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Subject: Gamma World 3rd ed corrections

I made this article for myself a couple years ago, with some updates. I have decided to post it here for any Gamma World fans that might still be out there. I enjoyed the 1st edition of Gamma World (when it came out). I, to a lesser extent, liked the 2nd edition. But the 3rd edition seems to have been made to kill off the fans of Gamma World. The core game mechanics of the 3rd edition has many fast-paced, smooth features, but then everything else was a mess. It took me about three months to clean up the books to make it into a fun campaign. The creators' made several fatal game design mistakes by not following these rules: 1) the game system must have some sort of consistency, even if it is not realistic; 2) all information should be out in the open so that the GM can easily alter the module/campaign to fit his/her needs (if the GM is kept in the dark as much as the players are, then something is wrong); 3) even if an artwork is good, do not keep recycling it for other products (I find it annoying seeing the Expedition to the Barrier Peaks module being reused in the Epsilon Cyborgs module); and 3) do not make the world a joke, if you want the players to take you seriously (especially the names and religions in the Delta Fragment (Dollar mini-module)). For those few Gamma World fans out there, Here is what the Gamma World 3rd edition corrections should have been like:

Rules Supplement 2  
Unofficial Changes for Gamma World  
by Neil Asato

This article is organized along the same lines as the rules supplement, with some of the alterations taken from Dragon Magazine (issue #149), and the engineering bots' descriptions are taken from the first edition of Gamma World. All of the information here should be considered optional. A few go against assumptions made in most science-fiction stories (see below for the effects of radiation and neutron bombs for the most obvious examples). GW9 module has optional rules on skills, talents, and items. GW10 module has optional rules on robots.

Rule Book

TECH SCORE (page 5)

Tech score is different from the Tech Level of a device. Tech score represents how well designed a technological item was made. It does not normally represent how physically strong a device, which is represented by the device's Material Strength. A Tech Check is used in the same way that an Ability Check is made. It is used when the device might not work (for example, a gun that was damaged by an opponent's attack) or when two directly opposing forces come into conflict (examples: radar against zilch armor; a sleeth versus a force field). Robots normally have Tech scores for all their equipment equal to their Hit Dice. Non-robotic equipment's Tech Scores are either determined by the GM or by rolling 2 six-sided die.

#### RANGED WEAPON ATTACKS (page 20)

Weapons with a base range of 5 meters or less have no point blank range. Attacks within 5 meters are treated as short range.

#### RADIATION (page 24)

Radiation actually does affect inorganic materials, but at a lower degree than living organic materials. Treat the material as if it was a pure strain human, ignoring inapplicable results (like infection and fatal effects), rounding to the nearest Intensity score value after making the modifications described below. If the adjusted Intensity score is 0, then ignore the damage. The slowed healing rates applies to attempts to repair the device or self-repairing systems like death machines.

Structural materials (like a wall of a building) normally react to radiation at one-twentieth of the true Intensity (Intensity 40 is treated as Intensity 2, and Intensity 11 is treated as intensity 1). Structural materials use their Material Strengths as Constitution scores. Electronics and other energy-using devices normally react to radiation at one-tenth to one-half the true Intensity depending on how sophisticated and vulnerable it is (GM's discretion). Constitution scores for electronics without Hit Dice should be rolled with 2 six-sided die. Devices that are as complex and vulnerable to the effects of radiation as living organic creatures suffers the effects at the true Intensity (this includes most androids, automatons, and cyborgs). Materials and devices could be constructed to have greater resistance to radiation with more Hit Dice, lessened effects from radiation, and Sealed Armor (see GW10 module). Whether or not a given irradiated material becomes radioactive is up to the GM.

#### INVISIBILITY (page 43)

Duration: Until another conscious mutation is used.

Description: Invisibility can be rendered useless by many ways. Two methods are: blowing a cloud of dust or flour into the area, and using a sense that does not use sight. The color of the roll for the invisibility can be used to resist the effects of light-based attacks as an Ability Check (a green result means that the laser attack must make a yellow result or better to have an effect). If the light-based attack does affect the creature, then the attack is treated normally.

#### REGENERATION (page 44)

The usage in the description is wrong. The Use category is the correct usage rate.

#### LIFE LEECH (page 48)

Range is equal to the Mutation score in meters. Game balance is the factor here.

#### MOLECULAR DISRUPTION (page 49)

It has no effect when attempting to use the mutation on a single target that exceeds the mass restrictions. The mutant must roll for consciousness.

SYMBIOTIC ATTACHMENT (pages 50 and 54)

The user is affected by mental-based attacks on the controlled creature, with the same degree of effectiveness (i.e., same damage and color results). This mutation is slightly different than the one used by symbiotic characters, which become apart of their host creatures.

TELEKINESIS (page 50)

Use: 3 per 24 hours

TELEKINETIC ARM (page 50)

Use: 3 per 24 hours

ARTIFACT EXAMINATION CHART (page 59)

Complex systems like computers may require examining at its Complexity Rating several times to figure out just a small portion of the whole system, if the GM wishes to be harshly realistic. This is also true of attempts to understand complex equipment, not just knowing how to make it work.

ROBOTS (page 60)

GW10 module contains advanced rules concerning robots. In general, all robots have appropriate skills equal in level to their Hit Dice (i.e., Medical bots will have medical skills).

DEATH MACHINE (page 62)

Number: 1 to 3

Sensors: Sensors have a base range of 2.5 km

Description: Single units are either in Wild mode or are equipped with zilch armor, while 2 to 3 units act as a coordinated team. Teams do not require radio contact as they normally use subtle physical movements to communicate plans. Teams normally stay within 300 meters of each other. Before Gamma World began, teams of these units were organized into groups of 3 to 10 teams. The only place that would be capable of doing this now would be the Cities of Man (which is mainly inoperable at this time).

ENGINEERING BOTS (page 63 in Rule Book; page 7 in Rules Supplement)

The descriptions for the light and standard bots are actually variants of the heavy bot, since most heavy bots were custom-built. The light and standard bots are much smaller than the heavy bot.

