

GAMMA WORLD™ Game Feature

THE WEAPONS OF THE ANCIENTS

by James M. Ward

In the beginning of the Dark Years, in the giant engineering metropolis of Steloclm, Washington, a group of designers watched their culture begin to decline into another Dark Age. With the total separation of world communications, and glimpses of biological nightmares forming in the waters of the sound nearby, the engineers decided to work towards designing devices that would defend and ward their future generations from harm.

Using the remains of the crumbling civilization, and the knowledge of their engineering computers, these men and women set about to create defensive and offensive devices more powerful than the world had ever known. They lacked, however, the technological knowledge of the workings of the Ancient's machines. One of their leaders, known as Jward, realized that the complexity and diversification of the controls on most of the designs would be completely useless in a world that had forgotten most of its past accomplishments. He and a dedicated cadre of scientists developed equipment that would function under the most severe conditions yet be easy to repair.

The equipment developed by those few engineers who were led by Jward are known and feared all over the world. Remember; they can be found anywhere with any group, and they are instantly recognized for what they are: "THE TOOLS OF JWARD."

KEY

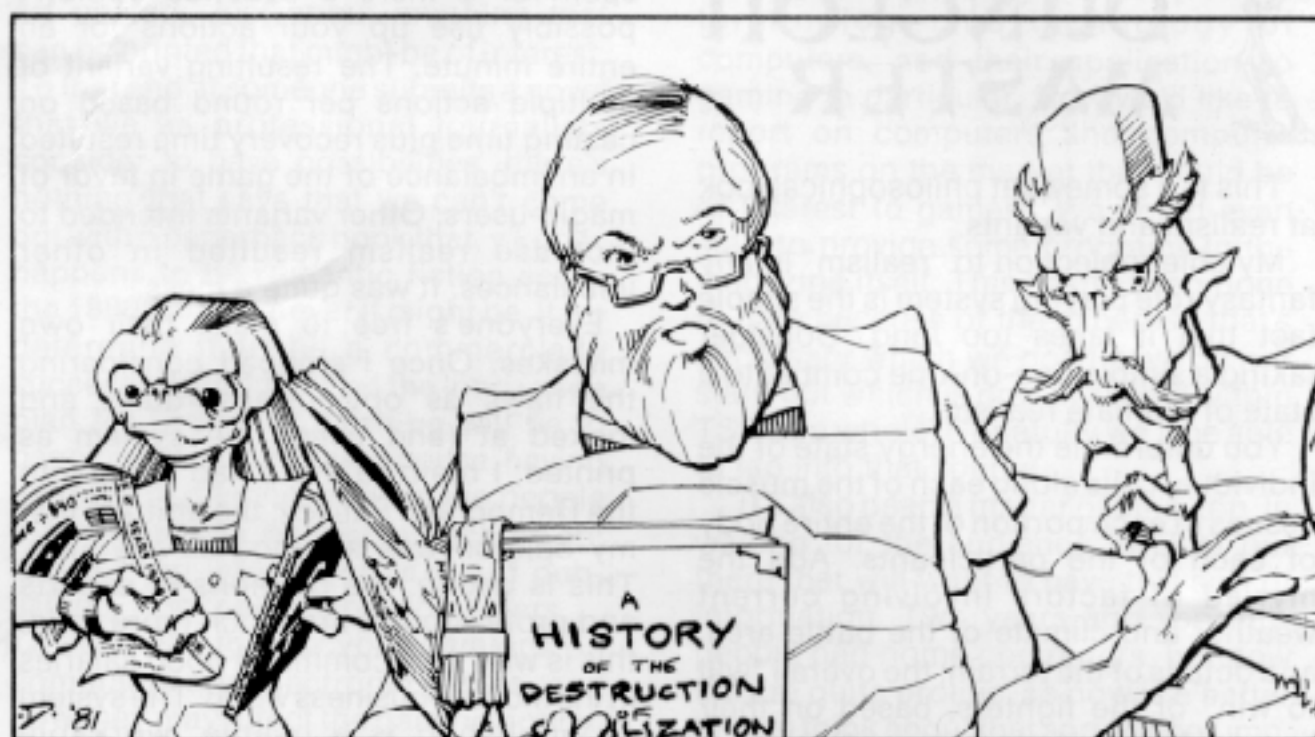
Weapon Class	WC
Range	R
Damage	D
Power Source	PS
Duration	DR

CRYSTAL OF HEALING

R: Touch
PS: Solar power
DR: 120 minutes per 24 hour charge

The crystal has the power to cure several different types of health related problems. It is able to completely destroy all virus infections after just 5 minutes under its rays. It is also able to heal 5 hit points of physical damage a day after ten minutes under its rays. And finally, it can purify ten gallons of water after twenty minutes of exposure to its rays.

The device is fist-sized, and has ten facets to its structure. Three different color beams are emitted for the three different functions. The intensity of the colored beam is determined by how hard the device has to work to accomplish its end.



BEAM OF THE LOCATOR

R: 10 kilometers
PS: Solar power
DR: 60 minutes per 24 hour charge

This device looks much like a compass. The holder of the Beam of The Locator chooses from three settings; powered energy cells, powered broadcast sources, and atomic power of any type. An indicator then directs the holder toward the power source. While there are many different types of devices that serve this same function, this is by far the simplest of all.

CRYSTAL OF SEEING

R: Variable

The Crystal of Seeing is a simple magnifying device that works from a rod of unbreakable crystal. While most of the other telescopic devices have been broken over the ages, these rods cannot break, and are highly valued by those who use them.

TORPOL GEMS

WC: 8
R: 3 meter radius
D: 2-12
PS: Solar power

These fist-sized gems were made to release their energy after being thrown. They cast forth laser light that encircles them. The light does damage to all within its circle. Once the charge has been expended, the gem must be subjected to 10 hours of sunlight before it is ready to produce another blast of destructive energy.

PRISM OF WONDER

R: 100 meters
PS: Solar power
DR: 10 minutes per 24 hour charge

The Prism of Wonder has a complex set of microcircuits placed within its facets. After it is charged, it is able to accomplish several different functions. It can create up to seven different moving images in holographic perfection. These images can be verbally programmed to do anything the prism user wishes once the first picture of them has been taken in by the optics of the system.

This imitation has proven highly useful in dealing with life forms that act aggressively towards the holder of The Prism of Wonder. The user can set up images that seem to attack, or otherwise look threatening. It can also be used as a light source in dark areas, but this effect is shortlived due to the nature of the image's power retention.

LIGHT PAINT

DR: Variable according to the paint's exposure to the sun

This substance is one of the few out-of-date creations of the technologists of Jward. It is a paint that is commonly found in many technological areas of the world. It absorbs light, and glows in its absence. It is highly useful to those that dwell both above and below ground.

It has become outdated because of the numerous types of lichen that now exist, both above and below ground that glow brightly at all times. These types of lichen can be found near any area of intense radiation.

BLADED SHIELD

WC: 2
R: Touch
D: 2-16

The bladed shield was designed to be both a defensive and offensive tool. At the center of the shield is some type of blade. The blade functions much the same as a normal sword, except that the weight of the individual is behind the force of the weapon.

The best of these devices are made out of duralloy, and can be instantly known by the triangular shape of the device. The shields not only act as physical defenses against attack, but they also block almost all of the known forms of energy attacks.

ACID EJECTOR

WC: 5
R: 30 meters
D: Variable from 1-10 to 6-60

The device is a simple pump with a glass lining. Acid is created by several different means, but only strong ones are ever used. The device has only three charges due to its great weight when filled.

HOLARATOR

R: 5 centimeters from the wearer
PS: Solar cells
DR: 30 minutes per 24 hour charge

This device uses the technology of holograms to generate one of two images in a 180 degree field in front of the user. Most of these generators are crystals that are able to set up images from any environment. Basically, the device can imitate the area around the holder and thus blank them out of view. Those in front of the holder will see the surrounding area imitated in the field of force in front of the device activator. The Holarator can also recreate the image of the last creature its optic system viewed. This causes the viewer to see an image of a standing creature of different proportions than the holder of the Holarator. Many holders try to store mutants of awesome power in their optics to be used to frighten away dangerous creatures.

When this device is activated, it also lowers the armor class of the holder by one because all those that try to strike the holder will be aiming at a false image.

There are several races of mutants that have been able to create these devices by using their mental mutations. These mutant crystals are just like their tech, but far more plentiful.

HOT LEAD THROWER

WC: 12
R: Variable
D: Variable plus 3-12 points of heat damage

While there are many different types of hot lead throwers, from cannon-sized ones to tiny derringer types, these have several things in common: a ceramic chamber where the shot sits for one second while it is flash heated, and a separate hydrogen energy cell in addition to the projection method of the ammunition for the heat generating process.

The unit is capable of heating the metal of the projectile to a high degree. This causes damage when it strikes, and gives the weapon greater range.

ANDRATOR

WC: 14
R: Touch
D: 4-48
PS: Solar power
DR: 5 activations per 10 hours of charging

The "Andrator" (believed to be a corruption of "anhydrator") appears to be a bowl with several dials and crystal tubes attached to the bottom. It was designed to be a simple unit for the drying and identification of liquids of any type. Years after its creation, a race of intelligent insects discovered that if applied to the flesh of an enemy and activated, the unit would dry out portions of the blood vessels in the body. Andrators then became dangerous weapons in the hands of these creatures, who would set the unit to dry and analyze blood. When it strikes the skin, the device turns its rays on the still living flesh and causes it to die. Andrators cause terrible pain when used in combat and are indestructible, as are all of the powered Jward devices. The device is now seldom used for its original purpose.

LISTENERS

Listeners are simple fans that can be attached to the head near the ears, and are made of special fibers that collect the sound in the fans and pass it to the ears of the user. After intelligent races witnessed the principal of this unit, they started creating all sorts of imitations that were able to accomplish the same process at a slightly less efficient capacity.

While the device is ungainly, it is particularly useful in any sort of night action. With the aid of Listeners, slight footfalls can be detected up to 30 meters away.

SPIKE BIKE

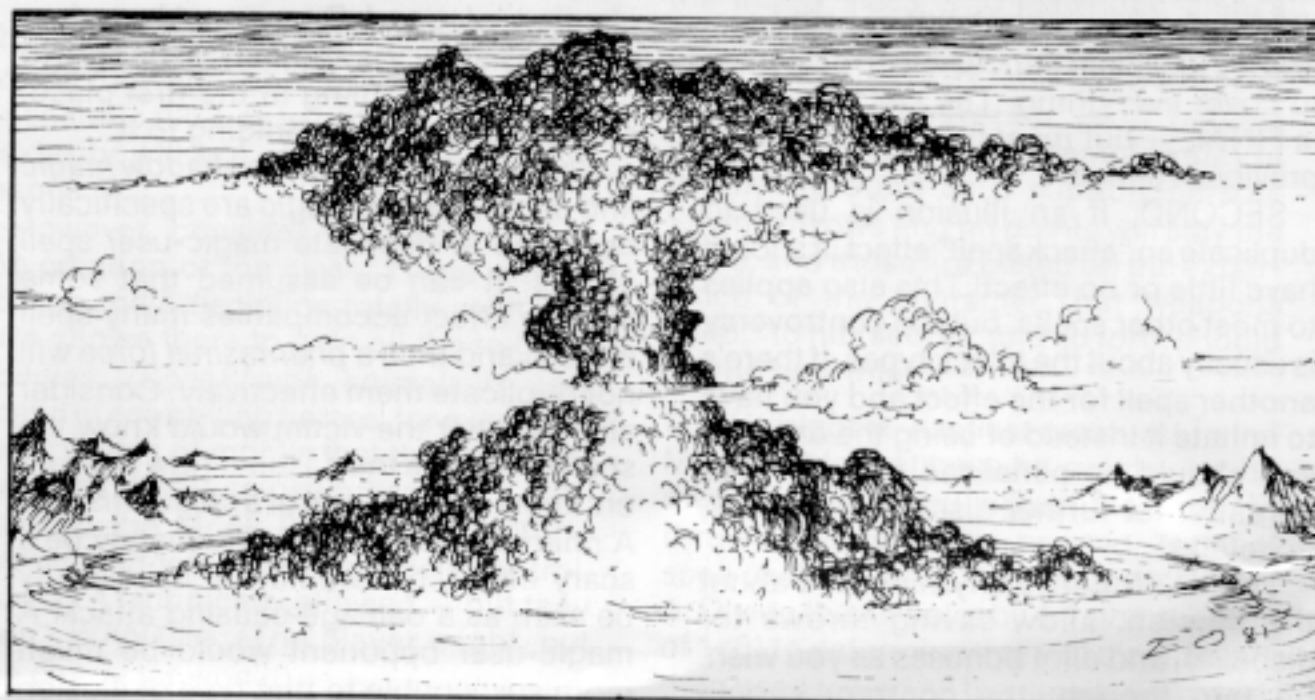
WC: 5
R: Touch
D: 3-18

The Spike Bike can be found wherever there are wheels made by the Ancients. The essential concepts behind the Bike are much the same as those of the Ancient's bicycle, except the Spike Bike has two more sets of gears. The extra gears control sword blades that move along two tracks on the frame of the bike. The user can choose to work these gears while peddling or standing still.

When the biker is moving, the blades cover a circular area around the biker on two levels. This allows the biker to escape, or at least move in another direction from the enemy, with his sides and rear partially protected.

When the operator is standing still, it is possible for him to use the blades to attack more than one enemy at a time. The bike is limited by the terrain, but has found its way to many of the larger plane areas where extremely strong mutants are able to easily control the unit through the tall grass.

That's it for now. Watch for more Weapons of The Ancients in a future issue of The POLYHEDRON.



THE LONE WOLF



by James M. Ward

Activated installations of the Ancients which have remained relatively intact until the time of the GAMMA WORLD game are without a doubt the best of all possible places for the characters to adventure in, whether they are new to the game or veterans with great power. Because these places are far and away the most dangerous areas in the endless list of possible game settings, there should be some type of aid given

to the characters so that they do not lose heart and shy away from these areas. The Lone Wolf character, as either a player character or a non-player character, is perfect for balancing the deadliness of an Ancient installation with the power that can be gotten from looting such a place.

The Lone Wolf character (as a PC or NPC) is common to and may exist in every region of the GAMMA WORLD game setting. Non-player characters are by nature loners, and the GM may introduce the Lone Wolf NPC character to stimulate action in the game, or players may choose to play a char-

acter with a much higher than average grasp of technology than is usual in the GAMMA WORLD game setting. In either event, the character will never be too powerful because this type of character chooses to use his or her weapons in search of and survival against more technology of the Ancients, not against other player or non-player characters. The referee should feel free to give the player Lone Wolf bonuses for understanding newfound technology; this advantage over "average" player characters is easily balanced by the deadly areas that this type of character is constantly exploring. (For more details, see below.)

