with several well-armed guards. Characters should be experienced and well-equipped before venturing into the complex.

The basic idea of this adventure is a rescue of a captured individual. The held target could be a fellow character, a local settler, or a military or political figure of importance.

Note that first edition *GW* statistics will be included for fanzine consistency. Feel free to adapt these to your system of choice.

**Background:** A secure, underground bunker in a remote area is rumored to hold high-profile insurgents, criminals, and informants. Additionally, innocents are often captured and brought here for questioning. Some are eventually released while others are never seen again.

The Imperial Detention Block is staffed by well-trained, veteran soldiers who tend to shoot before asking questions. Inexperienced infiltrators quite frequently fall victim to the trigger-happy soldiers and violent mercenaries in the bunker.

Num	Staff
4	Soldiers, mainly Areas 3, 4, 10
6-10	Mercenaries, mainly Areas 4, 9
1	Detention Prime, Areas 7, 8

**Detailed Background:** The GM should determine an interesting reason for the rescue. Regardless of the reason, characters should plan a quick in-and-out mission, avoiding the facility's trained staff, unless they're up for several intense and violent fire-fights.

The Imperial Detention Block has been in operation for many years, detaining and incarcerating both notable and insignificant figures. A dozen soldiers and mercenaries keep the facility running smoothly and without incident. A single Detention Prime acts as the facility's superior and leader.

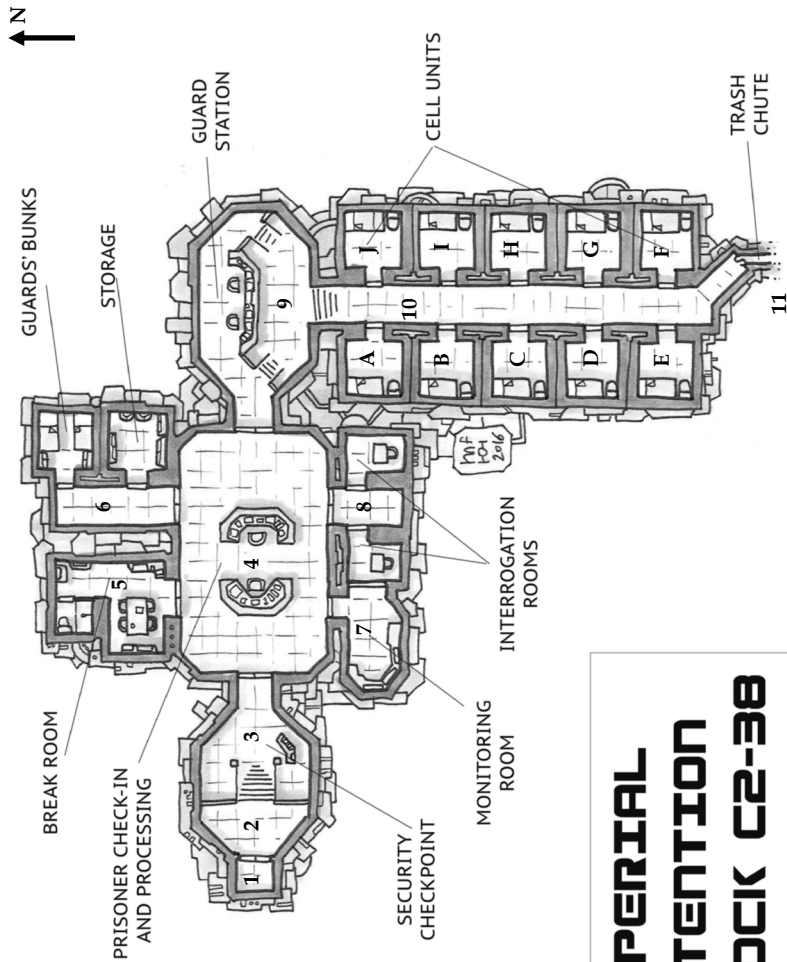
Two possible points provide entry into the facility: the main elevator (see map area 1) drops a hundred feet into the ground and opens up into a lobby (2) and security checkpoint (3), both usually filled with armed soldiers or authorized visitors. Additionally, there is a trash chute (11) that leads to an exterior trash compactor, and a facility that can be accessed from above ground through dangerous tunnels. These tunnels lead into the cell block of the detention center.