A light bot is 1 meter wide, 2 meters long, and 1 meter high. It has two 3 meters long tentacles that can lift 150 kilograms each, plus 2 special tentacles 2 meters long that can lift 100 kilograms each. The

special tentacles are equipped with manipulative devices on the ends which allow them to use its tools. It has a tractor/pressor beam that can move 500 kilograms at a 10 meter range. The unit has stock parts and repair materials, a sonic torch, micro-laser, power wrenches, and other power tools. This unit repairs damage to inorganic materials at the same rate and capability as a medi-kit heals organic creatures. Engineering bots would have difficulty repairing unfamiliar materials and devices (like Tech V devices) in a manner similar to the difficulty that a medi-kit would have healing non-human characters. It can function up to 30 meters underwater and in a near-vacuum.

A standard bot is 1.5 meters wide, 3 meters long, and 2 meters high. Most of its equipment is retractable in nature. It has two 5 meters long crane arms that can lift 1000 kilograms each, 4 tentacles 5 meters long that can lift 250 kilograms each, and a tractor/pressor beam that can move 500 kilograms at a 10 meter range. It contains the same equipment as the light bot, but it has more materials and tools to work with. The standard bot corresponds to the medical bot in the same manner that the light bot corresponds to a medi-kit. The standard bot is capable of functioning in deep waters and in the near-vacuum of space.

The heavy bot can function on the ocean floor and in the near- vacuum of space. This unit usually has 10 times the supplies that the standard bot has. It may have double the normal skills when dealing with the subject that they were constructed for (i.e., dams, power relay stations, etc.)

WARBOT (page 64)

Number: 1 to 3 (see Death Machine)

Sensors: Sensors have a base range of 0.75 km

## Reference Book

CREATURES (page 2)

Not all creatures will display the "normal" behavior given (this is also true of cryptic alliances). GMs may want to have entire villages of creatures who act completely opposite to their given descriptions. Examples include: grems who enjoy Tech Level IV lifestyles, and serfs who believe that power in any form should be used with responsibility and maturity.

ANDROID (page 3)

Actually the androids that consider humans to be enemies were those androids created by the mysterious aliens or the few Ancients, who want to conquer the world (see the description of Harlan Quade in GW10). All other androids are generally Restorationist in philosophy, but they pursue their goals on their own.

WARDENTS (page 14)

There appears to be no mention in any Gamma World source of what this legend exactly is or how it got started. It might be better if this legend is dropped, since it has little effect on the play of the game.

## Rules Supplement

### ENERGY FIELDS (page 9)

**Energy Screens:** This energy field has a foamy appearance and it absorbs the energy of attacks on it like armor. It absorbs 5 to 50 points of damage per action turn (AC 1 to 10.) Most provides no protection against attacks that normal armor does not affect. Rare models might filter the environment around the user, allowing the user to "breathe" underwater and be unaffected by air-borne disease and gas attacks. These special qualities do not apply if the AC is reduced to 3 or less.

Force fields that are air-tight in nature (robotic and powered armor force fields) will resist airborne diseases, gases, radiation, and sonic attacks at its normal -RF level. This sort of force field will make its user deaf while it is being used, since sounds will be deflected away. Sight is unaffected by this effect, since the visual systems, for units that have such force fields, compensate for such distortions in their vision. Air-breathing users need to carry their own air supply. Some force fields can resist mental attacks like the Repulsion Field mutation. An air-tight force field that is controlled by an advanced tactical computer (warbots, death machines, some main building computers, cybernetic installations, and think tanks) will actually shift the color of an attack by altering the shape and mechanical properties of the force field in response to the attack, but the robotic unit loses one action for the Action turn that it uses its force field in this fashion. The color is shifted equal to the -RF of the force field.

**Hyper-dimensional field:** This type of energy field prevents any form of time interference, teleportation, or any other power that deals with time, space, and dimensions. It provides no other protection, and is almost always used with a force field. Attacks that are partially based upon distorting reality like the sergon's energy release attack and the ghitgon's heat breath have their damage reduced by 2 times the tech score of the hyper-dimensional field. The tempus helmet in GW8 projects this sort of energy field.

**Offensive fields:** This refers to a class of energy fields rather than a specific type. These fields have no defensive ability. They cause damage by projecting or draining some sort of energy. Some produce electric shock or heat damage to anything touching them. The only ways to stop this type of energy field is to destroy the field projector or to directly interfere with the energy field (for example, energy negation mutations and energy dampening fields by robots).

### VIBRO WEAPONS (page 10)

While armor has no effect, protective energy fields will protect their users from vibro weapons just as effectively as normal (including

energy screens).

#### MARK V BLASTER & MARK VII RIFLE (page 10)

These types of weapons attack with electromagnetic radiation (microwaves). The principle is to use microwaves to attack the molecular bonds of any matter that the beam hits, but this effect is neither intense nor specialized enough to ignore the AC of the target.

#### BOMBS AND EXPLOSIVES (page 10)

Megaton-level weapons do not exist by the beginning of Gamma World (see fission bombs). For GMs who want such weapons, I have listed what a 150 megaton fusion bomb would be like in game terms:

150 megaton fusion bomb: A 1 meter metal sphere that releases a wide deployment of energies. It causes a base damage of 200, and all special effects are at Intensity 200. Disintegration special effect applies up to 2 kilometers away. Burn special effect applies up to 6 kilometers away. Critical special effect applies up to 22 kilometers away (special effect areas can overlap each other). The base blast radius is 10 kilometers. All creatures and materials within 2 kilometers of the explosion are fully affected, even if they are composed of energy (like the woo'n and indie from GW8) or are nearly indestructible (like prot eps from GW6). Energy fields still work normally, but treat the attack as one-third heat, one-third force, and one-third radiation for purposes of how effective the energy fields will be.

#### FISSION BOMBS (page 10)

Both types are 1 kiloton weapons. The primary components of destruction are heat and force, with radiation being a secondary component. The clean type is actually not a fission bomb, it is a fusion device which is designed so that the primary component of destruction is force (little heat and radiation is created). The reason for the relatively low-yield weapons is that special military force ]fields (-5RF to -10RF) makes single megaton-level warheads useless. Multiple attacks against a force field proved far more effective.

#### FUSION BOMB (page 10)

This is a microton weapon, designed so that nearly all of its energy is in the form of thermal energy. Very little energy occurs in the form of force and radiation.

#### NEGATION BOMB (page 10)

It causes double-damage to energy-based creatures and creatures that depend on non-chemical-bond energies as food.