In GW terms, the Lone Wolf character (as either a PC or NPC) has the maximum number in one or more of their abilities. 75% of the Lone Wolf "population" has a Dexterity of 18. 50% have an 18 Constitution. 80% of them are Pure Strain Humans; the other portion appears to be Pure Strain Humans but are actually mutants with an unusually large amount of mental mutations.

All Lone Wolf characters use and maintain a major piece of Ancient technology and several minor pieces of equipment. In addition to this major piece, Lone Wolves have a missile weapon of some type. 50% of them have another general weapon (distinctly different than the aforementioned piece of Ancient technology) of the Ancients. If this general weapon is an energy weapon, they automatically have the means to recharge the power cells or they may have a large number of cells. Lone Wolf characters must always be on the move because they constantly need to search for parts for the their equipment so it does not fall into disrepair, and they do not wish to draw attention to themselves or their unusual amount of Ancient equipment and weapons and invite attack.

Lone Wolves have knowledge of an unusually high number of items of the Ancients, and have a bonus of 3 on their checks to understand an item of any type. Although they are conservative by nature, they will willingly lead a party to sights of Ancient technology, but will also demand the first pick of all items found during the adventure, and have the wits and strength to back up such a demand should a mutiny arise.

Lone Wolves constantly tinker with their equipment to increase its effectiveness. Even if their missile weapon is only a crossbow, it will invariably do more damage, shoot farther and faster; they might even install a trap so that no other character may safely use it. Although their weapons are superior to similar weapons found in ruins, Lone Wolves are very dependent on acquiring more knowledge of Ancient technology to discover new facets of the operation of their equipment.

Tool kits are very valuable possessions to Lone Wolves. They are always on the look out for tools of any type to add to their tool kits. Beginning player characters should be given simple hammers, files and chisels. They must look for more tools in the areas of the Ancients. When they acquire more items they may start using them to open electronically locked doors, or fix broken items commonly found buried all over the planet. The more tools they find, the greater the percentage chance to fix or modify an item. The GM should use a 5% chance on any given item as a base, and increase the percentage with continued practice on the part of Lone Wolves.

Paradoxically, Lone Wolves long to raise their social status, however, if players role play this character true to description, Lone Wolves will never raise very high in rank in any given region because they are a mercenary lot who work

only for themselves, and do not take the time to benefit a village or Cryptic Alliance.

However, Lone Wolves *are* treated with great respect by all Pure Strain Human villages and all villages friendly to men. This respect grants them 1d8 villagers who will take on the challenge of adventuring in an area of the Ancients. They may also sell items of the Ancients to villages at double their usual value. Cryptic Alliances which commonly search for bits of Ancient technology will often employ Lone Wolf characters to act as a scouts, so they are often sought by Archivists, Followers of the Voice, and Restorationists. These groups are usually willing to advance the scouts equipment to aid them in their quest.

Lone Wolf characters are also excellent creature trainers. They are constantly on the lookout for young animals or creatures to train for their use, recognizing that such creatures will raise their chances for survival. Trained creatures are never brought into the deadly installations of the Ancients, but rather, stay and guard equipment left outside the highly dangerous areas. Lone Wolves may have from 1-3 trained creatures at any given time. The areas Lone Wolves travel result in a high turnover rate for these "pets." Brutorz, dog and cat mutations, and often some type of huge insect are common creatures to be trained by Lone Wolves.

The following is an example of a Lone Wolf character:

Name: Ren
Race: Pure Strain Human
MS: 16 IN: 18
DX: 18 CH: 16
CN: 17 PS: 16
Hit Points: 120 AC: 3 (Plastic Armor)
Weapons Systems: Mark VII Rifle WC: 14
Modified Damage: 12d6
2 Stun grenades WC: 87 2 Torc grenades: WC: 8

While flying in his Hover Car at high speed, Ren's engine fails and crashes in the forest, forcing him to leave his unit. He has dreaded the possibility of just this situation. He knows where an installation full of vehicles is, but he also knows that the installation is guarded by powerful robots and computer defenses, and is hidden in a sheltered valley. Ren could get past the automatic defenses, but needs help to overcome the inner defenses. He decides to locate a friendly village and enlist a band of men and mutants to help him get what he wants.

Ren has trained a matched pair of huge, mated falcons. They have been trained to fly overhead and watch for dangers ahead of him.

Names: Hekal and Jekal
Race: Giant Falcon
Land Speed: 1/200/3 Air Speed: 12/900/18
MS: 1d8 IN: 1d4
DX: 3d6 CH: 1d10
CN: 1d10 PS: 1d12
Hit Dice: 2d6 AC: 7
Attacks: Claws 1-4/1-4 Beak: 1-6
Mutations: None

The Giant Falcon is one of the least complex mutants of the GAMMA WORLD® game, having increased in size over the years so that it is from two to three feet tall for game purposes. The flyer has a tendency to nest near civilization and has been known to come to the aid of Pure Strain Humans during battle. 

DPQ: When a balloon is rolled as part of a low altitude scenario, is it possible to have more than one?

DPA: Yes. When a low level game occurs during the Random Combat determination, a roll of 1 or 2 will mean a balloon is present. An additional roll can then be made: if a 1 is rolled, there is a second balloon also in the area. After the second balloon has been noted, a further roll can be made, and if another 1 is rolled, there is a third balloon in the area. Each balloon will have its own independent altitude and defenses.

DPQ: What happens if a wounded pilot is trying to land a plane with numerous critical hits and the landing chance computes to less than 0%?

DPA: Assuming the aircraft is still flyable and is not out of control, the pilot will always have at least a 5% chance of making a successful landing (even if the subtractions make it less than 5%). This accounts for the instances of extraordinary bravery, unusual good fortune, and the like that occasionally helped pilots survive in World War I.

DPQ: If a critical hit results in adding one or two hit factors to the damage taken in one area of the plane, must another roll be taken that turn to check for the chance of another critical hit?

DPA: No. Critical hits that cause additional hit factor damage do not require an additional critical hit check.

DPQ: If a pilot who is lightly wounded has his plane's wing shot off, how many rolls must be made to determine his survival?

DPA: Except for pilots coming down in the front lines (where a special additional chance exists for being killed or captured), only one survival roll is necessary.

In the example above, the pilot's plane will fall out of control after its wing is destroyed, giving him a 5% chance of surviving the resulting crash (or 10% if it occurred at less than 2000'). This 5% or 10% chance always takes precedence as the single roll needed to determine survival, and wounds (or lack of them) have no bearing.

If this pilot had a parachute, he would make one roll at 60% to determine survival (as given under the German Parachutes rule) — he would *not* roll separately for the jump and then for the wound. All pilots who survive on 5% or 10% rolls and all pilots who survive critical wounds must roll for possible incapacitation.



Science Fantasy Game

GWQ: I have some questions on the mutations in the GAMMA WORLD® game revision.

1. In *Absorption*, is a laser a heat weapon or a light weapon?

2. In *Aromatic Powers*, can the characters resist the desire for their favorite food if they are not hungry?

4. In *Directional Sense*, can a mutant really locate any object he/she wants?

5. In *Displacement*, can the mutant actively face danger and not let himself/herself be displaced?

6. Does *Energy Metamorphosis* make a mutant immune to the harmful effects of radiation?

7. In *Electrical Generation*, can the mutant turn off this power so that allies and friends may safely touch the object?

8. Is there any way to tell if a *Force Field Generation* power is in use?

9. How hot is the heat from the *Heat Generation* mutation?

10. In *Kinetic Absorption*, is it 25 points per weapon or a total of all weapons used in that attack round?

GWA: The following should take care of these problems:

1. All laser attacks are considered light weapons.

2. The desire to acquire the food transcends being hungry or in danger, etc. The mutant should be told right away that it is being drawn in the direction of the smell and allowed to react with all weapons or mutations at his/her command.

3. The word "jutation" is a typo. It should read mutation.

4. There was some copy dropped here. It should read "or locate any owned object held in the last eight hours."

5. The movement action happens even if the mutant tries to avoid being displaced.

6. *Energy Metamorphosis* does make a mutant immune to radiation.

7. Since the power is a conscious one in humanoids and mutated animals, they may turn off the effect if they desire.

8. The use of the *Force Field Generation* mutation usually causes the user to glow slightly. This is not the case in areas of continual darkness where mutants have been raised. Here, the mutation is not noticeable.

9. The heat from the *Heat Generation* mutation is approximately 480 degrees F.

Although the mutant is immune to the blasts from its hands, it is not immune to the damage of fire caused by the heat.

10. The 25 points per attack is from all weapons. If the mutant took a total of 27 points of damage from maces and clubs it would take 2 points that round in actual hit point damage.

GWQ: Can people outside of TSR submit GAMMA WORLD game modules to TSR?

GWA: It is difficult to get a submission into TSR, but if your idea is original but not outlandish, you *can* see it accomplished.

Write to the Acquisitions Department for a New Product Submissions Packet which includes guidelines and forms TSR requires for outside writers to submit game material.

GWQ: Considering the hit points of all of the player characters in the game, weapons like swords and arrows do minor damage. This isn't very logical, is it?

game balance; this has been done in the combat system of the GAMMA WORLD game. Remember, however, that right along side those ineffectual weapons are things like Death Rays that kill on contact with flesh or Stun Whips that render the victim unconscious at a touch with no hope of resistance (unless the referee has designed a new mutation, or the like). Logic can often render a referee defenseless, but it doesn't stop a game designer long. Swords do what they have to do in the game so that every mutant Conan that walks into the land is not instantly killing those poor, sweating men in Power Armor.



1920's Adventure Game

GBQ: Can you give any guidelines for game judges on how to assign a percent chance for miscellaneous circumstances? For example, a criminal is running down the street from a robbery site. The police are chasing him. The criminal has a gun. What is the chance that he can stop a car on the street, order the driver out, and steal the car to get away? What are the chances for finding a taxi cab?

GBA: In situations like this, there are two guidelines to use: common sense, and the character's Luck score. If the above incident were happening in broad daylight in a downtown area, there is no question that a car would be coming by; the only question would be the NPC's reaction to the character, which could be determined normally. For the chances of finding a taxi, use the character's Luck score unless the setting is one where taxis are constantly coming and going, such as a major hotel, the train station, etc. Above all else, make your decisions on what is going to provide the most fun for your player characters without harming the balance of the game.

GBQ: Are there any types of shotguns available other than double barreled breech loaders?

GBA: As an experiment, you might want to let your players use 5-shot pump action shotguns; a few types of these were available in the 1920's. The cost for these should be about \$75 normal retail. Such a shotgun can fire one round per turn. If you are using the Expert rules, any arm or hand hits should reduce the rate of fire to one round every two turns because it takes both hands to fire and then pump up the next round in a single turn.

GBQ: How many times may a character with only one hit point left make a Luck check?

GBA: The Luck check is in the game to help keep characters alive. A character always gets a Luck check against any death situation except one which the game judge rules is automatic. This means that a character with only one hit point left can roll a Luck check each round.

indicated, is the "Location of Combat" table used?

DPA: No. Although most random air battles will occur on the German side of the lines (as occurred historically), balloon games are the exception — they have a 50% chance of occurring on either side of the lines. One die is rolled: 1, 2, or 3 means the balloon will be Allied and a 4 - 6 means it will be German. Incidentally, if there are an odd number of players in a balloon game, the extra player should be on the attacking side.

DPQ: Can a pilot overdrive to go beyond the normal restrictions of a maneuver performed in a combat situation?

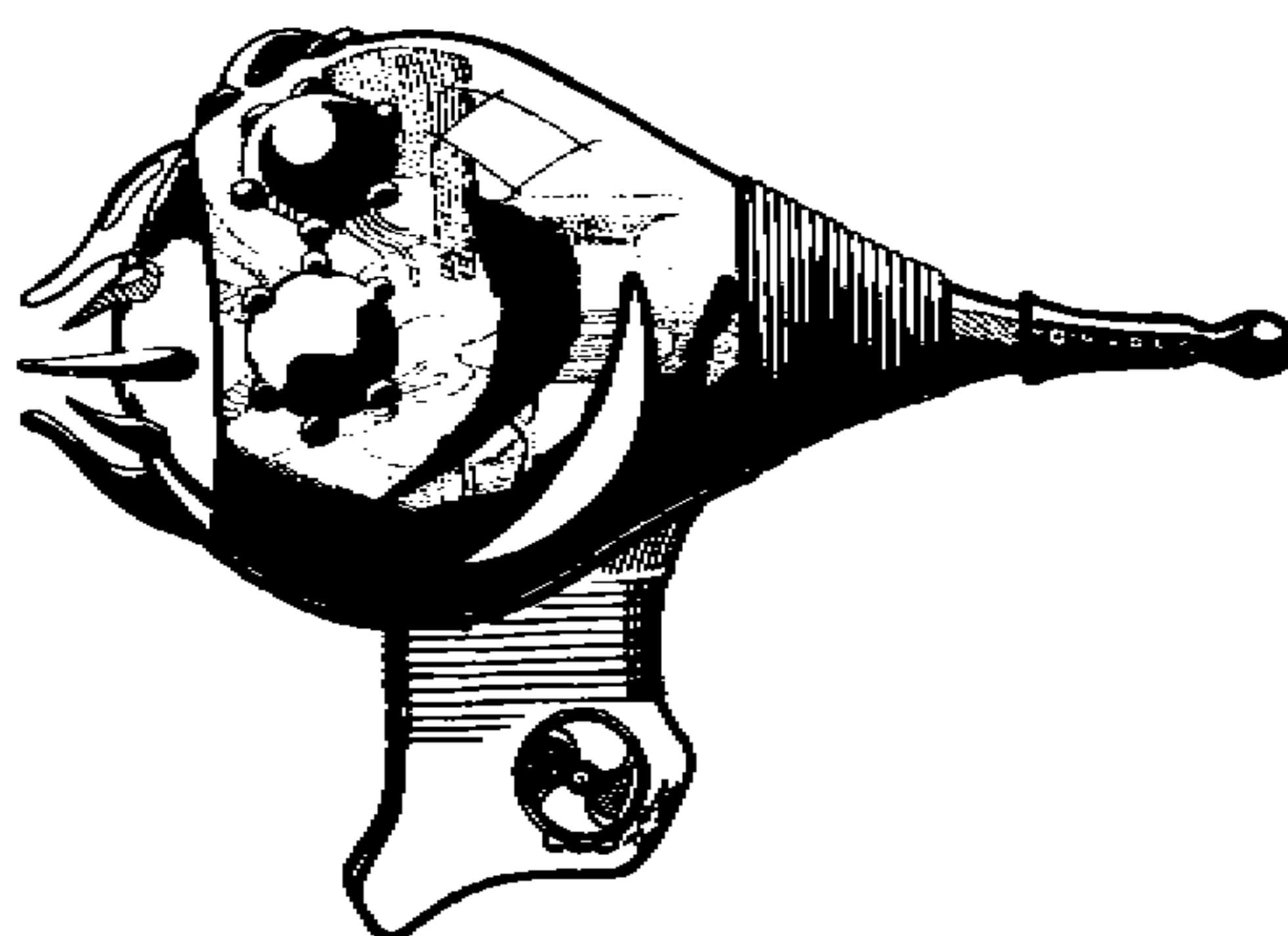
DPA: No. When a maneuver is performed in a combat situation (that is, any time the use of maneuver cards is called for by the rules — as in a close range, head on attack or a tailing situation), the altitude restrictions are absolute. Overdiving is only done when a pilot wishes to push his plane beyond its maximum dive rate (and he can never voluntarily overdrive more than 300' in a game turn).

