

# GAMMA WORLD



## REFEREE'S SCREEN

### and Mini-Module

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



## WEAPON DAMAGE TABLE

|                       | Man-sized or<br>Smaller<br>Opponents | Larger<br>Opponents | Effective Range<br>in Meters<br>(Missile Weapons<br>Only)* |
|-----------------------|--------------------------------------|---------------------|------------------------------------------------------------|
| Arrow                 | 1-6                                  | 1-6                 | 100                                                        |
| Axe, Battle           | 1-8                                  | 1-8                 |                                                            |
| Axe, Hand             | 1-6                                  | 1-4                 | 20                                                         |
| Club                  | 1-6                                  | 1-3                 | 10                                                         |
| Crossbow Bolt         | 1-4                                  | 1-4                 | 120                                                        |
| Dagger                | 1-4                                  | 1-3                 | 20                                                         |
| Flail                 | 2-7                                  | 2-8                 |                                                            |
| Javelin               | 1-6                                  | 1-6                 | 40                                                         |
| Lance                 | 1-6                                  | 1-10                |                                                            |
| Mace                  | 2-7                                  | 1-6                 |                                                            |
| Morning Star          | 2-8                                  | 2-7                 |                                                            |
| Pole Arms             | 1-8                                  | 1-12                |                                                            |
| Sling Bullet          | 2-5                                  | 2-7                 | 100                                                        |
| Sling Stone           | 1-4                                  | 1-4                 | 80                                                         |
| Spear                 | 1-6                                  | 1-8                 | 20                                                         |
| Sword, Long           | 1-8                                  | 1-12                |                                                            |
| Sword, Short          | 1-6                                  | 1-8                 |                                                            |
| Sword, Two-<br>handed | 1-10                                 | 3-18                |                                                            |

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

## CHARISMA TABLE

| Charisma<br>Score | Maximum No.<br>of Followers | Morale<br>Adjustment | Reaction<br>Adjustment |
|-------------------|-----------------------------|----------------------|------------------------|
| 3                 | 1                           | -3                   | -3                     |
| 4                 | 1                           | -3                   | -2                     |
| 5                 | 2                           | -2                   | -2                     |
| 6                 | 2                           | -2                   | -1                     |
| 7                 | 3                           | -1                   | -1                     |
| 8                 | 3                           | -1                   | normal                 |
| 9                 | 4                           | normal               | normal                 |
| 10                | 4                           | normal               | normal                 |
| 11                | 4                           | normal               | normal                 |
| 12                | 5                           | normal               | normal                 |
| 13                | 5                           | normal               | +1                     |
| 14                | 6                           | +1                   | +1                     |
| 15                | 7                           | +1                   | +2                     |
| 16                | 8                           | +2                   | +2                     |
| 17                | 10                          | +2                   | +3                     |
| 18                | 15                          | +3                   | +3                     |

## CHARISMA TABLE MODIFIERS

## Non-Player Character Type

| Player<br>Character<br>Type | PSH      | Humanoid | Mutated<br>Animal |
|-----------------------------|----------|----------|-------------------|
| PSH                         | normal   | -2/-1/-1 | -3/-1/-1          |
| Humanoid                    | -2/-1/-1 | normal   | -2/-1/-1          |
| Mutated<br>Animal           | -3/-2/-2 | -2/-2/-1 | normal            |

The three numbers (#/#/#) indicate the modifications to the three columns of the CHARISMA TABLE.

## COMMON ITEMS — TRADE VALUES

| ITEM                                                     | DOMARS | GOLD |
|----------------------------------------------------------|--------|------|
| Standard cut and thrust weapons                          | 50     | 10   |
| Heavier and larger weapons                               | 75     | 15   |
| Shield                                                   | 50     | 10   |
| Armor                                                    | 300    | 60   |
| Bow                                                      | 75     | 15   |
| Quiver of 15 arrows                                      | 10     | 2    |
| Crossbow                                                 | 100    | 20   |
| Case with 15 crossbow bolts                              | 10     | 2    |
| Clothing, back pack, woven goods, etc.                   | 5      | 1    |
| Travelling supplies (rope, lantern, etc.)                | 5      | 1    |
| Special food stores (wine skin, dried<br>foods) per week | 5      | 1    |
| Unusual items (mirrors, oil flasks, etc.)                | 15     | 3    |
| Riding beasts (non-horselike)                            | 200    | 40   |
| Riding beasts (horselike)                                | 300    | 60   |
| Riding equipment (saddle,<br>saddle bags, etc.)          | 75     | 15   |
| Small carts, wagons, and rafts                           | 250    | 50   |
| Large carts, wagons, and rafts                           | 400    | 80   |
| Small boats and canoes                                   | 500    | 100  |
| Large boat with sail and oars                            | 1000   | 200  |