Depending on which way the characters enter the facility, their target can be either within one of the cells or in an interrogation room. The GM can make the rescue easier or harder, changing the location of the target as needed, to force the rescuers deeper into the facility.

## Map and Facility

**Notes:** The walls of each room are made of reinforced steel and concrete and can withstand most small explosions (e.g. grenades) and weapon fire. However, small nuclear devices or larger explosives could damage one or more rooms, collapse sections or destroy the entire facility.

Doors should be considered locked unless specified. Four access badges are required to access sections of the facility: a black stripe for entry (areas 1–3), a green stripe for areas 4–6, a blue stripe for areas 7–8, and a red stripe for area 9–10.



# IMPERIAL DETENTION BLOCK C2-3B

**Facility Aboveground:** A small, insignificant building protects the upper elevator room from the elements. Vehicle tracks and footprints can be spotted in the dust around the building, indicating frequent traffic to and from the underground facility.

An access card with a black stripe is required to activate the elevator and open the doors. The characters may acquire access cards from hired mercenaries and authorized visitors. Guards remain in the facility 24 hours a day for two weeks at a time.

Who	Shift Times
G, M	0201–1200, Shift 1
G	1201–2000, Shift 2
M	2001–0200, Shift 3
V	1000-1200, visiting hours
<i>G=guards, M=mercenaries, V=visitors</i>	

Guards only arrive and leave once each two-week period. Mercenaries fill in the gaps of off-shifts, arriving for a few minutes before their 2am and 8pm shifts. Visitors have only a single window for visiting the incarcerated and are required to arrive thirty minutes before the visiting window to get their elevator escort. The facility’s leader, Detention Prime, has a three-month shift and rarely leaves the facility during his or her tour.

Mercenaries and guards will ignore new faces in the elevator transport down, knowing that facility access will be checked at the security checkpoint below (area 3).

**Area 1, Elevator:** At least one occupant must swipe their black-striped access card to open the elevator doors and once again inside to activate the movement panel. The access panel can be manually overridden by passing a challenging artifact use check (use the Electrical Door chart on page 23 of *Gamma Zine*, issue #1).

The elevator slowly lowers characters one-hundred feet to Area 2. Note that a black-striped access card is required to open the doors once again once the elevator reaches the bottom (unless the door has been manually manipulated).

The elevator can hold 1,000 kg weight (over 2,200 pounds). Double that weight may snap the cables holding the elevator car. A total weight between 1,000 and 2,000 kg may prevent the elevator car from rising.

**Area 2, Lobby:** Cracked leather sofas and worn, overstuffed chairs fill a plain lobby. Visitors are required to wait in this area for thirty or more minutes while arrangements are made for them to meet the intended prisoner. Note that not all visitors may be allowed to visit detainees. Unauthorized and suspicious requests to visit particularly high-profile prisoners may result in the temporary detainment and questioning of visitors as well.

A working food replicator in the north wall provides basic food and beverage service for visitors. It runs on six chemical energy cells.



**Area 3, Security Checkpoint:** A minimum of **two guards** (or mercs, off-shift) run the station in this area. Each is armed with a side arm and rifle. The double doors in the east wall require a badge with a green stripe to open. However, an artifact check to use the control panel can open the doors.

*Facility Guards: HD: 10; HP: 60; AC: 3; AT: laser pistol (5d6 damage, 10 shots from Hydrogen cell), laser rifle (6d6 damage, 5 shots from a Hydrogen cell); Move: 12; DEX 15. Each guard wears black plastic armor, a communicator, and carries a black-striped access badge.*

A locked drawer in the checkpoint console holds four spare **Hydrogen cells**.

Guards in area 4 can also open the double doors but require a vocal password from the security console in Area 3.