#### NEUTRON BOMB (page 10)

This is another microton weapon, designed so that over 90% of its energy are in the form of high-energy neutrons. Contrary to popular belief, neutron weapons were not designed to leave buildings intact. This is just a side-effect of its design. While "conventional" fission weapons have to destroy the outer armor of bases with force and heat to

harm the occupants, high-energy neutrons from a neutron bomb easily penetrate armor. When any of those neutrons is stopped, gamma rays are released. A neutron bomb functions like an armor-piercing weapon.

It destroys any equipment quite effectively. The special effect can be treated as an Intensity 100 radiation against any inorganic material. GMs might want to allow medical equipment (with much damage) to survive so that characters can stay alive. Outside the special effect radius, assess damage like radiation damage (without the special effects) for inorganic materials, since the neutrons, gamma rays, and electromagnetic pulse would harm their systems (for example, structural materials normally take one-twentieth the normal damage).

#### MULTI-MISSILE

This is a 30 meter long and 3 meter wide missile that is rocket powered. It can hold up to 10 surface missiles inside itself. It has a base range of 3 megameters. Its name does not come from the fact that it can hold 10 surface missiles, but from its ability to handle many missions. These missions include: putting satellites into orbit, a fast armored-reconnaissance robot, and as booster rockets (when it is inefficient to use anti-gravity pods).

#### SURFACE MISSILE (page 10)

The damage and effects on the table describe when the warhead has conventional plastic explosives, not concussion (as in the Second Edition). This missile is a short-range missile built for speed and accuracy. For long-range missiles see multi-missile.

#### TREK BOMB

Uses dimensional-disrupting energies for its effect.

#### TECH LEVEL V DEVICES (page 11)

There are actually two extreme types of Tech Level V technologies. The first type involves living organic devices, where the knowledge of altering organisms is taken to the extreme. Spaceships that are complete ecosystems are an example of this type of technology. The other type of technology involves the crystalline devices described in the Rules Supplement. This is where the knowledge of manipulating vibratory energy (electromagnetic and sonic in nature) is taken to the extreme. An entire spaceship made of crystalline materials appears in the Adventure Book, is an example of this type of technology. Both technologies have knowledge of converting matter to energy and energy to matter (see Transmats below for the limitations).

#### BLACK RAY PISTOL (page 11)

The black crystal is the power source. It fires a light-based attack.

#### FLYING BLADES (page 11)

The 1 charge referred to in the charts means that it can be used for one complete battle, 1 hour of use (the effects of mental strain), or until the user stops concentrating on it, whichever comes first.

#### HARMONIC DISRUPTOR (page 11)

It is 5 meters tall, not 50 meters. When activated, the user and the objects on the user's body are unaffected by the release of energy. The user is protected by a force field from the effects of the device.

#### ID CODES (page 11)

While these devices are useful, most security systems will use locks and keys (with unusual shapes). Keys are more difficult to copy than most other types of ID, even those that use holographic codes in a card. Security systems with combination locks or keyboards (upon which a special code is entered) will only be used for low-security systems or be used in combination with keys and other IDs for high-security systems.

#### TRANSMATS (page 12)

There is no indication that either the mysterious aliens or the Ancients have ever developed a computer that could store the location of every atom in the human body, let alone recording the information fast enough as the subject is disintegrating. Therefore, it may be inferred that the transmats must open some sort of gateway like the Planar Opening mutation, except the opening is between the transmats.

#### SUBORBITAL SHUTTLE (page 12)

These are not space shuttles. They are large planes propelled by rockets. The "hydrox" fuel stands for "hydrogen and oxygen."

#### PNEUMO-JACK (page 14)

A pneumo-jack is like automobile jack. It does not require power cells. It can lift five times the PS rating of the character operating it, up to a maximum of 250 kilograms. It can raise a load as high as 2 meters.

#### PLASTEEL (page 16)

Plasteel is extra-hard plastic (Tech IV in nature; see plastic armor in the Rules Supplement.)

#### DURALLOY (page 16)

It is light, "flexible", nearly indestructible, and mass-produceable (some installations are made almost entirely out of it). The following information is inferred from its properties. It is an artificial metal alloy, Tech Level IV type of material. The typical molecule in duralloy is 2 to 3 atoms wide and less than 100 atoms makes up its length. The bonds in the molecule are as strong as covalent bonds, but the bonds between the molecules are very weak. At high temperatures, like those caused by a laser torch, the molecule straightens into a ladder-like shape and the metal behaves like mush. When it cools to room-temperature, the molecule coils into a spring with the ends closed off. The molecules in duralloy have their coils intertwined with each other, giving duralloy its great strength and lightness. The molecules



require a larger volume at room- temperature than at the temperature it acts like quasi-liquid. The metal has a neutral-greyish appearance that is not shiny. The spring-like structure of the molecules gives it great flexibility, but this can only be observed when duralloy is subjected to very high stresses. The light weight and its stiffness at low stresses are the reason why a duralloy shield does not absorb the force of a physical blow as well as a metal shield. The lack of virtually any bonding between the molecules and the helical structure of its molecules allows duralloy to resist virtually any form of energy attack. Duralloy is vulnerable to forces that directly attacks its molecular bonds (like vibro weapons) and forces that distort reality (see Energy Fields, Hyper-dimensional).

#### MODULES HISTORY OF THE THIRD EDITION GAMMA WORLD

This history is far different from the history of the first and second editions of Gamma World. The Rule Book states that character's lives begin by 2500 A.D. In GW7, an Ancient named Waldis is said to have worked on his garden of steel for 150 years and that he was in a stasis chamber for 100 years (which he entered at the outbreak of the war). This means that the war occurred around 2200 A.D., 300 years before the characters were born. From this information and the bits of information from the modules, a loose history can be made. The dates might be 50 or more years off. Information from GW6 module is almost entirely ignored, since they tend to contradict themselves (the information in the module indicates that Project Mindkeep was started in the 1600s and that in the 1950s the human race had fully developed Tech Level IV technology and was well on the way to developing Tech Level V technology). Ermon and Jeremiah may have been the cause of the bizarre evidence left lying around Mindkeep. Another bizarre evidence is on pages 9-10 of GW7, a copy of what is supposed to be a town from the year 2000 has Tech Level IV technology. Presumably, Waldis doesn't care about historical accuracy.

Prior to 2000 B.C.

Two Tech Level V empires, far from the Earth's solar system, expand and conquer the civilizations around them. One empire's technology is based upon biology, and the other empire's technology is based upon crystalline sciences (manipulating light and sound).

Prior to 1000 A.D.