DPQ: If a pilot is flying a plane with a 90 degree rotary right turn capability and is being tailed, when can he use the 90 degree turn?

DPA: In all situations when the use of maneuver cards is called for by the rules, the rotary right turns can only be made after the completion of the maneuver chosen (that is, not until the plane has moved one square out of its maneuver). This is true for the following plane as well.

DPQ: If only one member of a German two-seater crew has a parachute can he ever give it to the other one?

DPA: No.



characters with strange objects that would be immediately recognizable to us today.

GWQ: Why in the world are characters automatically hit when struck from surprise?

GWA: This decision was made to reflect how truly helpless a being is in an ambush situation. It was also made to give player characters advantages against the many powerful creatures of the game. It works for the characters more often than against them. If you are getting surprised too often, be more careful with your next character!

GWQ: My referee isn't checking for reaction with the NPCs we meet. She says she has them already planned out.

GWA: In all role-playing games, the referee calls the shots, right or wrong. This case is perfectly acceptable if the breaks go with the group as often as against them. Remember, when it stops being fun it's time to stop playing.

GWQ: I have a list of weapons I would like to use in the game. Would you list what Weapon Class they should be and the amount of damage they cause?

GWA: I can list what I would place on them as a referee. What your referee wants to do could be a vastly different matter.

Weapon	WC	D
Bolo	1	1d8
Sheriken	2	1d4
Quarter Staff	2	1d6
Machine gun	11	4d8
Vibro Sword	5	40 pts.
Thrown boulder	1	var.
Thrown humanoid body	1	1d6
Squirted liquid (any type)		var.
Fist	(Per attackers HD)	1d6
Driven vehicle	2	var.
Indirect fire weapons	3	var.

* var. means variable depending on the wishes of the referee

GWQ: I have a mutated bear character and my referee maintains that since it hasn't any armor its armor class is 10. I say it should be 5, just like a Dabber or a Jeget.

GWA: The armor class of a species is not just based on the thickness of their fur or hide. It is also a function of the species' speed and size. The 10 for no armor applies to human types that are walking around in their skin and little else. I agree with you that a bear type rates better than a 10. It is still up to your referee to determine the actual number. I would say it rates anywhere from 7 to 4 depending on how fast the creatures of your referee's world are. I would place it at a 4 in mine.

Gangbusters

1920s Adventure Game

GBQ: I like the fistfight system in the game, but I don't get to use it very often. Everyone is always carrying guns. This often leads to losing a lot of player characters. What can I do?

GBA: There are several ways to decrease the lethality of your game:

1. Remind your law enforcers that a live criminal full of information is more valuable than a dead one. Of course, you have to have done your homework as judge and worked out what the captured criminal will know!
2. There are many situations where characters begin hostilities 10' or less away from one another. Have NPCs you are running attempt to disarm and fistfight in such situations. Your player characters will quickly see the advantages of this type of procedure.
3. You can always have your law enforcement agencies issue warnings to officers about the use of firearms in crowded public places or the public streets. As judge, you could assign a percent chance that missed shots hit innocent bystanders, resulting in legal actions against the officers who fired.

GBQ: I have been playing in the **GANGBUSTERS™** game module *Murder in Harmony* for weeks now and finally believe I know who the killer was. Tell me if it was Frankie San-sotta? It must be him.

GBA: That module has received a great many good comments. I won't tell you if you are right or wrong, but that module is one of the best reasons why playing **GANGBUSTERS** game can be so much fun. There are few modules out right now that will make you work harder to solve your adventure.

ered an "atrocious" and looked down upon by all respectable airmen. It can logically be argued that any pilot would want to try to land his plane no matter how slim the chances were.

DPQ: I have a hard time believing some of the luck rolls other players claim they make. Sometimes I could swear that my character has hit a plane several times, but the other players still claim that their characters' plane is fine. Is there anything I can do to prove them wrong?

DPA: Not playing with them is the best idea, but if that's not a viable alternative for you, simply keep track of their hits and location. If they see you doing this it won't be long before you can be sure they are being honest in their record keeping.



Science Fantasy Game

GWQ: Why are pure strain humans given so many benefits over other player characters?

GWA: After the game had been out for awhile, we noticed a trend; players were playing mostly humanoid mutants. Players were creating characters which took all of the advantages of a human body and added the powers of mutation. Further, we felt that the concept of pure strain humans surviving after the war years was a vital one. To encourage the playing of pure strain humans, they were given benefits which would add to the chances of their survival — and in the GAMMA WORLD game, characters can use all of the help they can get!

GWQ: Why can't characters increase in hit points like they do in every other role-playing game?

GWA: The GAMMA WORLD game concept deals with a savage environment which requires that all beings start out as tough as possible. This forces the player character to start out strong. The emphasis is on material and intellectual development, as opposed to physical development.

GWQ: How many spines can the Horl Choos throw in a given melee turn?

GWA: The plant can throw 1d8 at any single target and 1d4 at up to five targets in its thirty meter range. When the plant is faced with over five targets it will refuse to fire, not wanting to get destroyed in some type of stampede.

GWQ: Are the creatures and plants listed in the booklet edible?

GWA: If you can catch them and can kill

them first, I think that you deserve to eat them. Just watch out for the many poison glands that most of them have in unusual parts of their bodies.

GWQ: I have a player character who died and was placed in a functional life chamber. She was brought back alive, but my referee tells me she has total amnesia and can't even speak the language. Is this the way a life chamber is supposed to work?

GWA: A function of the chamber is to strip away all of the technological knowledge of the character. The referee may determine that all knowledge has been taken away, but this seems a little extreme. On the other hand, your character has been granted life again. If the character was worth anything to begin with, you got a luck break.

GWQ: My mutated wolf character encountered and was killed by a general household robot. I don't believe these things are programmed to attack creatures. Am I wrong?

GWA: A general household robot could have a pest control program. It may have considered you a pest, and controlled you the best way it knew how.



1920s Adventure Game

GBQ: The price list does not give the price of a shotgun. How much is it?

GBA: A standard shotgun costs \$75. As always, the GM may adjust this value to fit special circumstances if desired.

GBQ: The diagram for shotgun fire at the bottom of page 11 in the rulebook says that all targets take 10 points damage for ranges of 26' - 75', but the rules and charts state that targets only receive 5 hit points. Which is correct?

GBA: The diagram is correct. Targets should receive 10 points of damage.

GBQ: My grandfather was a military policeman during the 1920s and it sounds like a fun thing to try, but my referee won't let me play a character like that because it isn't standard to the game. Am I out of line for asking to play this type of character?

GBA: There are problems with setting up a character like this one. This character isn't just a glorified cop. There is rank to consider, as well as the fact that such a character would mainly be concerned with military and not civilian situations in Lakefront City. Although you could probably talk your referee into letting you play one of these types, it probably wouldn't

be as much fun as you might think, because you would be constantly forced away from the action that everyone else is experiencing.

GBQ: My character fired a burst from a Thompson, and my referee said it hit a nearby friendly policeman. I say that my character could aim the burst towards the area I designated, but he says I couldn't.

GBA: The rules say "... If the dice roll indicates a hit, then all characters in the firing character's Field of Vision are hit." This means that the cop took one no matter how hard your character tried to direct it away.

STAR FRONTIERS

Science-Fiction Game

SFQ: In the second paragraph of the section on "Administering Drugs" (page 16 of the Expanded Rules), it mentions 24 hours as the time limit after which a character whose stamina is at 0 or below cannot be revived. Shouldn't this be 20 hours as stated elsewhere in the section?

SFA: Yes. The time limit should be the standard 20 hours.

SFQ: On page 20 (Expanded Rules), it states: "For every tenth of a gravity (.1 G) less than 1.0 . . . the distance a character can leap and vault is increased 5 m." That seems rather large. Is this value correct?

SFA: No, the decimal point has been left out. The distance a character can leap and vault is increased .5 m for every .1 G less than 1.0.

SFQ: On page 34 of the Expanded Rules, it states that "MEDIUM movement is 16 to 75 meters/turn." Is this correct?

SFA: It should be 46 to 75 meters/turn.

SFQ: The Ranged Weapons Modifier Table on page 22 of the Expanded Rules and the text on page 32 disagree with what is printed on the centerfold and the Referee's Screen in reference to attackers and targets in vehicles.

SFA: All the correct information is in the book, but it isn't all in the same place.

The correct modifiers are as follows:

Attacker in fast vehicle: -20

Attacker in slow vehicle: -10

Target in fast vehicle: -20

Target in slow vehicle: -10

SFQ: In the defense table on page 40 of the Expanded Rules, the power used up by the albedo screen is stated to be 1

turning.

ADQ: Can neutral clerics turn undead or paladins, and can they control them?

ADA: A lawful neutral cleric affects undead (or paladins) the same as a good cleric does; a chaotic neutral cleric affects them as an evil cleric would. (Note that if a character exhibits a marked tendency toward good or evil, the DM may allow this to overrule the normal result.)

ADQ: Are monks a subclass of clerics? Of thieves? Of both? Of neither?

ADA: The monk is a character class in and of itself, not a subclass.

ADQ: With the dual-classed human option, can a character switch from a class to a subclass (fighter to paladin, for example)?

ADA: No. A character may not switch to a subclass of the original class.

ADQ: If a dual-classed human character who is still operating only in the second class (i.e. not yet able to use the benefits of both classes) is hit by a vampire, from which class are the levels drained? If they are lost from the second class, are hit points lost as well (assuming the character has not yet gained any additional hit points from the second class)?

ADA: The levels come off the second class, since that is the one in which experience is currently being gained. If no new hit points were gained with those levels, none are lost in the level drain.

BOOT®

Wild West Game

BHQ: How could a derringer do as much damage as a repeating rifle?

BHA: As far as game mechanics are concerned, the extent of damage from a gun depends upon the size of the bullet. Although a derringer is a small gun, it can fire ammunition around the same size as that of the average repeating rifle, so the damage ratings are the same. The main difference between the weapons is the range, which is a function of barrel length. (The farther a bullet has to travel before emerging from the barrel, the longer the range it has.)

BHQ: If you draw two guns, there is a penalty of -3 to first shot determination. If you draw an FDR and an SAR, which speed do you use in comparing it to an opponent's speed? Which gun do you take the -3 off?

BHA: You take the -3 off both guns. Under normal circumstances, you compute the first shot determination using the fastest weapon.

BHQ: Under the weapons chart, when it says reload rate, does a reload rate of 3 mean that it takes 3 turns to reload? When reloading, do you just stand out there being shot at while reloading your gun?

BHA: No. The reload rate number tells you how many rounds you can reload per turn. You can replace up to 3 rounds in one turn for a weapon with a reload rate of 3. (Reloading involves taking the spent casings out of the cylinder and putting in fresh cartridges.) While reloading you may walk, kneel, or drop prone, but you cannot run, evade, ride a horse, etc. It is recommended that you find cover while reloading.

BHQ: In the O.K. Corral example, I cannot understand why Morgan Earp has a 92% chance to hit. The way I figure it, the Base Accuracy is 82%, with a +10 modifier for short range and a -10 modifier for hipshooting, giving an overall 82% chance to hit. Could you please explain how you get 92% Base Accuracy on the first shot?

BHA: 82% is correct. The book is in error. Apparently the hipshooting modifier was added to the example as an afterthought and the totals were never changed to take it into account. The ratings should be 82/72/62 for Morgan's three successive shots.



Science Fantasy Game

GWQ: The turbine car is listed on the transport tables in the Revised GAMMA WORLD game but is not detailed in the Transport section in the details of vehicles. What happened?

GWA: The car is detailed in the old set but was missed in the new one. For those of you who do not have a set of the old rules, here's the car:

Turbine Car

These holdovers from the 23rd century were still in limited use. They are all wheeled, and powered by an efficient turbine which burns fossil fuels. A solar cell on the roof powers the lights, radar, and climate control systems.

GWQ: Are the 5 points of damage the portent can absorb cumulative over any melee rounds or is 5 a total from melee round to melee round?

GWA: It's 5 points of damage from each melee round.

GWQ: I have some plant player char-

acters in my campaign from the old GAMMA WORLD game rules. The new rules do not allow for this. Should I make them start over?

GWA: The GAMMA WORLD game is a very open system. Don't take everything from the new version and change what you are used to. Just fill in the gaps with what works best.

GWQ: How do the feathers of the terls warn it of radiation?

GWA: They change color to a deep red. The deeper the red the higher the radiation. These feathers will do this once after being detached from the mutant.

GWQ: My player characters want to use the disposable jet spray drugs as weapons. What should the Weapon Class of that spray be?

GWA: Make it Weapon Class 3 but keep track of things like wind or artificial protections on the body this spray strikes.

GWQ: Is it possible to use the Anti-grav Sled as a vehicle?

GWA: This sled was first designed to lift heavy weights and make them easy to carry. If an intelligent being wants to use it much like a modified skateboard it is perfectly acceptable. Double their normal walking and running rates.

GWQ: I like the GAMMA WORLD game a lot and can forgive some of its more amazing concepts, but how in the world can the poison of a fish change a something to stone?

GWA: Treat the chemical given off by the ert as a catalyst that takes minerals from the air and nearby environment and forces them into the body of the bitten creature. The effect appears to cause the creature to turn to stone. If this isn't believable enough treat the bite as magic and enjoy the effect on your player characters without understanding it.

STAR FRONTIERS™

Science-Fiction Game

SFQ: What is the limit to the number of skills a character can know?

SFA: The only limit to the number of skills a character can acquire is how many the character can "afford." Experience points accumulated during adventures can be spent to gain skills as described on page 11 of the Expanded Game Rulebook. The character may spend any or all of the accumulated points at a time. There is no upper limit.