**Area 4, Prisoner Processing and Guard Station:** All prisoners escorted into the facility must be processed in this location. Bio-scans and organ readings are taken, and a tracking implant is inserted in the base of their neck (range of one kilometer). Prisoners are also washed down and given an inmate jumpsuit and sandals.

During prisoner intake, there will be two to three mercenaries keeping a watch over the area while one guard handles the processes. Otherwise, only a single merc will be here, watching cell monitors and door activity throughout the facility.



*Mercenaries: HD: 8; HP: 45; AC: 4; AT: slug thrower (3d6 damage, 25 shots from Hydrogen cell, .75 caliber), one tear gas grenade; Move: 12; DEX 14. Each mercenary wears crude sheath armor, and carries two extra Hydrogen cells, two extra clips of 25 slugs, and a green-striped access badge.*

*Facility Guard: HD: 10; HP: 60; AC: 3; AT: Energy Mace (15 minutes, deals 30 damage), Stun Whip (30 minutes); Move: 12; DEX 15. The guard wears black plastic armor, a communicator, and carries a green-striped access badge.*

A locked cabinet in the northeast wall holds breathing apparatuses for two, **three laser pistols**, **six Hydrogen cells**, **two tear gas grenades**, and a blue-striped badge.

An emergency override can double-lock all doors to this room, temporarily suspending any badge access. The doors on the east wall are only controlled by Area 9.

Type	Badge Access
Bl	Areas 1-3, all soldiers and merc.
G	Areas 1-6, soldiers
Be	Areas 1-10, select staff
R	Areas 9-10, select staff
<i>Bl=black, G=green, Be=blue, R=red</i>	

**Area 5, Guard Quarters, Break Room:** Off-duty guards spend their time in these private quarters, relaxing after arduous shifts. Although mercenaries are not restricted from entering the area, they are not generally allowed here unless invited by a facility guard.

A food replicator creates dozens of cuisines and exotic beverages for the diverse guard group. A table and chairs provides a comfortable place for guards to eat, read and play cards. Two computer monitors allow the guards to exchange communications with shift managers and external personnel and family.

Hidden from casual observation, a wall niche holds a **dozen Hydrogen cells, three tear gas grenades**, and a red-striped access badge.

A pair of wall-mounted collapsible axes (see page 9) are found behind security glass. A green-striped access badge can open the glass case.

**Area 6, Guard Quarters, Sleeping Area:** Separated from the noisy break room, this area provide guards and the Detention Prime a place to sleep. Triple-stacked bunks provide adequate sleeping for six. Wall-mounted desks and stools offer a quiet space

for guards and the facility's superior to study and review documentation.

A storage area has both personal lockers for guards and common supplies for the break room, sleeping area, and toilet. Six personal lockers, each secured with a biometric eye-scanner, hold the possessions of the guards.

Unit	Locker Contents
1	Detention Prime; 500 Domars; pictures of family; personal journal, travel clothes; <b>three Solar cells, two Hydrogen cells</b>
2	Empty.
3	Travel clothes; 25 Domars; <b>Vibro Dagger</b> (with fully charged <b>Hydrogen cell</b> ).
4	Blue jumpsuit; backpack; 55 Domars; 5 gold pieces; bag of pre-war electrical parts.
5	Leather bag with 35 Domars; <b>two Chemical cells</b> ; a pre-war book, "Great Expectations"; a rusty, pre-war hunting rifle (.30-06).
6	Travel clothes; compound bow and 10 razor-tipped arrows (1d8 damage); 77 Domars.

Spare clothes (presumably taken from the incarcerated), towels, and various toiletries are located in plastic boxes neatly stacked on shelves. A box of energy cells (**six Hydrogen, three Chemical, and two Solar**) is partially hidden toward the rear of the top shelf.

**Area 7, Monitoring Room:** Very few personnel are allowed here besides the Detention Prime. This area is used to oversee interrogations or monitor authorized visitation. Discreet recording devices planted in the two rooms (Area 8) provide visual and auditory data on computer screens in the room. A large one-way window offers full visual access to the western interrogation room.