The two empires meet and fight each other. A stalemate is reached, but no peace exists between them. Both empires continue to expand, with a "zone-of-death" between them. All ships that enters it is destroyed by the other side. This is not due to a treaty, but it is due to the limits of their military technology. Both empires secretly begin building massive fleets of ships, to be used in a sudden and total attack against each other.

1000 A.D. to 2100 A.D.

The humans on Earth rapidly go from Tech Level II to Tech Level IV technology. Tech Level V technology had only minor developments at this time. The unsung heroes of this age, and this era's Restorationist-like groups, managed to steer the human race in the right directions for the

further development of civilization. The other cryptic alliances did cause problems, but they have no serious effects for Gamma World history. Small colonies are established outside the Earth. NATO, or its descendant, existed by the beginning of the war (see Stoakes Coagulator in GW9).

2100 A.D. to 2200 A.D.

Humans make contact with the two empires, though not at the same time. Despite attempts to make peaceful contact, the only options that the aliens gave were: to be enslaved or to be destroyed by one side or the other. The alien empires viewed Earth as territory to be fought over. The governments of Earth decide to fight both empires. Only people with high-level government positions or contacts were aware of the alien empires (the cover-up is to prevent world-wide panic.) The powerful weapons available to Earth seemed to keep both alien empires at bay. In reality, both empires were preparing to use their secret fleets against each other. Both fleets planned to smash Earth's defenses and to punch a large hole through the other empire's defenses, then that fleet would proceed to destroy the rival empire. The governments of Earth were unaware of this. The governments of Earth focused on two goals: developing ways to fight the aliens, and to escape the aliens (if the first goal fails). Both goals resulted government or cryptic alliance had sided with the aliens, but all governments and cryptic alliances were devastated in the beginning of Gamma World.

2200 A.D. to 2500 A.D.

The number of ships in each alien fleet exceeded 100 million, and some of their weapons were designed to distort reality (whose effects still cause unusual weather conditions on Gamma World). Both fleets, coincidentally, arrived at the Earth's solar system at the same time and attacked each other and the human forces. The majority of the defense systems of Earth were destroyed within 24 hours of the beginning of the attack. All known contacts to extra-terrestrial bases and colonies were lost, those bases and colonies are presumed to have been destroyed. The Cities of Man and its specially designed death machines and warbots fought a battle that lasted about one month, across the solar system. The Cities of Man had heavy damage, but it won the war. Less than 100 ships of both alien empires managed to flee the solar system. The Cities of Man orbited Earth to begin repairs. Within a year of orbiting Earth, an Ancient takes over the Cities of Man. The Cities of Man is, for the most part, inoperative, though Ermon might be the only Ancient who knows why. Only a few alien civilizations have visited the Earth, possibly indicating that a part of the Cities of Man is protecting the planet from large-scale invasions. Ermon, who stayed on Earth during the war, makes his way to Mindkeep. At Mindkeep, Ermon perfects the Alpha Factor Generator and uses it to give himself his current mutations. Ermon secretly helps the Restorationists, the other Ancients believe that Ermon died during the war, and he began gathering and testing people who might be able to liberate the Cities of Man. Harlan Quade starts the Created cryptic alliance, and Oscar North starts the Ranks of the Fit cryptic alliance. At about the same time, an Ancient named Waldis (who keeps himself alive with medical technology) began converting the Melkath amusement park into his home. Around 2450 A.D., Ranse (a sarbis) establishes Ranseton. By 2490, Ermon launched all of the space shuttles at the Gamma Base (less than 50).

The Cities of Man is still held by the Ancient on the ship. Ermon began manipulating the Restorationists to assemble a space shuttle. The Maali began freezing the Frozen Lands. Timon takes over the village of Oskar, and sends his agents in every direction so that he can conquer the Flower Lands. Around 2498, the androids at No'tyene'yama (GW7) completed most of Nwayvo Beestya. The GW6 module begins during the late spring of 2500 A.D.

#### MAPS

The arrangement of the maps of the modules is:

GW9 GW6

GW10 GW8

The location of GW7 maps had been said to take place east of the other maps.

The maps do not really match the map of North America that comes in the game box, but it is possible find appropriate locations for them on the North American map by comparing the climates, water currents, and geographical features with the real world. By the way, the map of North America seems to have a number of errors in the locations of various cities. GMs might want to make a series of maps that places everything in their correct locations and geography. GW7 takes place along the west coast of Florida, with Restorapolis located in a south-western section of Georgia. The ruins around No'tyene'yama are called Loss Dyoblos. GMs who make their own maps should have all the mountains in the Old Place under 500 meters in height. The location of the other modules is in a north-eastern section of the Rocky Mountains within the U.S.A. Wherever the GM decides to locate those modules, there are some geographical locations to keep in mind. West, north-west, and north of GW9 are high mountain regions that channel large amounts of water into the region of GW9. At least one river, that can be used by a merchant's boat, connects to the Atlantic Ocean (Lantik Zea, or Gulf of Mecksgo) from Dollar (GW9.) Cotton is grown or traded far east of the map of GW6, near a river that can be reached by boat from Dollar. The intelligent inhabitants of the Living Lake know of ruins, to the east of the Flower Lands, where huge, ancient wheels and umbrellas of steel exist. This ruins does not seem to have any connection with GW7. There are lands far to the south of Dollar with a town called Wariz. The lands north of GW6 have Tech Level I and II people and the area is said to be dangerous. At least one army in the northern lands had been subverted by Timon's agents (see the mercenary commander on page 66 of GW9).

#### JOKES IN GAMMA WORLD

There are puns and jokes in some of the modules, like the names of some of the inhabitants of Dollar in GW9. GMs should decide whether their players would be amused or annoyed with such features.

#### GW6

Inside Cover - Random Loot Table: Many of the items does not have descriptions in game terms. The uses of these items are dependent upon

the imagination of the players and the GM's discretion. The motorcycle, at the bottom of the list, uses the statistics listed in the Rules Supplement.

GMs should decide what is meant by "sealed power sources." Most sealed chemical energy cells may be used for 100 hours of cumulative use. Some sealed power sources, usually Tech Level V in nature, draws upon energies that make them appear to have unlimited available usage.

The Complexity Rating of the devices is not given. GMs should base the Complexity Ratings on the chart on page 32 of the Rule Book.

Page 3 - Great Trees (White Woods): Nearly all the trees here are prot eps.