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

## FATIGUE FACTORS MATRIX

| Weapons              | Melee Turn |    |    |    |    |    |    |    |    |
|----------------------|------------|----|----|----|----|----|----|----|----|
|                      | 11         | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| Any Axe              |            |    |    | -1 | -2 | -3 | -4 | -5 | -6 |
| Any Bow              |            |    |    |    | -1 | -2 | -3 | -4 | -5 |
| Club                 |            |    |    |    | -1 | -2 | -3 | -4 | -5 |
| Dagger               |            |    |    |    |    |    |    | -1 | -2 |
| Flail                |            | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 |
| Javelin              |            |    |    |    | -1 | -2 | -3 | -4 | -5 |
| Lance                |            |    |    | -1 | -2 | -3 | -4 | -5 | -6 |
| Mace                 |            |    |    | -1 | -2 | -3 | -4 | -5 | -6 |
| Morning Star         |            |    | -1 | -2 | -3 | -4 | -5 | -6 | -7 |
| Pole Arms            |            | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 |
| Sling                |            |    |    |    |    |    |    | -1 | -2 |
| Spear                |            |    |    |    |    | -1 | -2 | -3 | -4 |
| Sword, Long or Short |            |    |    | -1 | -2 | -3 | -4 | -5 | -6 |
| Sword, Two-handed    | -1         | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |

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

## ARMOR

| Armor<br>Class | Melee Turn |    |    |            |    |    |
|----------------|------------|----|----|------------|----|----|
|                | 15         | 16 | 17 | 18         | 19 | 20 |
| 10             |            |    |    | no fatigue |    |    |
| 9              |            |    |    | -1         | -2 | -3 |
| 8              |            |    | -1 | -2         | -3 | -4 |
| 7              |            | -1 | -2 | -3         | -4 | -5 |
| 6              |            | -1 | -2 | -3         | -4 | -5 |
| 2-5            | -1         | -2 | -3 | -4         | -5 | -6 |

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



## PHYSICAL MUTATIONS

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

## MENTAL MUTATIONS

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



## ARTIFACT TABLES

### Vehicles

1. Civilian Internal Combustion
2. Military Alcohol Combustion
3. Turbine Car
4. Hover Car
5. Flit Car
6. Environmental Car
7. Bubble Car
8. Others

### Armor

1. Sheath Armor
2. Powered Plate Armor
3. Powered Alloyed Plate Armor
4. Plastic Armor (unpowered)
5. Energized Armor
6. Inertia Armor
7. Powered Scout Armor
8. Powered Battle Armor
9. Powered Attack Armor
10. Powered Assault Armor

### Pistols

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

### Rifle

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

### Grenades

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

### Other Energy Weapons

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

### Artifact Condition

| Die Roll | Condition of Artifact | Chance of Functioning |
|----------|-----------------------|-----------------------|
| 2-5      | Obviously Broken      | 0%                    |
| 6-7      | Poor                  | 20%                   |
| 8-9      | Fair                  | 40%                   |
| 10       | Good                  | 60%                   |
| 11       | Excellent             | 80%                   |
| 12       | Perfect               | 100%                  |

### Artifact Category

|         |                             |
|---------|-----------------------------|
| 01-10%  | Pistol                      |
| 11-20%  | Rifle                       |
| 21-30%  | Other Energy Weapon         |
| 31-40%  | Grenade                     |
| 41-50%  | Bomb or Missile             |
| 51-60%  | Armor                       |
| 61-70%  | Vehicle                     |
| 71-80%  | Miscellaneous Energy Device |
| 81-90%  | Robotic Unit                |
| 91-100% | Medical Equipment           |

### Robotic Units

1. Light Cargo Lifter
2. Heavy Cargo Lifter
3. Small Cargo Transport
4. Large Cargo Transport
5. Ecology Bot (Agricultural)
6. Ecology Bot (Wilderness)
7. Engineering Bot (Standard)
8. Engineering Bot (Light Duty)
9. Engineering (Heavy Duty)
10. Medical Robotoid
11. General Household Robotoid
12. Security Robotoid
13. Supervisory Borg
14. Defense/Attack Borg
15. Warbot
16. Death Machine
17. Permanent Cybernetic Installation
18. Think Tank