SFQ: Can Dralasites use two weapons without getting a penalty? On page 4 it says they can, but on pages 6 and 23 it says they can't.

the number of attacks to which the character would otherwise be entitled). The parrying bonus can be used only against one attack per round. Subtract the strength bonus (if any) from the attacker's "to hit" roll. (Note that only very strong characters benefit from parrying.)

ADQ: *Monster Manual II* says that Belial is the most handsome of all the arch-devils. Is he handsomer than Asmodeus?

ADA: No, Asmodeus is the handsomest devil. Since Asmodeus is in charge, he is obviously the cleverest and most charismatic of all the infernal beings.

ADQ: Are dual-classed characters entitled to additional weapon proficiencies when they start the second class? For example, suppose a 6th-level fighter with a strength of 16 and a wisdom of 17 becomes a cleric. He was proficient with six weapons as a fighter: longsword, long bow, dagger, crossbow, javelin, and medium lance. He cannot use any of those weapons and still gain experience as a cleric. Is he now eligible for the two weapon proficiencies that a first-level cleric can have in addition to the first six?

ADA: Yes. Weapon proficiencies for dual-classed and multi-classed characters are cumulative, so characters are entitled to proficiencies as per the appropriate levels for all classes professed. A dual-classed character gains additional weapon proficiencies as per the second class. Note that no further proficiencies for the original class may ever be gained after the character takes up the second profession.

ADQ: Can a spellcaster opt to do less damage than he is entitled to with a spell such as *Fireball*?

ADA: Not unless the spell description specifically allows it. Damage from *Fireballs*, *Lightning Bolts*, etc., is a set range depending upon the caster's level. The caster cannot control or lessen the damage. So a *Fireball* from a 6th-level caster will do 6d6, whether the mage wants that much or not.

ADQ: What is the correct hit dice listing for the pyrolisk? *Monster Manual II* lists it as 43.

ADA: The pyrolisk should have 4+3 hit dice, not 43.

ADQ: What would happen to a creature going through a *Passwall* tunnel if it suddenly closed up?

ADA: The creature would be imprisoned in that spot and would probably die from suffocation if not rescued within a few minutes.

ADQ: Can an illusionist create a creature with a gaze attack from the *Shadow Monsters* spell? Will the gaze attack work since the monsters created by the spell are in part real?

ADA: The gaze attack is real some of the time. Use the percentage of normal damage potential given by the spell description (i.e. 20% for *Shadow Monsters*, 40% for *Demi-Shadow Monsters*, and 60% for *Shades*) as the chance that the effects of the gaze attack will be real. Check each time the gaze is used. Victims are still entitled to the appropriate saving throw.



Wild West Game

BHQ: On page 17 of the *BOOT HILL* Rulebook, it states that a civilian scout for the army earns \$75 per month. Yet in *DRAGON* Magazine #76, in the article "Saved by the Cavalry," it says that a civilian scout earns \$1 to \$2 per day, which would be a monthly total of \$30 to \$60. Which is correct?

BHA: Different sources give different data. According to most contemporary accounts, \$1 to \$2 per day is correct for 1876. A scout captain or a veteran might receive more, as might a civilian scout in the 1890s. As a rule of thumb scouts are a little better paid than soldiers, but not greatly so.

BHQ: That same article points out that "While brawling, soldiers receive a 5% bonus on their hitting and chance to do damage." The system for brawling as explained in the rulebook uses no percentages and has only one roll necessary. How can this 5% be used on the brawling tables?

BHA: The *BOOT HILL* game system was to be redesigned, using percentages for all rolls, but that has been postponed. Consider the 5% bonus as a +1 to the fighter's roll (1/20th of 100% = 5%).

BHQ: The article also explains how soldiers gain experience points, and gives a chart detailing their progression in rank based upon experience points gained. I don't understand how this works with experience as explained in the rulebook. How does *EXPERIENCE* and *SURVIVAL MODIFICATION* work? What happens when you survive 12 gunfights?

BHA: The rules let a player roll for initial experience, and the character gains experience for every gunfight survived thereafter. In terms of the military, char-



acters can gain experience up to 12, but no further. If your character is a soldier, you use the experience as listed in the article to advance your character. Survival also allows a character to gain experience for other scores.

A character who has survived 12 gunfights or more may roll with a +10 to his score, but remember that characters do age. (See page 17 in the rulebook for aging effects.)



Science Fantasy Game

GWQ: My players complain because I often make normal-looking plants and animals do mutated things. Is it necessary to change the appearance of a plant to make it mutated?

GWA: It is perfectly acceptable to make your apples blow up when bitten or your watermelons spew seeds when cut, but you should warn your players that such things have been known to happen in the past. After such a warning, whatever happens should be fairly consistent. If a fruit explodes because of a regional mutation, then all the fruit in that area should explode. If rabbits blow up when killed, then all rabbits in that area should blow up when killed.

GWQ: My player character has a dexterity of 10. My GM tells me that this means he can only jump six feet. He is nine feet tall. I don't think this limitation is fair.

GWA: There must be some method to determine how far the average character can jump. If your character has a special mutation or you feel that for some reason your abilities are better than normal, it is

proper to ask for special consideration. Just take what is given to you with good grace, and don't complain if it isn't all you want.

GWQ: My character has Nyctophobia, and the GM says that the character will be frozen with fear even in the shadows of a forest. Doesn't this make the character pretty unplayable?

GWA: That interpretation of the rules is stronger than it should be. The defects are designed to help the characters as well as make them think of ways to get around the defects. Remember that the monsters you face with this or similar defects will be easier to conquer. Keep trying to think of ways to overcome the handicap. If it becomes too difficult, then start a new character.

GWQ: I have a player in my game who wants to use a dinosaur for the basic animal stock. What do you think?

GWA: With all the mutations running around the GAMMA WORLD game, it would be possible for big reptiles to return. Let them start out as anything they want unless you feel that it will radically alter the balance of your game. Feel free to give them some of the defects that the dinosaurs could have had, like being slowed down by cold climates, or having a nervous system that wouldn't let them know they had been bitten until ten minutes after the act.

GWQ: My character became a member of the Archivists Alliance, and now my GM won't let him use laser guns because she says they are considered special by the group and must be stored away. Is that the way it should work?

GWA: That is a perfect example of the kinds of things the Archivists would do. You have to accept this and roll with the punches.

STAR FRONTIERS

Science-Fiction Game

SFQ: How many credits does a telescopic sight cost?

SFA: A good telescopic sight costs 50% of the cost of the weapon for which it is intended. For example, a laser rifle costs 800 credits, so a scope for it costs 400 credits. But a scope for an automatic rifle (300 credits) costs only 150 credits.

SFQ: Which weapons can telescopic sights be put on?

SFA: Telescopic sights are usually used on rifle-type weapons, since they are designed to help improve aim on long-range shots. Scopes can be used on pistols, but this is not common due to the

weapon's shorter range.

It is possible to mount a scope on any beam weapon except an electrostunner, any projectile weapon except a machine gun or recoilless rifle, and any gyrojet weapon except a grenade mortar or a rocket launcher. (Shoulder-firing weapons like the latter two come with sights already affixed. The adjustments for the sight are already figured into the weapon statistics. The additional benefit of dropping one range category only applies to detachable sights.) Sights cannot be used on grenades or archaic weapons.

SFQ: Sathar are reported to be unaffected by electrical shocks and doze grenades. Are they also unaffected by sonic stunners?

SFA: No, according to the latest reports, sonic stunners and other sonic attack forms have normal effects upon Sathar.

SFQ: Several illustrations depict Dralasites using their racial ability of elasticity to flatten down, peer over objects or around corners, or even form a semblance of facial features. The Expanded Rules (page 6) give some idea as to the number of limbs and fingers that a Dralasite can form, but do not help in determining what other elastic functions the Dralasite can perform. Is there a guideline, or should the moderator make spontaneous decisions?

SFA: There is no definitive set of rules on what a Dralasite can or cannot do with elasticity — it would be impossible to cover all the bases. But some guidelines do exist. The minimum diameter for the Dralasite's body is that of a limb — 10 cm. Conceivably, the Dralasite could thin its entire body to a cylinder of that thickness, but no thinner or the internal organs would be crushed. So it could not flatten enough to slide under doors, for example.

A Dralasite's skin is not self-adhering. That is, it cannot bend a finger around to the wrist and attach it like a piece of chewing gum to a desk. So, although it can wrap itself around to completely enclose an air pocket (for floating), the air is held in by muscular contraction — not absorbed into the creature's body. The Dralasite could conceal small objects this way too, by wrapping around them and holding them inside.

Assume that any function a Human or Yazirian could perform (such as leaning around a corner or peering over a barricade) can be performed by the Dralasite with a small stretch. Greater feats of elasticity can be performed within the stated limits, but they take time. The referee can determine how much given

time a given feat should take using the growing or withdrawal of a limb as a guideline.

SFQ: The *Sundown on Starmist* module makes several references to the "heavy weapons" skills of PCs in the game, while the Advanced Rulebook (page 11) indicates that these heavy weapons skills are germane to the regular weapons skills of the same name.

SFA: Heavy Weapons is not a separate skill. Chance of success is determined according to the category of the weapon in the usual manner, but a heavy weapons modifier is applied as well. See page 22 of the Expanded Rules for details.

SFQ: When a Yazirian enters battle rage and gains the "+20 to hit in melee," does this indicate that he hits better with beam weapons, gyrojet weapons, projectile weapons, thrown weapons, or just with melee weapons, martial arts, and bare hands?

SFA: The battle rage modifier applies only to *melee*, as stated. Use it when attacking hand-to-hand with melee weapons, bare hands, or martial arts, but not with ranged weapons.

SFQ: What is a robot's "to hit" in melee and with a ranged weapon?

SFA: A robot's basic chance to hit (for both ranged combat and *melee*) is 30% plus (ten times the robot's level). The Initiative Modifier for a robot is its level plus 3. All other combat modifiers apply just as they would for player characters.

SFQ: On page 59 of the Expanded Rules, you have included a table covering the average abilities of all the five races for help in creating NPCs. What does the "PS" stand for before the Initiative Modifier?

SFA: "PS" stands for "Punching Score."

SFQ: Since Vrusk have more than two legs, if they fall and sprain or break a leg, their other legs could make up for the loss, couldn't they?

SFA: To a certain extent. A Vrusk with a broken leg can move at 1/2 the normal rate rather than not at all. When the leg is splinted, the Vrusk can move at 3/4 of the normal rate.

SFQ: If a Dralasite should fall, could they flatten themselves or make themselves round enough to absorb any damage?

SFA: No. Dralasites cannot use their elasticity to avoid falling damage or to withdraw limbs so that they will not be sprained or broken in a fall. It takes ten minutes to withdraw a single limb. The falling Dralasite would hit the ground long before any limbs could be withdrawn

DISPEL CONFUSION

DUNGEONS & DRAGONS

Fantasy Adventure Game
D&D® Companion questions

DQ: It says in the rules that a magical net cannot be damaged except by fire or acid. Does this mean that it cannot be ripped by giant strength?

DA: The magic of the net prevents it from being ripped. If the DM feels that the captured creature is especially strong, he may allow the net a saving throw against being ripped.

DQ: I was reading the information about Clan Relics and the Keeper of a Relic, and the Clan-master. How does one develop a player character like these?

DA: These positions are always held by nonplayer characters. The positions are so vital to the clan that these characters do not adventure, and seldom leave their area.

DQ: In the section covering jousts, the rules state that all entrants must wear full plate mail and carry shields (AC 2). Is it possible to use magical armor or shield to have a better armor class?

DA: The presence of knights with magical armor would instantly be noticed. Those fighters would be forced to joust with knights of equal armor or magic.

DQ: Does an earth elemental have to have dirt to form, or can it appear and take the shape of rocks or sand?

DA: A large amount of loose earth must be present for the elemental to form.

DQ: With the elemental form potion, is it necessary to have the fire or water, etc., in the area to change into the form?

DA: Yes.

Advanced Dungeons & Dragons

Fantasy Adventure Game

The following are AD&D® questions that were asked of E. Gary Gygax at the GEN CON® RPGA® Network members' meeting as remembered by a charter member present at the meeting.

ADQ: Is T2 ever going to come out?

ADA: The manuscript for the T2 module is finished and in the appropriate hands. No definitive date has been set for release, however.

ADQ: Some of the monsters in the AD&D

books are pretty useless, and many are never seen in the modules. Is anything going to be done about this soon?

ADA: Work is being done to update and improve the FIEND FOLIO™ Tome. It is possible that all the monsters could be put in two big volumes: A-L and M-Z; but those plans are still at the discussion stage.

ADQ: At what level do dragons cast spells?

ADA: That is a function of the spell level that they can cast. If a dragon can use fourth-level spells, that is also the level of its ability. On the other hand, if the DM has a particularly old dragon, it is conceivable that the dragon could have attained a higher level of mastery, but the decision would be up to the DM.

TECHNOMAGIC

Science Fantasy Game

GWQ: Can the Illusion Generation mutation create images that the mutant isn't familiar with or hasn't seen?

GWA: Because the illusions work with sight, sound, and smell, it is impossible for the mutant to dream up things to throw at its enemies. The mutant would have to have seen or experienced the thing it was sending.

GWQ: My players are trying to tell me that with the Thought Imitation mutation their characters can attack with their own powers and, in that same melee turn, use "mimicked mental powers." Is this correct?

GWA: No, characters can either use their natural powers or the Thought Imitation ability, not both.

GWQ: How can the oil of the barl nepe be used without hurting the character trying to use it?

GWA: The character has to be resistant to radiation in some way. This is possible through mutation, by wearing special radiation-resistant suits or by using a mutation that allows for working with things at a distance.

GWQ: I can understand the creation of groups like the cryptic alliances, but I can't understand the reason for making groups like the Friends of Entropy. They don't seem to serve any useful purpose.

GWA: There is an old Chinese saying, "May you live in interesting times." The destructive groups among the alliances are

there to present interesting times to the characters. They are the enemies that must be beaten at all costs.

GWQ: I had a Stage V I.D. and was attacked by a security robot. I argued that the I.D. should have protected me, and my referee said the I.D. didn't matter.

GWA: Although the Stage V I.D. is good against most robots, if the security robot that you faced was crazed or programmed to respond to unusual types of identification, then you are out of luck. The I.D.s can't get you everywhere, but they will help in 90% of the areas that require them.

GWQ: Is the poison of the herkel strong enough to hurt the herkel?

GWA: The poison dealt out by any creature will hurt that creature.

Star Wars

1920s Adventure Game

GBQ: Can you have a character with more than one class? My character started out as a criminal and successfully committed a robbery or two without being caught. Then he was offered a chance to join the police force as a rookie and decided to become a cop. Since then, he has started a "protection racket" amongst the store owners on his beat. They pay him a certain amount of money per month, or else he sends some small-time thugs to beat them up and trash their stores. (The thugs are criminals he has caught. He agrees not to arrest them for their crimes if they do these assignments for him.)