The computer systems in this area have nearly endless hours of recorded interrogations. Computer-savvy characters should be able to find desired recordings within fifteen to thirty minutes. Although an override password is required to delete any (or all) recordings, general access to the system is open.

Chance Detention Prime is in Area 7	
Shift	Chance %
0201—1200, Shift 1	1 in 1d6
1201—2000, Shift 2	1-3 in 1d6
2001—0200, Shift 3	1-2 in 1d6
<i>Otherwise found in area 6 or 9.</i>	

**Area 8, Interrogation Rooms:** Prisoners are interrogated often after their initial arrival. This pair of rooms is used to extract information from detainees while the Detention Prime (and other personnel) watch from Area 7. The facility prefers to use mercenaries for the interrogations, leaving the facility guards to man stations and maintain order. One or two mercenaries use both modern and barbaric methods to make the prisoners spill their secrets.

A metal table and one to two metal chairs are the only items in the small rooms.

Chance Interrogation in Process	
Shift	Chance %
0201—1200, Shift 1	1 in 1d10
1201—2000, Shift 2	1-3 in 1d10
2001—0200, Shift 3	1-2 in 1d10
<i>1 in 1d10 chance visitation during visiting hours (1000-1200)</i>	

**Area 9, Control Room and Guard Station:** A single guard maintains watch over the cell block to the south and keeps control over all doors in this wing of the facility (including the doors to the west to Area 4). There are usually three to five mercenaries here, loitering until they are needed to feed prisoners, escort detainees to visitation or interrogation, or to fill in other areas and duties as required by the Detention Prime.

When not in the monitoring room (Area 7) or resting in Areas 5 or 6, the Detention Prime is often here, watching the prisoners through hidden cameras.

A locked cabinet in the north wall holds **four laser rifles, eight Hydrogen cells, twenty sustenance doses, twelve Interra shots, ten Accelera doses, two Cur-in doses, one anti-radiation serum, and one suggestion change dose.**

Use the mercenary and guard statistics in Area 4 (page 32) for the personnel in this room. The guard carries a spare set of keys for Area 10.

*Detention Prime: HD: 12; HP: 75; AC: 3; AT: Vibro Dagger, (10 damage, 30 minutes, Hydrogen cell), Stun Ray (Solar cell, 10 shots); Move: 12; DEX 16. He carries a blue-striped access badge and two spare Solar cells.*

**Area 10, Cell Block:** Ten high-security cell units are found in the sole block of the detention center. Each cell is locked physically and electronically. Only two sets of physical keys can be found to the cells: one set is carried by the guard in area 9, and one set is carried by the lone mercenary that patrols the cell block.

A food replicator is found in the north wall by the door. It provides basic nourishment and water for prisoners. A small box in the wall opposite the food replicator is an emergency lock box for badge and keys if the mercenary on duty needs to secure the block.

Prisoners only leave their cells with electronic, magnetized wrist and leg cuffs, and are always escorted by a mercenary from area 9. Otherwise, prisoners cannot leave their cells, even for exercise or socialization.

The lone mercenary patrolling the block tends to be one of the more violent and mean members of the hired help.

*Mercenary: HD: 10; HP: 65; AC: 4; AT: Energy Mace (15 minutes, deals 30 damage); Move: 12; DEX 15. Wears crude sheath armor, carries one extra Hydrogen cell, a red-striped access badge, and ten keys for the units.*

Unit	Cell Occupants
A	Empty.
B	Target the characters are looking for (unless in interrogation).
C	Empty.
D	Wealthy merchant, "Gobbo".
E	Dying daughter of insurgent.
F	Captured assassin.
G	Empty.
H	Traitorous mercenary, near dead.
I	Empty.
J	Smuggler, caught shipping weapons to rebels.

**Area 11, Trash Chute:** A fifty-foot, trash-encrusted chute leads to a large holding area where refuse waits to be compacted and incinerated. Maintenance ladders within the compactor holding tank lead up to the lower levels of the trash facility. Several access points to the surface can be found within the facility.