Page 3 - The Mushroom Fields (Blue Food Flats): The mushrooms are nutritious and can be used as a food source.

Page 5 - Black Snow: These carbon-based substances can be strained out of the water with a fine mesh of cloth. Black snow is absorbed into the Gamma World ecology by bacteria and fungi.

Page 8 - See below for what and who the n'thlai really are.

Page 10 - Background: Historically, inbreeding isn't normally as devastating (even within the same family for four generations) to a group of people, as this "history" says. While they would tend to exhibit recessive genes more clearly, they would still appear human or, at least, humanoid.

Page 16 - Room D: After one month of spreading, the Gamma World bacteria, viruses, and fungi begin adapting to feeding off the mushrooms. After three months of spreading, all of the mushrooms of this type would be dead. The rotting mass emits Intensity 8 poison gas until it dissolves into dust, which takes one year.

Page 18 - The parasite can be killed, without killing the host, by a medical bot or by Ermon (who has medical skills).

Pages 18-19 - Alpha Factor Generator (AF-1): It was perfected and it could give a person an unlimited number of treatments. Request for mutations on a human is treated as a humanoid. Age has damaged its safety systems, so that a subject must withstand Intensity 15 radiation effect, in addition to the mutations, for each radiation bombardment. Treat the radiation's effects as burns even if they are not pure strain humans. It is a Tech Level V device. Repairing it would require extensive knowledge of biology, computers, and radiation (at least Skill Level 15 in each). The Security Access Code is rather unusual (from a certain book or movie by Arthur C. Clarke). I suggest changing it to, "Within Pandora's Box Exists Hope." This statement would add to the feeling of Gamma World and would have a special meaning to the Restorationists struggling in a hostile world.

N'THLAI (page 36): There are hints on page 16, Room E, that the n'thlai are the semi-successful attempt to produce super-soldiers at Mindkeep. Given their origins, skills, and equipment, the n'thlai are probably the secret followers of Ermon. This is substantiated by the fact that

they claimed to have located Ermon with empathy, though hissers had failed to locate him with their telepathy mutations. They will quietly ensure that Ermon's plan comes to pass. When Ermon leaves Earth, the n'thlai will secretly protect Gamma Base and Mindkeep from malevolent creatures.

RAKEES (page 36): They can be killed permanently with the parasite on page 18. For the ghoulish, another way is by using the legend of how to destroy vampires with a wooden stake and hammer. If the stake is left there for an hour, then the rakee is permanently dead.

JEREMIAH (page 37): Adjust his Hawkins musket statistics to that in the New Items section, or assume that this is a more advanced model than the regular one. His armor absorbs 42 points per action turn.

BU'DAAN (page 38): The Physical Reflection-Electro-Magnetic mutation is too broad to be a single mutation. It should be Physical Reflection-Electrical. This would protect it from attacks based on electricity or plasma. Each bolt from a bu'daan does 30 points of damage. The flat 75% chance of hitting with a bolt does not affect the damage done to the target. See Electrical Generation mutation in the Rule Book for the effects of a successful hit.

QUANAKUS (page 41): When it is used as hard cover, the user's AC increases by 2.

PROT EPS (page 48): It is doubtful that it is really as indestructible as the description says it is. It should be considered an improved adaptation mutation. Adaptations to attacks are all passed down to the next generation. The adaptation has a mutation score of 16. They have an improved empathy mutation. This allows them to communicate with each other and sense other creatures. They drop branches or fall upon hostile creatures.

GW7

Pages 5-6 - The locations of the encounters are in error. Place those encounters in any place appropriate on the map. Suggested locations: A is on the hill between the Healers and the Ranks of the Fit, B is somewhere in the territory of the Ranks of the Fit, and C is where B was originally placed on the map.

Page 8 - 5th Dimension Theater: The reference to weapon class refers to an older edition of Gamma World game. Treat weapon class as being Rank in the Third Edition game terms.

Page 9 - The Haunted House: Roll 3d10 not 2d10, and use "Rank" in place of "weapon class."

Page 17 - Random Loot Table is from GW6 and the descriptions of special items are on page 35 of GW6.

Page 19 - No'tyene'yama means "Nameless City." Nwayvo Beestya means "New Beast."

Page 30 - Atomic Reactor Building: It notes that, every week, bins filled with radioactive pellets (spent fuel) are loaded into large

barrels and dumped. This means that the reactor is using up its fuel at an alarming rate (most of the reactors used today changes their fuels about once a year). Since there is no room for facilities to recycle the fuel, or a sufficiently large area to store all the fuel pellets, there must be a secret uranium mining and processing plant within 100 kilometers of the city. There are no known large deposits of uranium in Florida, but GMs could assume the deposits were created as a side-effect of a weapon that distorted reality. When placing this facility on a map, keep in mind that the androids have few transportation systems that would not be noticed by everyone in the Animal Lands. If Nik'toth, the high thinker, Nwayvo Beestya, or some other thinker androids survive, then they might ally themselves with Timon and make equipment and weapons for him. Some items might include atomic energy cells, energy weapons, and explosives. It is unlikely that they would trust him with any powerful bombs, however.

Page 32 - Leaving the City: If the GM wants to be tragically realistic, within 2 days after the party leaves the city, the atomic reactor has a melt-down and the molten fuel contacts the water in the river. The resulting steam explosion would be as if 500 points of damage had been inflicted on the controls of the reactor (see page 30). GMs have the discretion as to what sort of fall-out occurs.

A possible reason that the hull of a space shuttle is located here might be that shuttles might have been constructed here and other places under the cover of cities, since installations, like the Gamma Base, were taking too long to construct.

GW8

Page 15 - Room 4 (ONTRO): He is an example of how the pure strain humans differ from the humans of today. The same resistance to permanent mutagenic effects also provides a resistance to the debilitating effects of aging (Ontro is at the peak of his mental and physical capabilities at the age of 50.)

He should qualify as one of Ermon's "chosen heroes."

Page 15 - Room 6: The disk is probably a microdisk for the various computers around the base. The GM decides if there is anything on the microdisk.

Page 25 - Room 7: The box seems to have an artificial intelligence program, to be able to judge if the characters had passed the tests or not. If the party has forgotten what the list is, allow it to print the list on the screen.

Page 26 - The large size of the rooms, of this page, is a precaution if the shuttle components are destroyed. A late-twentieth century space shuttle could be constructed here, if it proves necessary. This would require exploring space museums for the needed components. The rocket fuel could be obtained from suborbital shuttle "spaceports." This type of space shuttle may be constructed with liquid-propellant rocket boosters, unlike the solid-propellant rocket boosters used today.