On the other hand, the character has successfully stopped many crimes during his career with the police force and brought a number of criminals to justice. Should he get experience only as a cop for his law enforcement activities, only as a criminal for his illegal activities, or both (making him effectively a dual-class)?

GWA: Your character is effectively a corrupt policeman. The judge can award experience for both "careers" independently for as long as the character is able to maintain both. Experience for police functions (arresting criminals, closing down stills, etc.) is awarded normally, but the character is not entitled to the 10% experience bonus for being an honest cop. Criminal experience points are awarded for whatever profit

A GAMMA WORLD® GAME FEATURE

MAS DAY IN NEW HOPE



by James M. Ward

Player's background

You live in the primitive village of New Hope. Your home rests on a dry ridge below Quests Mountain. The climate of your area is dry, but there are large forests to the East of you — the influence of the chain of mountains that Quests Mountain is a part of. Everyone knows that directly north of the village is the deadly slope of Death Lands (irradiated land) that no human has ever survived.

The village of New Hope itself is made up of all types of living creatures, Pure Strain Humans to intelligent, mutated animals. It is a Stage One village, but all of the Elders of the tribe and the more adventurous younger males and females have Stage Two and Three artifacts.

Villagers are cordial to outsiders and even have a guest house in the center of the village that charges a small daily fee for lodging. New Hope is a crossroads for several areas of the Ancients that have been left untouched since the time of the Dark Ages.

For the past three days your village has been preparing for "Mas Day." It is a time when the Tree of Life is put up in the center of the village and all the members of the tribe decorate it with pretty things they have made. On the eve of Mas Day candles are put on the tree and everyone exchanges gifts. No one knows where this custom comes from but it seems like a good idea, and all the kids have a lot of fun.

Mas Day arrives and all of the children and cubs of the village are up early and outside playing around the Tree of Life. Your parents and friends are just climbing out of bed when the village is shaken by sonic blasts from an unseen force. Around you, adults come pouring out of their homes, weapons drawn. Your vision is drawn to a point just beyond the edge of the village; there to your surprise is a huge man with a white beard, dressed in strange red clothing — flying a large metal chair of the Ancients pulled by eight giant, flying brown creatures!

With nary a word, adults hustle the younger children into their homes, and without further ado, they unleash every weapon they have upon the bearded creature. You watch in amazement as nearly all of the energy blasts, slugs and beams are as nothing against the chair. One weapon does completely obliterate one of the brown things, but the other brown creatures ignore the loss.

Next the man/creature lands by the Tree of Life and begins to laugh heartily. Your gaze falls to a hand which rests on a laser pistol and a laser rifle strapped to his/its back.

GM's background

High on Quets Mountain a large pack of glacial ice has finally melted away after centuries. It revealed an automated, solar powered, robot factory. The energy from the sun activated the computers and the computers activate the maintenance robots that began restoring all of the systems of the factory. Two days before Mas the factory was fully functional and the main computer system began searching its memories for the robots it is supposed to build in the manufacturing quarter. Lacking this data, the main computer requested information from the main office and received nothing from there. Finally, after all centers of information had been exhausted, it looked outside and determined that it was winter and decided to manufacture X.M.A.S. equipment and the supplementary units that go with them.

Soon these red systems and the grav

sleds and servo units to go with them were winging their way off the assembly lines and into the testing sheds. Contrary to their programming, the first two X.M.A.S. units dashed away into the night sky on their grav sleds with their brown servos leading the way. Seconds later they were destroyed by four huge orange creatures. The Master Computer, seeing this destruction of inventory, took matters into its own tentacles. It increased the power of the antennae on the servos and made them razor sharp and diamond hard. It also gave the X.M.A.S. unit a huge rocket launcher and a red plastic bag full of mini-missiles. The test model dashed away into the late night sky and was attacked by two unclassifiable bat-things that completely ignored the heat of the missile blasts and destroyed the servos with blasts of radiation from their single eyes.

Back at the plant a new X.M.A.S. unit was designed. It was made radiation-proof, was designed with battle armor, and was given three different internal weapons systems and two auxiliary laser weapon systems. The brown servos were all enlarged and given mini-missile launchers in their antennae and flame throwers in their tails. They were also armored.

The most time-consuming task was the modification of the grav sled. It was also enlarged, but the master program insisted on the open car shape, so force fields were installed that would protect the X.M.A.S. unit from all but the large nuclear blasts. This modified unit was the one that flew into the peaceful village of New Hope on Mas Day.

Type: X.M.A.S. Unit

Status: 3000

Number: 1 Armor: 2
Hit dice: 16d6 Control: A
Sensors: A/B Power: B
Speed: feet = 12/900/18

MS: 1D4 *8 IN: 1D8 *8 DX: 1d8 *10
PS: 5d10 *20

The X.M.A.S. unit was originally designed to serve in department stores around the world. The general design became so popular that it was manufactured with grav sleigh and robotic servo reindeer. The unit that landed in New Hope had obviously been modified into something different than the original design intended. It will be friendly to all the people of New Hope and give out toys and the like to the kids. It will talk to everyone and ask them what they want and promise to bring it the next year (a promise that cannot be kept). If

the characters continue to attack after it lands, it will be forced to devastate the town, until some mutant destroys its power source.

Weapons systems

Internal

Vibro Dagger WC: 4 D: 3d6
Fist (mace) WC: 1 D: 1d6*Str.
Stun Grenade Thrower WC: 8
D: Stuns

External

Laser Pistol WC: 13 D: 5d6
Laser Rifle WC: 13 D: 6d6

Type: Servo reindeer Status: 1000
Number: 8 Armor: 2
Hit dice: 12d6 Control: A
Sensors: A/B Power: A/D/EB

MS: NIL IN: NIL DX: 1d8*8
PS: 5d20 *500

The S. Reindeer was originally designed to serve as a surplus pulling unit for the X.M.A.S. unit's sleigh. It has been modified to act as Fire Support for the protection of the X.M.A.S. unit. Its systems are internal.

Mini-missile launcher WC: 16
D: 20d10
Flame Thrower WC: 8 D: 10d10

Type: X Unit sleigh

This unit was originally designed to be a Small Cargo Transport. The modified unit has the following additions:

- Two Separate Force Fields: 200 hit points each; the force fields operate independently of each other.
- Electrified outer shell: Does 3d10 of damage to all those touching it.
- Double hit points: The unit's structure has been modified to withstand double the hit points of the normal unit.
- Although it normally operates with hand and foot controls, it does have limited audio control capacity and will obey simple directional commands.

All units, including the laser weapons, are powered by broadcast power from the robot factory, giving the units a range of 500 kilometers.

The S. Reindeer will react to any physical attack with the flame thrower in their tails. Their mini-missiles are shot on the instructions of the X.M.A.S. unit.

If the X.M.A.S. unit is destroyed, the X unit sleigh and remaining S. Reindeer will return to the factory at maximum speed.

Although the X.M.A.S. unit is programmed to be jolly, it will not allow itself to get into situations where it can be easily destroyed. 

Cryptic Alliance

of the

Bi-month

The Followers of The Voice

by James M. Ward

Cryptic Alliances are the primary instigators of 90% of all the adventure that goes on in the GAMMA WORLD game; the other 10% is provided by powerful mutants. This new series exists to suggest some formerly unprinted facts about each of the power groups. The information is to serve as a springboard for the alliances in your own campaigns.

Geographic Location

This month's Cryptic Alliance is *The Followers of The Voice*. This group's main base lies in a hidden valley in the middle of the mountain range once known as the Appalachians. There are heavy forests in all directions; the usual method of travel into this region is by air. The entire complex is totally underground in a forested hillside. Only a huge metal door marks its presence.

Inhabitants

At any given time the following beings reside in this complex:

- a. 150 Pure Strain Humans all familiar with Tech III level equipment
- b. 50 Thinker Androids
- c. 200 Warrior Androids
- d. 40 humanoid mutants with the maximum of mental and physical mutations

History

The complex was built by a group of survivalists who put all their faith in the power of computer technology to bring them through the troubled years that they believed were coming. After the destruction of those who survived crawled from the ruins and began searching for more computer programs and computer hardware to help them continue. This drive for computer materials was passed on to their children, and through the generations the desire for computer devices and programs have become an obsession.

Early on, the simple home computers of the survivalists were augmented to



SMJ

become a megacomputer, much like a Think Tank without the biochemical brains. The programming became so sophisticated that the machine gained a sort of survivalist intelligence. It now verbally communicates with the leader of the Followers and is quite adept at coaxing groups of Followers into Ancient ruins to find more programs and software.

All of the beings in the installation are there to provide technical assistance to this mechanical intelligence, or protect it from danger. There have been three successful attacks on the installation in its long history, and the computer doesn't want a fourth. This is why it created the current leader of the Followers.

Leader of the Followers

Cyborg/Defence borg

HIT POINTS: 150
SENSORS: A/B/C
ARMOR CLASS: 1
CONTROL: Special
POWER: B
MS: 12
IN: 18
DX: 18
PS: 200
SPEED: Pods 160/6800/120

DESCRIPTION: The leader was built after the last successful attack on the installation. A standard Defense Borg was fitted with a Cyborg braincase and given the full control over protecting and increasing the effectiveness of the station. This machine has given the orders to the rest of the group for 200 years. It has also acted as a last line of defense in three separate and unsuccessful attacks on the station. The borg will come and attack anytime the main doors are breached.

The cyborg has a very pleasant voice, and commonly rewards Followers with useful technological items when new equipment and computer technology are brought back to the main base. Although generous with the equipment of the installation, it thinks nothing of sending groups into known radiated areas for items it feels it needs. The unit stresses logic in all its Followers, and when presented with logical successful conclusions to problems it will also reward those followers with raises in rank.

The Leader is in contact with 11 other outposts within 600 kilometers of the main base. It directly manipulates the actions of these bases, which serve as clearing houses for many different types of equipment taken from the Ancients.

Defenses of the Base

Besides the mutational powers of the beings there and the large array of normal weapons found in many places in the GAMMA WORLD game, there are several defensive systems vital to the base:

- The complex is wired with a listening system that has a range of 300 meters. Anything larger than a rabbit will be heard.
- There is a radar network that will track flyers larger than 1 meter across, up to a distance of 1,000 kilometers.
- The final chamber before the main computer system is programmed to flash 18 intensity radiation on all raiders that enter to reach the computer.
- The final defense is passive. There is a fake computer station with active controls and lights so that all raiders entering the area will believe they are facing the main computer unit but will actually be facing a dummy one.

Base interior chambers

The underground complex goes 300 meters into the hillside, and is a circle 250 meters in diameter. The main computer chamber and its nuclear power source are at the back, with large work areas and store rooms next. There is also a small, fully operational android vat complex.

To the front of the base are the spacious living quarters, which serve as rewards for good service.

The Borg rotates in people from the 11 other bases as their technical capacity and knowledge makes them suitable for the operation of the highly complex systems of the main base. Those beings that are replaced are given positions of responsibility and power at the lesser bases.

Concepts and policies

The primary responsibility of all members of the alliance is to bring the computer technology of the Ancients to the main base. Computer programs and devices are valuable, and bring substantial rank changes when delivered. Any other alliance can be worked with if it results in the acquisition of more computer material. That is, although logical behavior and thought are encouraged, anything goes in an effort to acquire computer material.

The discovery of new areas of the Ancients is an important secondary goal. Discovering new areas opens opportunities for discovering more hardware.

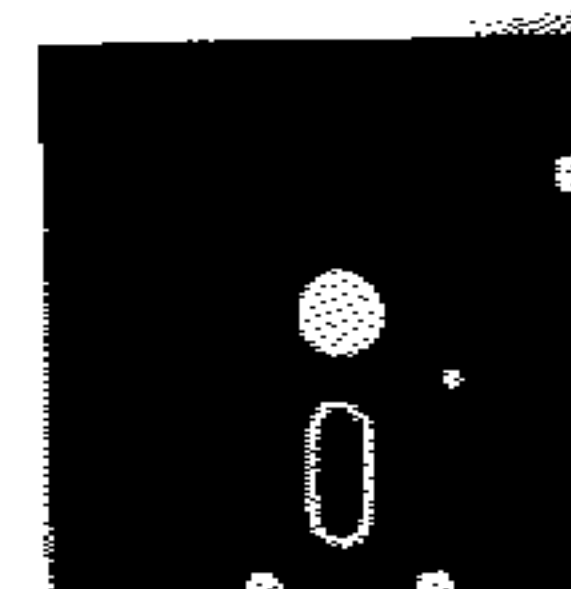
The hierarchy of power is pyramidal. The Borg is the leader, and it has two sub-commanders who are Thinker

Androids. These beings each have two sub-lieutenants who are also Thinker Androids. This pyramid of structure continues down through the whole organization. Advancement up through this structure is based on technological knowledge of computers and/or the ability to bring in equipment and programs important to the group. Strong mutational powers or the use of powerful non-computer technological devices are minor concerns to those that follow the Voice.

Materials common to outside bases

All groups of this alliance which number more than 500 are given items from the main base, and kept in special shrines built by that particular group. These items include: a tape recorder with the equivalent of 90 minutes of the Borg giving advice and encouragement to all searchers for artifacts; a very strong light source that shines automatically at night; and a portable energy detector that the best members of the tribe are allowed to take out on foraging expeditions.

Flags and pennants which display the symbol of the Followers are in abundance. This symbol and others which relate to computer devices are commonly found on the art objects of the tribe.



The symbol of the Followers of the Voice: the floppy disk.

The Followers also like light in all of its forms: lights, lamps, unusual torches, and the like can always be found in the possessions of the group.

Legends

Few legends are passed on by The Followers of the Voice, but their major myth deals with a Follower that discovered a crazed computer doing great harm to the area he lived in. The myth reveals how he destroyed the computer which helped his people, but he was then cursed to wander the land forever, fixing damaged computers for the rest of eternity.

The only other story of any consequence concerns a fabled tree which grows computer programs. The story is about a man named Jony who travels through time planting the seeds of the fabled tree over the land. Those who find these trees are said to be lucky for the rest of their days. ☺

Cryptic Alliance of the Bi-month

Knights of Genetic Purity

these areas have on occasion been used as pathways for invasion.

Inhabitants

The population of the entire city of Prar is approximately 5,000. However, within the city of Prar is a walled Citadel which houses the majority of the Knights in residence. At any given time there are 500 Knights here prepared for battle. Outside the Citadel, in the city proper, are any number of youngsters and older residents who would be willing to fight in the event of attack, but they would prove pretty ineffectual.