### Medical Equipment

1. Pain Reducer
2. Mind Boosters
3. Sustenance Dose
4. Interra Shot
5. Stim Dose
6. Cur-in Dose
7. Suggestion Change
8. Accelera Dose
9. Anti-Radiation Serum
10. Rejuv Chamber
11. Status Chamber
12. Life Ray

### Miscellaneous Energy Devices

1. Portent
2. Energy Cloak
3. Control Brain
4. Communication Sender
5. Medi-Kit
6. Anti-grav Sled
7. Ultra-violet and Infra-red Goggles
8. Chemical Energy Cells
9. Solar Energy Cells
10. Hydrogen Energy Cells
11. Atomic Energy Cells
12. Energy Cell Charger

### Bombs and Missiles

1. Small Damage Pack
2. Concentrated Damage Pack
3. Fission Bomb
4. Fusion Bomb
5. Concussion Bomb
6. Matter Bomb
7. Negation Bomb
8. Neutron Bomb
9. Trek Bomb
10. Mutation Bomb
11. Micro-Missile
12. Mini-Missile
13. Surface Missile
14. Neutron Missile
15. Negation Missile
16. Fission Missile

### Creating Non-Player Character Mutations

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

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

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

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

### ID DEVICES

|                |                                                  |
|----------------|--------------------------------------------------|
| FIRST STAGE:   | Ordinary Citizens                                |
| SECOND STAGE:  | Civil Service, Emergency, Military (low echelon) |
| THIRD STAGE:   | Scientific, Medical                              |
| FOURTH STAGE:  | Law Enforcement (Military and Civilian)          |
| FIFTH STAGE:   | Government Officials, Military Command           |
| Color Codes    |                                                  |
| Blue:          | Military Personnel                               |
| Brown, Yellow: | Ordinary Citizens                                |
| Gray, Green:   | Scientific and Technical Workers                 |
| Red:           | Law Enforcement Personnel                        |
| Red and Blue:  | Civilian Authorities                             |
| Red and White: | Emergency Service Workers                        |
| White:         | Medical Personnel                                |



## RADIATION MATRIX

Radiation Intensity Level

|    | 3  | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|----|----|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|
| 18 | 0  | 0 | 0 | 0 | 0 | 1 | 2 | 3  | 4  | 5  | 6  | 7  | 8  | M  | M  | D  |
| 17 | 0  | 0 | 0 | 0 | 1 | 2 | 3 | 4  | 5  | 6  | 7  | 8  | M  | M  | D  | D  |
| C  | 16 | 0 | 0 | 0 | 1 | 2 | 3 | 4  | 5  | 6  | 7  | 8  | M  | M  | D  | D  |
| O  | 15 | 0 | 0 | 1 | 2 | 3 | 4 | 5  | 6  | 7  | 8  | M  | M  | D  | D  | D  |
| N  | 14 | 0 | 1 | 2 | 3 | 4 | 5 | 6  | 7  | 8  | M  | M  | D  | D  | D  | D  |
| S  | 13 | 1 | 2 | 3 | 4 | 5 | 6 | 7  | 8  | M  | M  | D  | D  | D  | D  | D  |
| T  | 12 | 2 | 3 | 4 | 5 | 6 | 7 | 8  | M  | M  | D  | D  | D  | D  | D  | D  |
| I  | 11 | 3 | 4 | 5 | 6 | 7 | 8 | M  | M  | D  | D  | D  | D  | D  | D  | D  |
| T  | 10 | 4 | 5 | 6 | 7 | 8 | M | M  | D  | D  | D  | D  | D  | D  | D  | D  |
| U  | 9  | 5 | 6 | 7 | 8 | M | M | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| T  | 8  | 6 | 7 | 8 | M | M | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| I  | 7  | 7 | 8 | M | M | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| O  | 6  | 8 | M | M | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| N  | 5  | M | M | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
|    | 4  | M | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
|    | 3  | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |

# = Dice of damage to Character, M = New Mutation (appears in one game week), D = 20% chance of mutational defect, 80% chance of death