ERMON (page 29): He has the Immortality mutation that Jeremiah has in GW6. He should be considered as having Mental Multiplier and other

mental mutations that would shield his mind against mental attacks and probes. He may be treated as being familiar with all Tech Levels and having Skill Level Y in all fields of science and technology.

WOO'N AND INDIE (pages 36-37): Their natures indicate that they are energy-based constructs. They were probably created by Ermon, using technology similar to that which the rover rifle is based upon.

NICKEL-CADMIUM BATTERIES AND RECHARGER: These batteries are one of the types of chemical energy cells that exists. They are cylinders, about 6 centimeters long and 3 centimeters in diameter. These cells are far more efficient than the ones used in the late-twentieth century.

ROVER RIFLE (page 38): The energy spheres are partially stable energy fields of plasma and electromagnetic waves, which has some of the properties of matter. The spheres's quasi-matter is set up to act like a guided missile.

TEMPUS HELMET (page 38): It projects a hyper-dimensional energy field around the wearer at a tech score equal to the wearer's mental strength. It is powered by the energy fields given off by the wearer's brain, and it causes a -2 CS for mental mutations that extend outside the wearer's body. When it is not being worn, the helmet does not project its energy field. The energy field extends about 0.5 meters from the wearer's body.

Page 47 - Map: Location 9 on the east-side of the building should be blank or have a GM-inspired encounter.

GW9

Note: There are many references in GW9 and GW10 that GW9 is GW11, which is incorrect. All statements related to GW11 is actually for GW9.

ARTIFICIAL ENERGY SENSOR, BIO-ENERGY SENSOR, OPERATIONAL ENERGY SCANNER, STORED ENERGY SCANNER: These should be all powered by chemical energy cells (1 cell lasts 100 cumulative hours.) Most military robots will have their systems shielded against detection (a side-effect of the protection against electromagnetic pulses that might be used against them).

Page 39 - Pass Type 1: Area B on the left-side of the map is Area E. An asterisk is in Area E, in the niche closest to Area A. The asterisk symbolizes the location of a special encounter.

Page 40 - Pass Type 7: Area G on the top-right is Area K.

Page 45 - Perch Village: An asterisk is on the doorless building, on the bottom of the map, that sticks out into the bird perch area.

RADIATION SUIT (page 27): Radiation suits lower radiation intensities by 20. The radiation suits in GW7 seem to be weaker versions of the ones in this module.

GW10

Note: With one exception (the hophar), the notes for GMs are arranged

by relevant subjects rather than page order.

HOPHAR (page 33): The warmth generation mutation is a low-level heat generation mutation. This allows the hophar and its rider to be immune to natural cold climates and reduces cold attacks by 2 CS.

TIMON'S DEAL (pages 17 and 30)

There is a conflict as to when Harlan Quade will decide to deal with Timon. GMs should decide which is correct, based upon how powerful the party is. Page 17 states that the party has about two months, upon entering the base, to stop Quade. Page 30 states that the party has about two days, upon entering the base, to stop Quade. The second approach would require the party to perform a quick and complete raid on the installation, but the party is likely to end up blowing away all the robots that would have been used in constructing and piloting the space shuttle. Fortunately, the space shuttle is self-guiding, and the engineering bots at Gamma Base can construct the space shuttle by themselves.

COLLAPSE OF QUADE'S BASE (pages 17 and 28)

The differences in times on these pages are minor. Page 17 states that the base will collapse in three months. Page 28 states that the base will collapse in two months. GMs can decide which one is the better choice.

WEATHER AND CLIMATE (pages 4, 5, 12, 16, and 17)

This module begins around March or April.

There is a conflict of information that could lead to some very interesting conclusions of what happens after the adventure. Page 17 states that the maali stops using their weather control mutations for a few weeks during the summer. Page 12 says that the maali gathers large amounts of food during this time, but the sudden change in temperature, wind patterns, water flow, and humidity would have caused severe storms in the area. This would have resulted in the frozen wastes being ice fields, and Harlan Quade's base being flooded during the first summer after the maali began freezing the area. This indicates that the maali has been using their Weather Control mutation constantly for the last decade. This would not affect the time that Quade's base collapses, since the base's collapse is due to Quade stripping away parts of the building.

The area affected by the maali's Weather Control mutation seems to be quite small, compared to the range given in the maali mutation's description. The scale on the map can be found by comparing the movement rates on the easily transversed terrain with the movement rates given in the Rules Supplement. It might be assumed that the maali are either: not as powerful as their description says, or that they are "concentrating" their power over a smaller area than their mutation allows. If the second option is used, many mutant PCs might start wanting to practice "concentrating" their powers too. GMs should keep game balance in mind when allowing PCs to think of original and useful applications of their mutations.



The after-effects of the weather of the Frozen Lands is dependent on the individual GM's tastes. The weather can go peacefully back to normal, as in the module. The alternative weather is nastier. Within a few weeks of the maali ceasing their control of the weather, the sudden change in the environment will have a number of severe effects that were only mentioned on a weak level before. The entire area of the Frozen Lands would suffer the effects of the world's only hurricane that started on land. This hurricane would be far more powerful than any other hurricane, since it would be contained by the geography around it, and it would be powered by the unique circumstances of its origin. The hurricane would "spin-off" storms and tornadoes to the surrounding lands. The hurricane would weaken and die in a year after it begins. The maali would not be able to stop it, since they would have been drained by the attempt to freeze Quade's base, and the effects of being subjected to the elemental forces of nature. Fortunately, the nuclear reactors at Quade's base are very weak, so they will not make the hurricane radioactive. If Quade's reactors did have that possibility, then Quade would have been able to use the waste heat from his reactors to turn the Frozen Lands into a tropical environment, no matter how many maali were against him.

#### EVOLUTION NOTE

It is interesting to consider that the creatures and plants of the Frozen Lands have adapted from a mild climate to an arctic one in just ten years. This is a result from the game mechanics of mutations occurring in the same creature instead of several generations.

#### ROBOTS

How a robot feels about itself and others, if its program is capable of feelings, is dependent on its personality and its experiences. The GM should feel free to give independent robots as many diverse personalities and views as the rest of the creatures on Gamma World.