Note that the compaction and burn frequency of the nearby facility is frequent.

**Conclusion:** If the characters can get through the security doors and well-trained guards, they may just be able to rescue their target. Note that no Detention Prime has ever lost a prisoner—the current leader will refuse to be the first, doing all he or she can to stop the rescue attempt.

Captured characters are sure to be executed as examples to the rebels.

## Information You Can Use

**YOUR HOME FOR  
THE APOCALYPSE!**



[www.podcastatgroundzero.com](http://www.podcastatgroundzero.com)

Do you want to add content to the next issue of Gamma Zine? Contact Thom Wilson (ThrowiGames) at [thom@throwigames.com](mailto:thom@throwigames.com) to find out what readers can contribute.

Did you miss the first issue of Gamma Zine last year? Well, you can find it right now at DriveThruRPG in both print-on-demand and PDF! Just point your browser to <https://www.drivethrurpg.com> and search for ThrowiGames or Gamma Zine to pick up your copy in either format.

## **GAMMA X**

Post Apocalyptic Adventuring  
BX RPG Rule Set

Beta Boxed Set Available  
at Gary Con XII  
or at [pacesettergames.com](http://pacesettergames.com)  
March 26, 2020.



**PACESSETTER**  
GAMES & SIMULATIONS



## Other ThrowiGames Products

ThrowiGames produces a full line of fantasy and science-fantasy roleplaying game products. We specialize in inexpensive, digest-sized products for old-school games. Most products are available digitally through DriveThruRPG.

### Digital Products Currently Available from ThrowiGames at DriveThruRPG

Name	System *	Price **	Details
Into the Wreckage	1E GW	\$2.50	Adventure, 36 pages
A Dish That Serves No One	1E GW	\$3.50	Adventure, 30 pages
Scavenge the Sands	SRS	\$1.50	Adventure, 28 pages
2259 Earth!	SF-SN	\$1.50	Setting, 30 pages
Gamma Zine #1	1E GW	\$5.00	Fanzine, 28 pages
Back to BasiX #1—#10	B/X	varies	Fanzine, various lengths
Merchants and Markets	F-SN	\$7.50	Supplement, 124 pages
Off the Beaten Path: Forest Excursions	F-SN S&W	\$5.00	Adventures, 32 pages
Off the Beaten Path: Desert Excursions	F-SN S&W	\$6.00	Adventures, 32 pages
Off the Beaten Path: Mountain Excursions	F-SN S&W	\$6.00	Adventures, 32 pages
Crypt of the Dog Witch	B/X	\$1.00	Adventure, 13 pages
Under Tenkar's Tavern	S&W	PWYW	Adventure, 10 pages
Full Moon Ransom	S&W	\$2.50	Adventure, 17 pages
In Defense of Thuil	Varies	\$2.50	Adventure, 20 pages
Island of Blight	Varies	\$5.00	Adventure, 28 pages
Crypt of Mandazed	S&W	\$1.50	Adventure, 12 pages
Mysteries in Mannath	S&W	\$2.50	Adventures, 52 pages

\* SF-SN = science-fantasy, system neutral; F-SN = fantasy, system neutral; S&W = Swords & Wizardry (Frog God Games); SRS = Simple Roleplaying System (TG);

\*\* Current prices at the time of fanzine printing, subject to change without notice.

**Back to BasiX**



**GAMMA ZINE**

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

*Page left intentionally blank for Print-on-Demand.*



# GAMMA ZINE

Second Apocalyptic Issue!



*Gamma World* and *Dungeons & Dragons* are the properties of Wizards of the Coast. ThrowiGames, LLC and Thom Wilson make no claims to IP rights or ownership of said products. The *Gamma Zine* fanzine merely celebrates the early science-fantasy and fantasy systems of TSR and other companies.



**This Second Issue!**  
Three Adventures  
New Mutated Monsters  
New Artifacts and Tech  
New Tech Flowcharts  
Luke Gyax Interview  
MonkeyBlood Maps  
Comic Strip by Travis Hanson

\$9.00

Issue #2