## POISON MATRIX

Strength of Poison

|    | 3  | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|----|----|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|
| 18 | *  | * | * | * | * | * | * | *  | *  | *  | *  | *  | *  | 1  | 2  | 3  |
| 17 | *  | * | * | * | * | * | * | *  | *  | *  | *  | *  | 1  | 2  | 3  | D  |
| C  | 16 | * | * | * | * | * | * | *  | *  | *  | *  | 1  | 2  | 3  | D  | D  |
| O  | 15 | * | * | * | * | * | * | *  | *  | *  | 1  | 2  | 3  | D  | D  | D  |
| N  | 14 | * | * | * | * | * | * | *  | *  | 1  | 2  | 3  | D  | D  | D  | D  |
| S  | 13 | * | * | * | * | * | * | *  | 1  | 2  | 3  | D  | D  | D  | D  | D  |
| T  | 12 | * | * | * | * | * | 1 | 2  | 3  | D  | D  | D  | D  | D  | D  | D  |
| I  | 11 | * | * | * | * | 1 | 2 | 3  | D  | D  | D  | D  | D  | D  | D  | D  |
| T  | 10 | * | * | * | 1 | 2 | 3 | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| U  | 9  | * | * | 1 | 2 | 3 | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| T  | 8  | * | 1 | 2 | 3 | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| I  | 7  | * | 1 | 2 | 3 | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| O  | 6  | 1 | 2 | 3 | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| N  | 5  | 2 | 3 | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
|    | 4  | 3 | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |
|    | 3  | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  |

\* = No effect # = Dice of Damage to Poisoned Character D = Death, unless a suitable antidote is administered within two turns.

## MOVEMENT TABLE

### Search

Indoor/Outdoor 1 meter/6 meters

### Combat

Normal Movement 12 meters/round  
Trot Movement 16 meters/round\*  
Charge Movement 24 meters/round\*  
Armored Movement Half speed  
Mounted Movement Referee's decision  
Creature Movement Up to 5 times normal  
Robotic Movement Meters/round = km per hour × 2.8

\*Missile and energy weapons cannot be fired while character is trotting or charging.

## REACTION TABLE

### Dice Score

### Reaction

2 Extremely hostile, may attack\*  
3-5 Hostile, distrustful, may attack\*  
6-8 Uncertain  
9-11 Friendly, helpful  
12 Enthusiastic, loyal

\*No further attempt may be made to entice, hire, or otherwise interact with the being. The dice score may be modified by offers of food, money, and artifacts or by a character's charisma or race (see **CHARISMA TABLE**). Adjustments due to offers are decided by the referee, but should not exceed +2 or -2.

## ENCOUNTERS TABLE

| Die Roll | Clear          | Mountains      | Forest         | Desert         | Water Areas    | Ruins            | Radioactive Zones |
|----------|----------------|----------------|----------------|----------------|----------------|------------------|-------------------|
| 1        | Yexil          | Podog          | Win Seen       | Obb            | Crep Plant     | Badder           | Serf              |
| 2        | Hori Choo      | Kep            | Kai Lin        | Sep            | Seroon Lou     | Arn              | Blight            |
| 3        | Centisteed     | Zeethh         | Hori Choo      | Hisser         | Ber Lep        | Serf             | Hisser            |
| 4        | Perth          | Ert            | Gren           | Soul Besh      | Win Seen       | Yexil            | Android           |
| 5        | Zeethh         | Hoop           | Herp           | Sleeth         | Narl Ep        | Orlen            | Blaash            |
| 6        | Hoop           | Arn            | Obb            | Parn           | Terl           | Ark              | Zarn              |
| 7        | Sleeth         | Yexil          | Hisser         | Podog          | Menarl         | Android          | Robotic Unit      |
| 8        | Brutorz        | Blight         | Ert Telden     | Yexil          | Fleshin        | Robotic Unit     | Tribesmen         |
| 9        | Zarn           | Crep Plant     | Robotic Unit   | Blaash         | Cren Tosh      | Hoop             | Parn              |
| 10       | Hopper         | Android        | Arn            | Kep            | Barl Nep       | Tribesmen        | Entropists        |
| 11       | Robotic Unit   | Cal Then       | Soul Besh      | Kai Lin        | Ert Telden     | Sleeth           | Iron Society      |
| 12       | Badder         | Parn           | Centisteed     | Perth          | Fen            | Restorationism   | Zoopremists       |
| 13       | Arn            | Robotic Unit   | Blaash         | Serf           | Keeshin        | Archivists       | Radioactivism     |
| 14       | Herp           | Orlen          | Pineto         | Tribesmen      | Herkel         | Ranks of the Fit | Healers           |
| 15       | Blaash         | Tribesmen      | Ark            | Android        | Ert            | The Created      | Judge Option      |
| 16       | Rakox          | Hisser         | Perth          | Robotic Unit   | Android        | Healers          | Judge Option      |
| 17       | Android        | Herp           | Sep            | Cal Then       | Badder         | Judge Option     | Judge Option      |
| 18       | Tribesmen      | Zarn           | Serf           | Blight         | Robotic Unit   | Judge Option     | Judge Option      |
| 19       | Podog          | Sep            | Badder         | Zarn           | Tribesmen      | Judge Option     | No Encounter      |
| 20       | Cryptic        | Cryptic        | Cryptic        | Cryptic        | Cryptic        | No Encounter     | No Encounter      |
|          | Alliance (any) | Alliance (any) | Alliance (any) | Alliance (any) | Alliance (any) |                  |                   |