On the Journey to Project: Omega

#### THE SPACE SHUTTLE

NAME: S.S. Armstrong ("Space Shuttle Armstrong")

HULL: There seems to be a conflict among the modules as to what the dimensions of the hull are. GW7 says that the hull is about 20 meters long. GW9 states that the flight cabin alone is 20 meters long, 10 meters wide, 5 meters tall, and held a dozen people. The space shuttle in GW9 carried 2 spare engines, complete with the propellants. See page 11 in GW9 for more information on the flight cabin of this space shuttle. GW8 states that the space shuttles were designed to be small, and the late-twentieth century space shuttles are 37 meters long. It is suggested that the space shuttle in GW9 be considered a larger version of the space shuttle that the PCs are constructing. The engines and power sources that the space shuttle was carrying are for the type of space shuttle that the PCs are building.

The hull is primarily made of ceramic, plasteel, and a metal alloy (duralloy). It looks like a smaller, 20 meters long, version of the late-twentieth century space shuttle, with short wings attached to the

sides.

The n'thlai will construct a landing area out of the remains of the Hinsdale Air Force Base (located on top of the Gamma Base), so Ermon can return to Earth.

**Environmental Equipment:** The ermonendrum plants from Gamma Base provide the food. The PCs might want to bring some specimens of the various mushrooms that Ermon developed in GW6 as a supplemental food source. Pure water can be prepared by the Restorationists at Haven and stored in sterile water tanks. The PCs bring along whatever they consider to be basic needs. The life support systems can be built by the Restorationists by basing their construction on the deep space suits that can be found in GW8 and GW10. See page 26 (encounter 20) of GW10 for a description of the space suits.

**ENGINE:** The space shuttle is a single stage spacecraft (it does not need booster rockets to reach the Cities of Man). The XL-1 engine probably means "extra light - type 1 engine." The engine has three main thrusters, and it works on the same principles as a normal rocket (burning a propellant to generate thrust). The TCN fuel's unusual properties are described in GW9. Despite its small volume on the space shuttle, it can propel the shuttle to a high orbit and has been keeping the Perch Village warm for decades. The product of burning the fuel is non-toxic. The symbols in the fuel name might stand for T---- Carbon Nitrogen. T---- probably stands for the number of carbon atoms around each nitrogen atom before or after the combustion of the propellant, like Tri- or Tetra-.

**NAVIGATIONAL AND PILOTING EXPERTS:** GW6 states that they are humans in cryogenic stasis. GW9 states that the computer on the shuttle could get the space shuttle to the Cities of Man by itself. GW10 states that supervisory borgs act as the crew of the space shuttle. GMs could say that all of the above is correct, to allow for any accidents that trigger-happy parties might inflict on their would-be pilots.

The method in GW9 involves punching in a set of coordinates into a computer in the front section of the shuttle marked AHCB (automatic homing computer banks), then the shuttle automatically goes to the Cities of Man. The coordinates can be obtained from Oscar North or the main computer at Mindkeep (the AHCB will only recognize the coordinates if it is manually entered, not sent directly from the computer of Mindkeep).

**DRY DOCK AND LAUNCH AREA:** This is Gamma Base (GW8.)

**SPECIALIZED ROBOTS:** These are the supervisory borgs and repair bots in Quade's base in GW10. These robots should be considered optional, since it is likely that most PCs would smash the "evil robots" into scrap metal. Ermon should be able to construct the robots he needs with the designs and programs from the special computer at Mindkeep and the resources at Gamma Base, but this would take a couple of months to do.

**HIGHLY ADVANCED COMPUTER:** The main computer at Mindkeep is the computer that should be used. This computer is still sentient and it is working for Ermon. The statement that no computer at Mindkeep could act as the computer for the shuttle is to keep anyone from trying to disassemble

the computer. Only Ermon should be able to disassemble it. If Mindkeep should fall into the hands of Timon, then Ermon and his chosen heroes will have to make a raid on Mindkeep to obtain the computer. The n'thlai will help out for this kind of mission. It is obvious that none of the other ancients were aware that the computer was sentient, or one of them would have taken the computer for themselves. The computer must have been pretending to be an ordinary main building computer, under Ermon's direction. The computer will continue to act this way, unless it feels the need to do otherwise. This would only occur if the computer needs to directly save Ermon's goals or life.

GYROSCOPE: It is about one meter tall. It can be found on page 58, encounter 13 in Dollar (GW9.)

OTHERS: GMs should feel free to have the PCs go on quests to find whatever items the GM decides to be necessary to complete the space shuttle or to gain the Cities of Man for the Restorationists.

#### THE CITIES OF MAN

The patches on the space suits in GW10 represent the Cities of Man as a large silver ovaloid against a background of stars. The oval shape is probably used to represent that the ship can travel at high speeds, rather than the actual physical shape of the ship. It is likely to be spherical in shape, which makes it more efficient for maintaining an artificial gravity on the ship and to use its "faster- than-light" transportation system (without this feature the mission would have been doomed from any attacking alien ships). It is a colony ship equipped with the power to survive any threat. It might have been constructed out of materials synthesized from asteroids and some materials from the moon. The diameter of the Cities of Man is around 50 miles (80.5 kilometers.) The computer on the Cities of Man is presumably pretending to be almost completely inoperative to the Ancient who dominates the Cities of Man. It was this computer who has been informing Ermon what the conditions on the ship are.

#### TIMON WAR

The results of the Timon's attempts to conquer the Flower Lands is dependent on the PCs actions and the GM's tastes. It was noted previously that Timon's agents have successfully turned one army, to the north of the Flower Lands, to his side, while earning the enmity of the mercenary captain at Dollar. There might be lands to the east that have not decided which side they should be on, but the lil (living in the Rose Fields) and the buckers (intelligent beaveroids who inhabit the Living Lake) do not trust Timon. Even if the PCs contain Timon militarily, Timon will be patient and continue to send out his agents to weaken his opponents. They will use a combination of speeches and terrorism to weaken any alliances against Timon and to stimulate extremism to weaken his opponents. Timon would have deals with other cryptic alliances to further this end, though some may have no idea that he is using them to pave the way for his conquests.