History

The development of the city of Prar is a direct result of the fact that it was left virtually untouched (in comparison to other areas, anyway) during and after the Dark Time. Although the survivors couldn't maintain an understanding of the technology of the Ancients, they fell back to the very basic, but functional, concepts of the Middle Ages. Attacks by men and mutants necessitated the building of castlelike structures and walls.

Also as a result of these attacks, a strong alliance of men, later known as *Knights of Genetic Purity*, totally dedicated to the destruction of all intelligent mutants evolved. The *Purists* perceived that mutants were largely to blame for the Dark Times, and therefore deserved their hatred. These early Knights were able to maintain some of the weapon technology of the Ancients, which increased their ability to destroy, especially since the rest of the world was reduced to using arrows and swords.

In the modern day GAMMA WORLD game, the scarcity of materials dictates that only the highest ranks of the Knights are allowed to use advanced weapons freely. The lower orders must find their own in the ruins or wait their chance to rise in the power structure of the Knights.

The *Knights of Genetic Purity* seek to increase their numbers by destroying all those intelligent races which similarly strive for dominance, and by massing all the pure strain humans together in areas



by James M. Ward

Part two in the series on GAMMA WORLD game power groups explains *The Knights of Genetic Purity*, sometimes known as *Purists*, one of the most famous — and feared — alliances on the planet.

Geographic Location

The main base of the *Knights of Genetic Purity* is a huge, almost medieval city named Prar along the banks of what was

once part of the upper Mississippi. The city is surrounded by high cliffs on the east and west.

Surrounding the city are slightly developed hills and valleys sparsely populated by pure strain humans. These areas have remained, for the most part, unmolested by other marauding groups, mainly because they are hard to reach. Further, the only thing around to attract other intelligent races is the city of Prar, thus

to multiply and grow strong. The alliance has been very successful at this because they are almost always the most organized and disciplined group. This allows them to focus their efforts in ways alien to almost all other intelligent species.

Prar is always ready for battle. Unlike the areas in the surrounding hills, Prar is constantly under attack by powerful mutants; it frequently takes the weapons of the Ancients to kill or drive them off.

Leader of the Knights

Jon Law

HIT POINTS: 150

RANK: 20

MS: 17

IN: 14

DX: 17

PS: 10

CH: 30

CN 18

ARMOR CLASS: 2 (Powered plate)

WEAPONS: (short range) Black ray pistol (WC: 15); Energy mace (WC: 5) (long range) Fusion rifle (WC: 16)

DESCRIPTION: Jon is 29 years old and became the leader of the Knights when he successfully found and delivered a huge cache of Ancient weapons to the Citadel. He is the best of a young breed of Warrior/Scientists who are not only interested in fighting and destroying all intelligent mutants in the world but also in developing scientific principles that will further the *Knights of Genetic Purity*.

Jon's main interests lie in maps of the Ancients. He has a collection of over one hundred and pays well for new ones to add to his collection. Known for his skill as a fighter and courage during battle, Jon is the uncontested leader of the warrior society of the Knights.

Jon has a personal guard of 50 Knights armed with weapons of the Ancient; they often go into the surrounding areas on search and destroy missions against the few mutants who have tried to settle within two hundred kilometers of Prar.

Jon is currently working on a project to strengthen the Citadel against all possible forms of attack. Within the last three months mutants have breached the walls of the town with high explosives and Jon has ordered that the walls of his castle be made stronger with whatever duralloy could be found in the area.

Because of his own rapid rise from the ranks, Jon is very aware of the actions and motivations of younger warriors. He often takes a special interest in the best of these young Knights and brings them into his personal guard, a two rank jump.

Defenses of the Citadel

The Citadel's outer defenses depend on the people of the walled city of Prar. Theoretically, while the walled city remains strong, the Citadel does not stand in immediate danger of invasion. The wall surrounding the city of Prar is 12' high. The Citadel itself has a 30' wall with all of the classical Medieval defenses:

- Vats with boiling oil.
- Catapults with huge stones and special fire bombs.
- A large supply of crossbows and missiles.
- Narrow arrow slits for the safety of the bowmen.
- A heavy, single gate into the Citadel
- A second circle of walls in the event that the Citadel's main entrance is breached.

Base interior chambers

There are about 100 rooms in the interior chambers. Here can be found the living quarters for all Knights with rank above 5. There are armories for weapons, both Ancient and newly made, chambers for storage of food and equipment important to the Citadel, and the grand assembly hall for the leader and his men.

Behind the assembly hall are the chambers for Jon and his wife. They are filled with the most important discoveries of the Ancients and guarded by a security robot that only Jon and two other scientists are able to activate and deactivate.

The outside walls hold the barracks for the remainder of the Knights, the sheds for the brutorz and other mounts, and the work rooms for fixing and making the everyday items needed for life in the Citadel.

Concepts and policies

The *Knights of Genetic Purity* alliance operates under a feudal system. Jon is the king; he has two dukes and four counts who assist him. This structure follows true down through the ranks; the three lowest-ranked Knights are considered squires until they perform brave acts for the alliance.

Although fighting between Knights is allowed during struggles for power, this is strictly forbidden when there are mutant power groups in the area. Knights are expected to follow the direction of all higher-ranking Knights, and cowardice is strictly punished on all levels. Success in battle is more important than success in acquiring material goods, but Jon's policies have slightly modified this.

Materials common to outside bases

All Knight groups spring from, congregate around, or develop existing castles or stone fortresses. The primary goal of newly-formed groups is to develop the structure into a full-fledged castle for defense and appearance. All castles have a lord of at least the sixth rank and he has 20 followers of at least the third rank.

Knights are fond of missile weapons of all types and there are always some available to outside bases. The heavy crossbow is a favorite castle defense, and these weapons are able to hit with accuracy at a distance of up to several hundred meters.

Knights appreciate the clothing of the Ancients and dress in such things whenever they are found. This does make them popular with Yexils, however.

Knights wear a red square emblazoned on their shields, armor or clothes as a sign of identification. Their standard flag displays an unbalanced scale of justice to demonstrate their unyielding commitment to racial purity, although some smaller bands may also include the form of some mutant that has bothered the Knights and been defeated.



The symbol of the Knights of Genetic Purity: an unbalanced scale.

All Knight centers have brutorz that are raised for battle.

Legends

Their most popular legend deals with one of their number from Ancient history called Pul Banyon. This seven foot tall hero was reported to use a double-bladed axe to sweep hundreds of his enemies aside in battle. It is said that this fighter rode a giant blue Racox into war and was only defeated by the use of technology by some mutant race of little people. They say that to this day Pul wanders the Northlands slaying mutants by the forestful.

Another legend deals with a king named Art who pulled a glowing Vibro Blade out of a stone and used it to kill huge lizard mutants that breathed fire on helpless women. This story further details how the king foolishly married a human looking mutant girl who later betrayed him with one of his best fighters. 

Cryptic Alliance

Of the Bimonth

The Iron Society

by James M. Ward

Part three in the series on GAMMA WORLD® game power groups details the *Iron Society*, also called *Mutationists*.

Geographic location

The strongest concentration of Iron Society members resides on a large irradiated island off the west coast of what was the United States. The intensity of the radiation ranges from 9 at the main city to 18 in several mile-long patches along the northern coast. The main city of the Mutationists is an awesome sight; towers and spires made of flat plates of crystal cap the city. This sheet crystal forms in all intensity 12 areas. The sheets are used as building materials for the beings of the island. The crystal sheets create an astounding, almost blinding, effect when the sun glances off their surface.

Although other beings have made their way to the island, the city itself has never been attacked, mainly because of the radiation. As a result, the people are quite peaceful while on the island. They only turn into fanatic killers bent on the destruction of all nonmutated life when away from their island. Further, the only weak link in the Mutationists' island organization is that food must be grown on the mainland and imported.

Inhabitants

The mutants of the Iron Society are all mutated humanoid or animal creatures. Not one of them remotely resembles a Pure Strain Human. Again, Mutationist groups are very aggressive and destructive when out of their environment. The total island has 30,000 inhabitants who are all members of the Iron Society. These beings tend to respect power.



The city itself has slightly over 9,000 mutated inhabitants, all of whom are totally resistant to radiation and its effects.

History

The Iron Society was born out of the rubble of the radiated areas of the world. Massive mutations were the rule instead of the exception during the early years of the war. The creatures that were created developed a hatred for the former civilization that spawned them. This hatred fixated on the few remaining Pure Strain Humans, and efforts were started to completely wipe out the race of man from the earth. Mutationists were only partially successful.

The Iron Society civilization contains an odd mixture of high and low tech materials. The level of sophistication in the society is about equal to that of the American Indian before the coming of the white man. There are groups that have taken Ancient equipment and adapted it for their aggressive use. Mutationists always have some sort of radiated weapon at hand, from high intensity radiated rocks to shotguns that shoot 18 intensity pellets.

In its own unorganized way the Iron Society seeks to take over the earth and bring its own version of peace to the land — a peace without humans. Because of their method for picking leaders (see below) and their tendency to travel in packs rather than organized units, the members of the Society have not been very successful. What power they have is the direct result of their immunity to radiation, but their cultural faults have hindered them in their expansion efforts.

Leader of the Iron Society

Violence within the city is always restricted to the Arena of Leadership. Since the very early days of the Iron Society the position of leader has been awarded to the strongest fighter. Once a year the leader of the Iron Society must submit to trial by combat. A contest is held in which all challengers fight each other to the death. The final winner of these games then has the chance to fight the leader of the Iron Society. The present leader, Keral Kon, has won seven such matches.

Keral Kon

HIT POINTS: 182
RANK: 20
MS: 18
IN: 14
DX: 18

PS: 8
CH: 18
CN: 18
ARMOR CLASS: 1
MUTATIONS: *Kenetic Absorption, Bodily Control, Regeneration, Taller, Skeletal Enhancement, Speed Increase, Absorption (Radiation), Genius Capability (Military), Mental Shield, Telekinetic Flight.*
WEAPONS: Stun derringer (3 shot) (WC: 12), Energy mace (WC: 5), Stun whip (WC: 6), Micro-missile launcher (WC: 16)

DESCRIPTION: Keral is 27 years old, and is the most logical of all the Iron Society members. He came to power using both his mental mutations and strategic abilities; few come near to equaling him in the arts of war. Unfortunately, he has no logical followers, and his plans are often negated because of the undisciplined actions of his subcommanders. His main interest is in creating an efficient "war machine," by training younger members of the Society who have not yet wandered far from the island. He hopes to develop a hundred or so of these into the disciplined core of a much larger army.

Another of Keral's interests includes breeding radiation-resistant mounts for his army. At the present time he has not succeeding in getting any animal to survive in more than intensity 5 radiation, but his breeding program is highly sophisticated and could produce positive results in a year or less.

Defenses of the city

The city relies on the fact that it is surrounded by fields of radiation. If any cryptic alliance could overcome this handicap they would be nearly unstoppable in an attack. They would have to contend with thousands of crazed mutants, however, which is enough to make even the bravest Knight of Genetic Purity cringe.

Concepts and policies

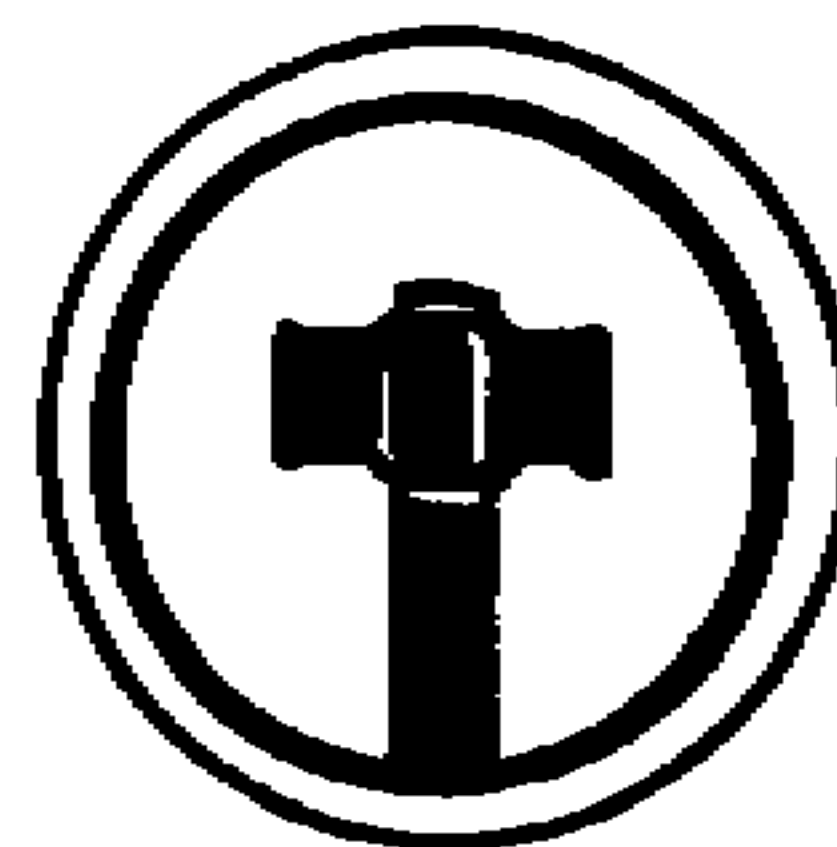
Radiation and all its effects are highly regarded by members. They spend a great deal of time surrounding themselves with unusual but usually nonlethal (generally inanimate) mutations created in the fields of radiation. Strange crystalline forms, unusual pieces of fused rock, and eerie-looking plant forms can often be found in the camps and homes of the Society members.

There is a general aversion to items that have survived intact after the holo-caust (with the exception of radiated

weapons). This is carried onto unmutated plants and animals, untouched places of the Ancients, and unpolluted waterways. It is often the assumed duty of Iron Society members to destroy or ruin such things for the good of the culture.

Materials common to other bases

Radiation of one type or another is always near an Iron Society community. Groups that travel away from radiated regions will carry weapons or radiated water from their former homes. Anything mutated is highly regarded. The use of the crystal sheets found in intensity 12 areas is fairly common in Iron Society structures. These sheets are easy to create homes with, and are liked by all mutated creatures for their beauty and usefulness. Members are fond of metal weapons of all types and especially like the use of the crossbow; several can be found in any given party of ten Mutationists.



A stylized hammer drawn on any vertical surface, usually to indicate a meeting place, is the symbol of Mutationists.

Legends

The most often told legend (with many variations) is about the young Mutationist who cried Robot. The story goes that there was a young mutant who was supposed to watch the Kepkep herd. He became bored and started shouting "Robot! Robot!" and laughed when his people came to kill it. To make a long story short, he tried this several times until no one came except an army of real robots who destroyed him and one of the 80 Kepkep beasts he was guarding (they're tough).