## ARTIFACT TABLES

### Vehicles

1. Civilian Internal Combustion
2. Military Alcohol Combustion
3. Turbine Car
4. Hover Car
5. Flit Car
6. Environmental Car
7. Bubble Car
8. Others

### Armor

1. Sheath Armor
2. Powered Plate Armor
3. Powered Alloyed Plate Armor
4. Plastic Armor (unpowered)
5. Energized Armor
6. Inertia Armor
7. Powered Scout Armor
8. Powered Battle Armor
9. Powered Attack Armor
10. Powered Assault Armor

### Pistols

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

### Rifle

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

### Grenades

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

### Other Energy Weapons

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

### Artifact Condition

| Die Roll | Condition of Artifact | Chance of Functioning |
|----------|-----------------------|-----------------------|
| 2-5      | Obviously Broken      | 0%                    |
| 6-7      | Poor                  | 20%                   |
| 8-9      | Fair                  | 40%                   |
| 10       | Good                  | 60%                   |
| 11       | Excellent             | 80%                   |
| 12       | Perfect               | 100%                  |

### Artifact Category

|         |                             |
|---------|-----------------------------|
| 01-10%  | Pistol                      |
| 11-20%  | Rifle                       |
| 21-30%  | Other Energy Weapon         |
| 31-40%  | Grenade                     |
| 41-50%  | Bomb or Missile             |
| 51-60%  | Armor                       |
| 61-70%  | Vehicle                     |
| 71-80%  | Miscellaneous Energy Device |
| 81-90%  | Robotic Unit                |
| 91-100% | Medical Equipment           |

### Robotic Units

1. Light Cargo Lifter
2. Heavy Cargo Lifter
3. Small Cargo Transport
4. Large Cargo Transport
5. Ecology Bot (Agricultural)
6. Ecology Bot (Wilderness)
7. Engineering Bot (Standard)
8. Engineering Bot (Light Duty)
9. Engineering (Heavy Duty)
10. Medical Robotoid
11. General Household Robotoid
12. Security Robotoid
13. Supervisory Borg
14. Defense/Attack Borg
15. Warbot
16. Death Machine
17. Permanent Cybernetic Installation
18. Think Tank

### Medical Equipment

1. Pain Reducer
2. Mind Boosters
3. Sustenance Dose
4. Interra Shot
5. Stim Dose
6. Cur-in Dose
7. Suggestion Change
8. Accelera Dose
9. Anti-Radiation Serum
10. Rejuv Chamber
11. Status Chamber
12. Life Ray

### Miscellaneous Energy Devices

1. Portent
2. Energy Cloak
3. Control Brain
4. Communication Sender
5. Medi-Kit
6. Anti-grav Sled
7. Ultra-violet and Infra-red Goggles
8. Chemical Energy Cells
9. Solar Energy Cells
10. Hydrogen Energy Cells
11. Atomic Energy Cells
12. Energy Cell Charger

### Bombs and Missiles

1. Small Damage Pack
2. Concentrated Damage Pack
3. Fission Bomb
4. Fusion Bomb
5. Concussion Bomb
6. Matter Bomb
7. Negation Bomb
8. Neutron Bomb
9. Trek Bomb
10. Mutation Bomb
11. Micro-Missile
12. Mini-Missile
13. Surface Missile
14. Neutron Missile
15. Negation Missile
16. Fission Missile

### Creating Non-Player Character Mutations

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

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

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

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

### ID DEVICES

|                |                                                  |
|----------------|--------------------------------------------------|
| FIRST STAGE:   | Ordinary Citizens                                |
| SECOND STAGE:  | Civil Service, Emergency, Military (low echelon) |
| THIRD STAGE:   | Scientific, Medical                              |
| FOURTH STAGE:  | Law Enforcement (Military and Civilian)          |
| FIFTH STAGE:   | Government Officials, Military Command           |
| Color Codes    |                                                  |
| Blue:          | Military Personnel                               |
| Brown, Yellow: | Ordinary Citizens                                |
| Gray, Green:   | Scientific and Technical Workers                 |
| Red:           | Law Enforcement Personnel                        |
| Red and Blue:  | Civilian Authorities                             |
| Red and White: | Emergency Service Workers                        |
| White:         | Medical Personnel                                |