It should be kept in mind that the PCs are not the only adventurers who work for the Restorationists, but the actions of individuals can have great effects on the future of Gamma World. GMs should have political events occur around the PCs, though they might not be able to do much

about them. A few examples are given of what could happen. Oscar North, king of Delta Fragment, could face a civil war as Timon's agents convince some of the mutated animal societies to fight against North. Oscar North is powerful, but he could be defeated by large numbers of opponents. Becil, son of Ranse (GW8), could become the target of Timon's agents, since he does not trust Timon. The skyzorr'n (GW8) could have deals with Timon in conquering the areas to the south of the Flower Lands.

#### ERMON

Ermon and his allies will serve as forces to help oppose Timon and to keep the Restorationists from failing. This help will nearly always be indirect. GMs must decide what, if any, help that Ermon's allies can provide. Ermon will only show himself when the space shuttle is one year from completion. Before that time, Ermon will work closely with the n'thlai to ensure that his plans succeed.

Ermon plans to have the shuttle completely assembled within 10 years, from the time that his testing box at Gamma Base is found (he would not want his chosen heroes to be impaired by old age). He would be able to take only a dozen people with him to the Cities of Man. The heroes who passed the tests given by his box will get an automatic invitation to be apart of that dozen. The rest will be chosen by his agents, who have kept a watch for those he might need for liberating the Cities of Man. One of the people chosen, if he did not take the tests, would be Ontro (page 15 of GW8).

#### BEYOND PROJECT: OMEGA

GMs should keep in mind that there are many loose ends that might not be solved in the PCs lifetimes. The current political situation in the galaxy is unresolved. Ermon would want to reclaim the Cities of Man within 10 years of boarding the ship. The political situation on the Cities of Man have not been completely revealed. There are many things that could occur on Gamma World, while Ermon is on the Cities of Man. The current situation on the rest of the planet is unclear. When choosing the answers for these questions, GMs should try to make everything as self-consistent as possible. This would allow their PCs to try to grasp what kind of world they live in, and what kind of world that they will try to make it become.

#### MORE STUFF

The use of Tech Levels might need revision. Tech Level V should be split into two groups (one based on biotechnology, and the other based on crystalline optical technology) of the same level, but different from Tech Level IV.

Skills should only be bought with experience points gotten by research and use, not by defeating opponents (unless the skill was responsible for that). The first aid talent should be treated as a skill, where experience points can be earned by healing people. If desired, skills can be broken into Tech Levels. There shouldn't be any connection between Rank and talents (use them like skills and pass out the appropriate experience points for using it). Characters should be allowed to reserve experience points for better Tech Levels or higher

skill levels (when there aren't any instructors) by rolling at the appropriate difficulty factor.

Energy cells should be rated according to: the amount of energy that they can store (in Intensity), the rate at which they can be recharged, and the maximum rate at which they can release energy. Chemical energy cells tend to have a capacity of Intensity 20. Hydrogen energy cells tend to have a capacity of 100. Atomic energy cells (I have always thought of them as matter to energy converters) tend to have a capacity of 1000. The intensity scores are interchangeable with the electricity scores.

Solar energy has a maximum output of Intensity 30 per square meter at a distance of Earth from the sun. Inefficient conversion and obstructions can decrease the energy you can get. "Cosmic radiation" can be gotten in about the same amounts, but it is not affected by night and day very much, only obstructions have an effect.

Nuclear reactors generally last 1 year (in active service) before mandatory refueling is necessary, but maintenance must be done more frequently. Presumably spent radioactive fuel would be recycled by using "optical sieves" to separate the components.

Distance determines the amount of power that can be gotten out by broadcast power. Take the maximum effective range and divide by 4 to get the base range for power.

Many of the ranges, speeds, damage, etc statistics are wrong for the weapons, robots, etc. Take the statistics for the 1st edition game and divide them by 4 (for ranges and damage). Use maximum ranges for translating into 3rd edition rules. To find speeds in 3rd edition, divide 1st edition \_\_\_kph by 0.36 to find \_\_\_ meters per turn.

The death machine's force fields should be -4RF.

#### CITIES OF MAN

A roughly 50-mile diameter sphere. All components are heavily armored. The systems are arranged in 150' cubic sections, each with its own environmental and computer system. All sections act together (like a huge parallel processor). Each section can project energy fields to defend against attacks or to warp reality to travel "faster than the speed of light."

The top 4-mile layer is dedicated to sensors, weapons, defenses, communications, and taking care of and building spacecraft and robots. It has numerous small air-lock-like rooms on the surface to house death machines and other robots.

In terms of weapons and operations, the Cities of Man can be considered as being designed for strategic and tactical needs of the human race at the time (defeat aliens with unknown technologies, or to escape with its human crew to another solar system in the event of the destruction of Earth).

The next 4-mile layer down is a city-like area for the crew to live. It is a complete "arcology", with some environmental seals between

areas to prevent one damaged section from sucking the environment from the others.

The next 15-mile layer down is dedicated towards research and development, storage (warehouses), utilities, waste-recycling, reprocessing materials, and growing food. A lot of research is on biological and crystalline sciences used by the aliens.

The last 2-mile layer is dedicated towards administrative functions, command and control, and other chain-of-command areas.

It normally has about 500,000 assorted robots operating at any one time. This is actually a small number, since the station was built to easily serve from 50,000 people to several million.

It has about 1,000 weapon systems on the surface (mainly energy weapons and missiles), most of which has a base range of 50,000 miles and range from being thin beams to 4 mile wide beams. The last weapon acts like a directed 150 megaton explosion and there are two of them located on opposite sides of the base. There are numerous internal defense systems.

It gets its energy from solar, cosmic, and nuclear power plants.

At the time the players get there, most of its system are down to about 40 to 50 per cent, and the computer system is not talking to anyone (by pretending to be an overbuilt main computer system), and an Ancient is plotting on a way to conquer the earth (along with an entire empire of beings in the Cities of Man, who are little more than savages).

#### EVEN MORE STUFF

A variant idea is to use psionics from the AD&D game (1st edition). Most of the features can be easily translated into a Gamma World feature. The results of psionic combat can be translated into color results.

Alternative campaign (hi-tech world). Humans and cyborgs predominate, with some alien races and mutants. Tech IV or V predominates. Relatively easy access to large amounts of energy and technological items. Most adventurers would be government agents, detectives, mercenaries, and thrill seekers.

The mini-module/adventure book has some interesting devices, but it is scattered throughout the book making it difficult for a GM to use it for ideas. By the way, the best location for the setting of the adventure book is somewhere on the western side of the Rocky Mountains, in the United States.

For some ideas of crystalline low-power devices, use the ioun stones from AD&D.