Another legend concerns a city named Dalis. Legend says that everything one could want is in Dalis, and that it is ruled by an Iron Society clan called Ui-ng. As a result of these legends, Dalis is the place all young Mutationists try to find when they go on their first trip from the island. None have succeeded.

Cryptic Alliance Of the Bi-month

The Healers

by James M. Ward

From the chaos of the Ancient wars rose a Cryptic Alliance that was to be a truly calming influence on a world gone mad. The quasi-monastic order calling themselves the Healers were able to give mankind and mutantkind islands of peace and hope in a world beyond recognition.

Geographic location

The main base of the Healers is an island in a body of water that covers what was once greater Chicago. It is a small complex, just a mile in radius. The tree-covered island is rich in natural resources and physical beauty. The Healers have purposely left it in as natural a state as possible. 90% of the complex itself is underground.

Inhabitants

The population in the main complex fluctuates between 2,000 and 10,000 inhabitants, depending on the type of instruction going on. The population is almost evenly divided between mutants and pure strain humans (there is a slightly greater number of mutants). The inhabitants of this island are some of the most powerful and technologically able beings in the world.

History

During the war years, the city of Chicago sank into Lake Michigan. However, the land was in a state of constant physical and social upheaval, and one section of the town rose above the water to become a rather large island. The newly-formed rugged island and the life that developed in the lake itself created a peaceful haven for those who were able reach it.

The complex itself is built from the ruins of a military installation. A great deal of medical equipment was left intact here after the war years. This material was designed for quick learning and easy use by all military personnel. It was also designed to last for years. It became a simple matter for the survivors who found their way to the island to learn the medical techniques. These skills have been

passed down through generations.

Early in the history of the island the desire for peace became a driving force. Generation after generation sought to live in harmony with the environment and the beings they came into contact with in the outside world. The medical skills of the islanders became valuable to all outside peoples, and some skills were developed even further than the already high state of the Ancients. The abilities of intelligent mutants only increased the efficiency of the Healers as a whole, and soon medical teams of humans and mutants were doing amazing feats in the field of medicine. All surviving groups who met the Healers realized the value of beings who were able to take care of the sick and wounded. Soon the Healers were welcomed almost everywhere.

About 100 years ago the inhabitants of

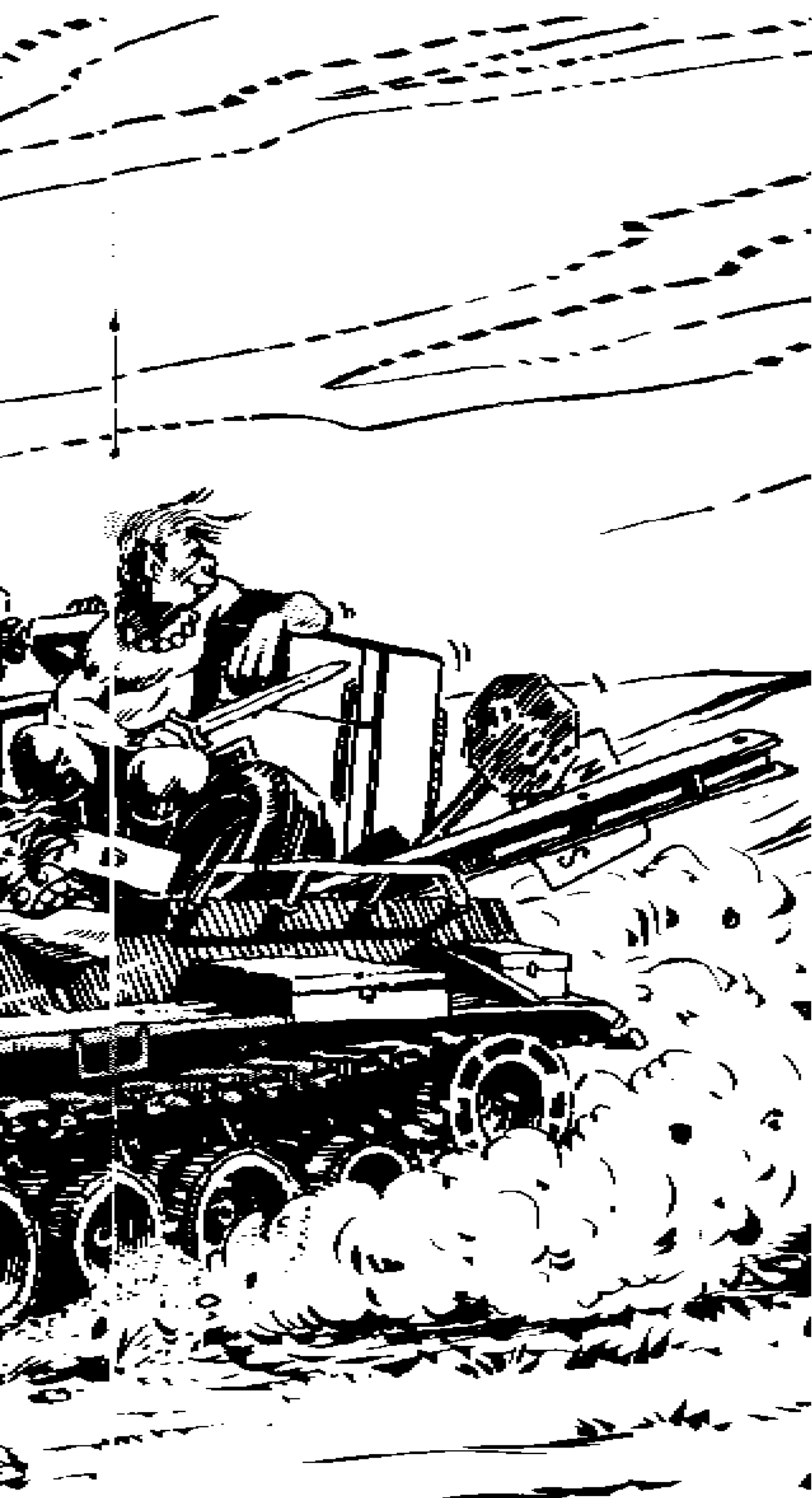
the island discovered a plant able to generate a sound frequency that soothed all non-intelligent creatures who heard it. The plant's powers were copied, and a special compact sound generator was created for every Healer who left the island. This frequency generator is the group's greatest secret and protection against attack.

Leader of the Healers

Mar Merc

HIT POINTS: 108
RANK: 20
MS: 12
IN: 18
DX: 15
PS: 9
CH: 22
CN: 18





DESCRIPTION: Mar Merc is without a doubt the most amazing pure strain human of the GAMMA WORLD® game age. Her brilliance and dedication to the betterment of the alliance has made it the important force it is in the world.

She is currently 30 years old, and became the leader through her highly capable administrative skills. Having made several extensive field trips in her younger years, she is able to bring a knowledge of the lands of the GAMMA WORLD game that few possess to the island. Her temperance and consideration for all life has become the watchword for this cryptic alliance. Few beings who have met her are able to resist her innate charm and manner. This ability has allowed her to bring outside factions which have been warring for generations to peace.

Her policy of advising but never forcing groups has been highly successful, both on the island and in the world at large. She is now working on several medical projects that will totally reshape the world. If her plans succeed, the damaging influences of radiation will be gradually wiped from the face of the planet. This does not make the Healers very popular with the Radioactivists.

Defenses of the main base

There are several different types of natural defenses that surround the Healer complex. The land around the lake is filled with powerful mutant animals who create problems for any non-Healer who tries to travel through that land.

The aquatic life of the lake is savage and hungry. Once, ten war canoes set out to cross the lake to raid the island for its supposed riches — none of the canoes made it even half the way.

The above ground portions of the complex are completely covered by forest, making it impossible to spot from the air.

Finally, near the complex is a powerful frequency generator that even soothes most intelligent beings. This device is always in operation, and was especially useful the two times the island was invaded by flying mutants.

Base interior chambers

Many of the mutant inhabitants have unusual digging capabilities. This has allowed the underground portion of the complex to grow to easily fill all the space needs of the inhabitants. There are several huge sections devoted to biological research, sections for surgery, and sections for the study of the physical sciences and many other programs that are almost equal to the achievements of the Ancients.

Concepts and policies

The Healers strongly promote peace and understanding wherever they go.

Although they follow the ways of peace, they do not let their followers throw away their lives. All mutants traveling outside the island must have several powerful mutational powers so that they can cope with the dangers and pressures found everywhere in the GAMMA WORLD game. Pure strain humans are always given several different types of stun devices which are created on the island. These allow the Healers to fend off the intelligent creatures who are unaffected by the frequency soother.

The goals established by Mar Merc are simple but powerful. The Healers are to support all efforts towards peace. Healers

are to stimulate studies in science and philosophy. Finally, the Healers are to always present an air of confidence and peace no matter what they feel. It is hoped that these conditions will promote order and bring peace to lands where danger constantly threatens.

Materials common to outside bases

Mar Merc does not encourage the creation of bases throughout the GAMMA WORLD game setting. It has always been her policy to travel light and move often. This has caused the order to become wanderers, moving across the face of the planet, spreading the word of peace and tranquility.

To aid wandering Healers, there are hidden supply areas which only Healers know about. These caches are filled with medical supplies and spare parts for the highly technical medical tools that each Healer carries.

Truly dedicated Healers who leave the



The symbol of the Healers

island are given the same materials and must complete the training provided at the complex. These beings carry small medical kits which allow them to do quick field operations. In this kit are several packets of powerful medicines, cures for almost all of the diseases known to the world.

The kit also contains several different types of stun weapons which will usually stop even the most aggressive attacker.

Legends

One of the most vivid and popular legends of the Healers concerns a boy named Luc of the Sky. According to the story, this young lad learned to walk in the sky, and he developed a force that was able to heal the sick and bring peace to the troubled. There are numerous stories concerning this lad, especially about his knack for getting in and out of trouble.

Another popular legend deals with a mutant named Bencassy, who is said to wander the world healing those who have been harmed by radiation. Legend says that a touch of his hand will cure even the worst case of radiation contamination. ☼

KOBOLDS AND ROBOTS AND MUTANTS WITH WINGS

These are a few of my favorite things

by Roger E. Moore



In the section on "The Ongoing Campaign" in the *Dungeon Masters Guide*, AD&D® game referees are encouraged to adapt scenarios and material from other role-playing games into their campaigns. The idea is to provide a wide variety of adventures and to keep the game campaign from going "stale" ("What, orcs again? I'm sick of orcs.") Characters from AD&D and D&D® games can even be completely adapted into other gaming systems, so they may adventure through the worlds of post-holocaust America, outer space, the Old West, gangster-controlled cities of the 1920s, and so forth. This is certainly easier than adapting the games themselves into AD&D game statistics.

As the DMG notes, the trick is to ensure the continuity of the characters from one game system to another. This is a difficult process. Anyone who attempts to convert D&D or AD&D game characters to the GAMMA WORLD®, TOP SECRET®, BOOT HILL®, STAR FRONTIERS®, or GANGBUSTERS™ games will quickly run into a great many roadblocks and dead ends.

In general, it isn't necessary to have conversion systems from every role-playing game to every other such game. Few GANGBUSTERS games will involve bootleggers hurled back in time to the 1880s or into the far future; magic doesn't play a part in STAR FRONTIERS games, and spies rarely find starships. The AD&D and D&D games are more open to campaign crossing since they are fantasy based; the concept of alternate worlds and universes is an integral part of these game systems.

The most frequently used campaign crossover exists between the GAMMA WORLD game system and the D&D/AD&D game duo. Converting characters from one system to the other is fairly easy, as outlined in the DMG. The GAMMA WORLD game was derived from an earlier science-fiction game produced by TSR, Inc., called *Metamorphosis Alpha*, which was closely modeled on the D&D

game. Statistics like strength, constitution, dexterity, intelligence, and charisma are rolled on three 6-sided dice in each system. Wisdom and mental strength, from the AD&D® and GAMMA WORLD® games respectively, are interchangeable as noted in the DMG.

Other role-playing games not made by TSR, Inc., may be used, of course. Some of these use similar methods of creating characters, though they will always have some major differences. For the most part, the game referee will be on his own when trying to figure out conversions between the different game systems (such as from Hero Games' CHAMPIONS™ game to AD&D gaming, and back).

It should be noted that when changing a character from one game system to another, the referee should be aware of how experience and skills are gained. For example, in GAMMA WORLD gaming, a character can gain charisma through experience; this doesn't happen with D&D® game characters, and they should not be allowed to permanently gain charisma by this method. A game referee could have a temporary increase in charisma occur for an AD&D or D&D game character adventuring in the GAMMA WORLD game setting. When the PC goes back to his home universe, however, these charisma points are lost and the character should gain experience from the adventure as he usually does (this could prove tricky when deciding how many XPs a mutant 50' lizard is worth).

Developing game hybrids and crossover campaigns is very appealing. One of the most humorous adventures that I remember running involved three different role-playing games at once. It was let slip to the players that I was going to run an adventure in which their characters were hurled into the far future. Everyone was encouraged to bring their favorite AD&D game characters, fully prepared for the fun to come. A mixed bag of adventurers appeared and happily jumped into the *Well of Many Worlds* that two sages asked them to test out.

Sadly, instead of going into the future the characters were turned into rabbits and had their personal statistics converted to the BUNNIES & BURROWS™ game system (produced by Fantasy Games Unlimited). The B&B game presents a world much like that in the novel *Water-ship Down*; characters become intelligent rabbits that go adventuring through farmyards and such. The look on the players' faces when I presented them with their new character sheets (carefully completed beforehand) made it worth listening to all

the horrible names they called me afterwards. To make it worse, the players were also given tiny rabbit miniatures, each carefully painted with the same eye and fur (hair) colors of their AD&D game characters.

Finally, the characters discovered that they were being placed in a scenario derived from Chaosium's CALL OF CTHULHU™ game and had to fight rats which could summon minor servants of the Cthulhoid gods. It was an amusing evening (despite the names they called me).

If this sort of thing appeals to you as a referee or player, you may wish to develop a hybrid campaign and see how it works. Be warned, however, that excessive "contamination" from one game system to another may ruin the campaign as a whole. If a bunch of first-level nerds in a D&D game campaign get their hands on laser rifles from the GAMMA WORLD game, campaign balance falls apart. Game referees should limit the power and number of items taken from one universe to another, or may vary the effect of such items if they feel it necessary. Thus, a bazooka in an AD&D game world might fire bananas, laser pistols will only work as flashlights, and so on. Use your best judgement.

To serve as a bridge between the AD&D and GAMMA WORLD game worlds, the following new monster is presented. Kobalts can easily form the link needed to interest AD&D game players in having their characters visit the GAMMA WORLD game environment, or vice versa. Are they *really* just blue-dyed kobolds?

Kobalts

AD&D® game statistics

FREQUENCY: *Very rare*
 NO. APPEARING: *20-80 males (plus others; see below)*
 ARMOR CLASS: *3 (leather equivalent)*
 MOVE: *9"*
 HIT DICE: *3 (4 hp minimum; note Heightened Constitution bonus to hp)*
 % IN LAIR: *60%*
 TREASURE TYPE: *D; see below*
 NO. OF ATTACKS: *1 (2 with bows, more with technological items)*
 DAMAGE/ATTACK: *By weapon type; bite for 1-2*
 SPECIAL ATTACKS: *Magic and/or technological items; some have mutational attacks*
 SPECIAL DEFENSES: *Magic and/or technological items; radiation and poison resistance*
 MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful neutral*

SIZE: *S (3 1/2' tall)*

PSIONIC ABILITY: *No true psionics, but may possess psionic-like mutations*
 LEVEL/X.P. VALUE: *III/110+4/hp base value (high intelligence and poison/radiation resistance); note that some individuals may have missile weapons, weapons doing great damage, or other magical/mutational enhancements that will raise their base x.p. value*

GAMMA WORLD® game statistics

NUMBER: *20d4 males (plus others; see below)*

MORALE: *1d6 + 4*

HIT DICE: *4d6 (note Heightened Constitution bonus to hp)*

ARMOR: *6 (leather equivalent)*

LAND SPEED: *9/900/15*

MS: *1d8+10* IN: *2d4+10* DX: *2d6+6*

CN: *1d12+14* CN: *1d4+14* PS: *2d6+5*

ATTACKS: *1 bite (1d2 damage)*

MUTATIONS: *Infravision, Heightened Constitution, Heightened Intelligence, Modified Body Part (tougher skin)*

In the most ancient archives may be found references to a powerful arch-mage who located an unusual alternate universe. Creatures of strange design roamed this world; the landscape was devastated by fire and war. The arch-mage summoned an army of goblins, orcs, and allied monsters, armed them with the best weapons and equipment, set off into that forsaken land to make war upon its inhabitants, and found an empire from which to raid other worlds and planes. None of that host returned; the army was destroyed by savage beasts with incredible powers and by a sickness that could not be cured. Subsequent authorities now believe that the only survivors were the smallest creatures who were best able to hide deep in the earth and adapt to the new land.

Those authorities were correct. The only survivors of this raid were kobolds, and the new land wrought its changes on them in return for their survival. Now calling themselves kobalts, these creatures have picked up a number of beneficial mutations from the radiation in their environment. Their *Infravision* allows them to see any heated body at up to 60 meters (66 yards) at night or in darkness of any kind. They may detect the slight warmth that plants emit and find places on the ground where beings rested within the last hour; this latter ability allows



ENCOUNTERS

The GAMMA WORLD® Aquabot

by James M. Ward and
Roger Raupp

The scene

The creature came out of the ocean's depths in a bubbling froth, outlined by the setting sun. Its sensor units flashed brightly as its gun ports searched for targets on the land masses before it. Guided by three pure strain humans who were almost as perfect as the metal marvel they controlled, the aquabot switched into land-walking mode and approached the "indestructible" city that was home to the Radioactivists.

Mutants within the walls sensed the approach of the killing machine long before it came into effective firing range; they rushed out to meet the creature before it reached the town. Thousands of mutants, many with powerful weapons of the ancients, launched attacks of their own on the new menace from the sea. The defenses of their support fighter and those of the main unit proved sufficient to ward off most of the initial damage.

Then it was the aquabot's turn. Fourteen missiles launched themselves at the city. Fourteen lesser rockets fired at the mutants that clustered like ants at the bot's feet. Six heavy beam cannons began melting the crystal walls of the outer city, forming glassy lumps. Eight pencil-thin beams stabbed out at unusual targets and punched fist-sized holes in every target they reached.

For twenty minutes the aquabot walked towards the city and slugged it out with the town's mutated inhabitants. Finally, as the bot reached the center of the city, it was stopped by the combined power of over 10,000 mutants, destructive weapons of the ancients, new ones of modern times, and one fully functional warbot which was eventually totally destroyed.

The aquabot was left a smokey ruin in the center of a slagged city. The surviving inhabitants stared in shock at their ravaged homes and felt awe at the thought that one machine could do such damage. As they tried to pull themselves up from the despair of their losses, one mutant

with unusually heightened vision turned and in the distance saw seven more of the watery horrors rise from the sea and move towards their city.

TYPE: Aquabot
NUMBER: 1
HIT POINTS: Physical body (400)
CONTROL: E
STATUS: 4 ranks
ARMOR: 1
SENSORS: A/B/C
POWER: Twin nuclear plants with special nuclear plant in support fighter
SPEED: Pods = 240/10200/180, WATER = 160/6800/120;
Support Fighter: Pods = 240/10200/180

DESCRIPTION: The aquabot was designed to attack and destroy military installations on the coasts or underwater. Twelve aquabots were originally produced, and one industrial complex (location undisclosed) was designed to mass produce them.

It is a three-man unit with two operators in the forward control room and one aft in the support fighter.

Unit systems

14 missile/torpedo tubes
Range: 10 kilometers (water)/200 (air)
Damage: 500 (hit points), 300-meter radius
Supply: unit normally has 100 torpedos and 100 missiles in its carriers

14 rocket launchers
Range: 100 kilometers (water)/1,000 (air)
Damage: 100 (hit points), 150-meter radius
Supply: Unit normally carries 300 rocket launchers

6 heavy beam cannons
Range: 2 kilometers (water)/10 (air)
Damage: 555 (structural hit points of damage); 100 (when used against soft targets)

8 light beam weapons
Range: 1 kilometer (water and air)

Damage: 100 (structural hit points of damage); 50 (when used against soft targets)

Defense shield projectors

Two shields each absorb a total of 500 damage points, the shields renew themselves to new status every 20 minutes.

Defense bubble systems

These units allow the aquabot to move through water absolutely undetected by all known sensor equipment.

Detachable control head pod

In the event that the unit suffers extreme damage, this pod can detach itself and move away from the field of battle. The pod may detach only when all other systems have been destroyed. The pod may automatically detach if control personnel are incapacitated for any reason.

Support fighter

This unit is capable of independent movement when the aquabot is fighting on land. When detached, the support fighter carries 8 light beam weapons. The support fighter has a personal body shield of 100 hit points and an energy shield of 50 points that renews itself every 40 minutes.

Crew

There are 2 crew members in forward control center, and 1 in the support fighter.

End of report

The aquabot fleet commander observed that only one aquabot was destroyed in the attack on the city. He felt confident that in a short time his fleet would dominate the world. It looked like nothing could stop his victory.

He wouldn't have been so confident if he had seen what was trailing his fleet of aquabot units at that moment.

VIEW PORT
(WITH SHIELDS
AVAILABLE)

LIGHT BEAM WEAPONS (2)

MISSILE/TORPEDO TUBES (2)

MISSILE/TORPEDO TUBES (12)
(6 IN EACH SHOULDER)

DEFENSE SHIELD
PROJECTORS

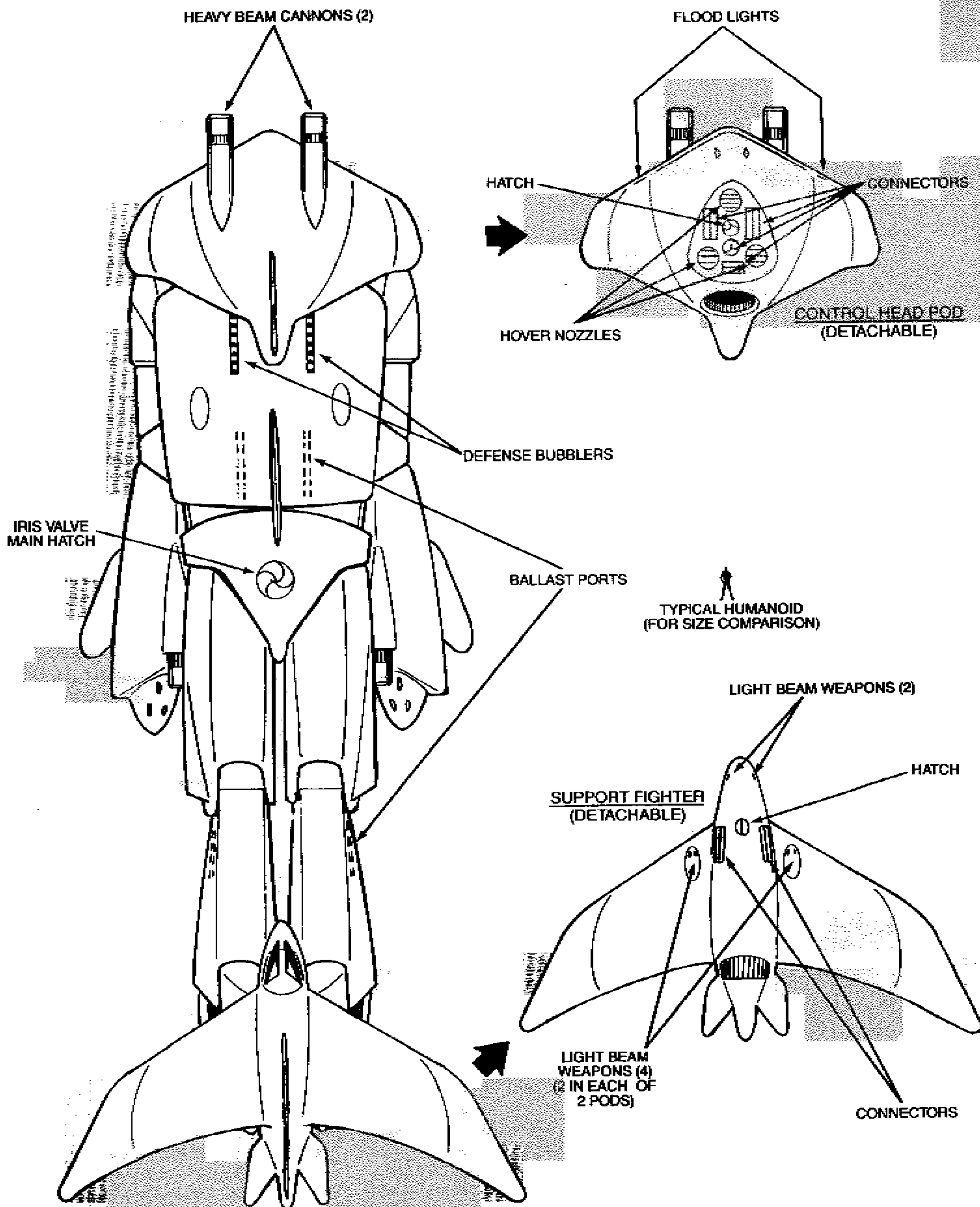
SENSOR
ANTENNAE

DEFENSE BUBBLERS

HEAVY BEAM
CANNONS (4)
(2 IN EACH
FOREARM)

ROCKET LAUNCHERS
(1 BATTERY OF 7 TUBES
IN EACH FOREARM)

MAIN DRIVE NOZZLES





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Mutations

Abilities That Add Spice To Your GAMMA WORLD® Campaign

by Dale "Slade" Henson

Simon Dundee, a pure strain human who deems himself the utmost authority on the Gamma World mutation phenomenon, has created a 12-volume encyclopedia devoted solely to these genetic cross-strains. In the pages of this Newszine, we will show you the highlights of these volumes in a readable format. This was no small feat for us, please understand. Dr. Dundee, granted, was very thorough, but his writing style is one that requires the unabridged Oxford English Dictionary to understand.

All references to the mutated genes positioning on the DNA molecule have been removed as well. The mutational statistics given below, are in the GAMMA WORLD® game second edition format. This edition of the rules has been one of the most popular, which is why we chose this format. However, the mutations easily can be adapted to any version of the game, and with a little work they could be used in other science fiction games or as super powers in super hero campaigns.

Ablation

RANGE: Touch **TYPE:** C M
DURATION: 10 **USE:** Once an
 Minutes Hour
NUMBER: 1 **DAMAGE:** None

EFFECTS: This mutation allows the character to touch the wound of another and halt all blood flow. If the recipient is not willing to submit, he is allowed a Constitution check to thwart the mutation's effects. This mutation, according to Dr. Dundee, is very useful against a bite attack, stopping the flow of blood until the venom can be removed.

Ablation (Self)

RANGE: Self **TYPE:** C M
DURATION: 10 **USE:** 4 times
 Minutes a day
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is very similar to the Ablation mutation above, except that its effects are limited only to the mutant possessing the mutation.



Abulia

RANGE: Self **TYPE:** U M
DURATION: Permanent **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is a "... mental mutation which creates the impairment or loss of volition ..." to quote Dr. Dundee. This mutation prevents the character from acting independently. When the character sees a role model performing a task, the mutant will perform the same task, with identical results.

Acapnia

RANGE: Self **TYPE:** C P
DURATION: Special **USE:** Special
NUMBER: Self **DAMAGE:** None

EFFECTS: A mutant with this power can halt his or her breathing for up to 10 minutes per Constitution point. The character is unable to perform tasks during this time. Once the mutation has been used, the mutant must wait half the amount of time he or she feigned death before using the mutation again. For example, if Sonja of the Red Death, with a Constitution of 14, used the mutation to feign death for 140 minutes, she would be unable to use the mutation again until 70 minutes passed.

Accelerated Growth

RANGE: Self **TYPE:** U P V
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: As its name signifies, this mutation allows the mutant to grow without experiencing a corresponding increase of Strength, Constitution, or Dexterity. The matrix below shows the amount of growth the mutant can experience. To determine growth, roll 2d6 and add the result to one-third of the mutant's Constitution score, rounded down. For example, Sonja of the Red Death has a 14 Constitution. One third of that is four (rounding down). Sonja's player rolls a seven. The two numbers are added together to get 11. Sonja's player consults the chart to learn that Sonja has increased her height by 135%. Sonja is 5' tall; increasing her height by 135% makes her 11'9" tall.

DIE ROLL	PLANT GROWTH	HUMAN/ANIMAL GROWTH
3	15%	10%
4	26%	21%
5	39%	33%
6	53%	46%
7	68%	61%
8	85%	77%
9	103%	94%
10	124%	114%
11	146%	135%
12	171%	159%
13	198%	185%
14	228%	213%
15	260%	245%
16	297%	279%
17	336%	317%
18	380%	359%
19	428%	405%
20	481%	455%
21	539%	511%
22	603%	572%
23	673%	640%

Acclimate

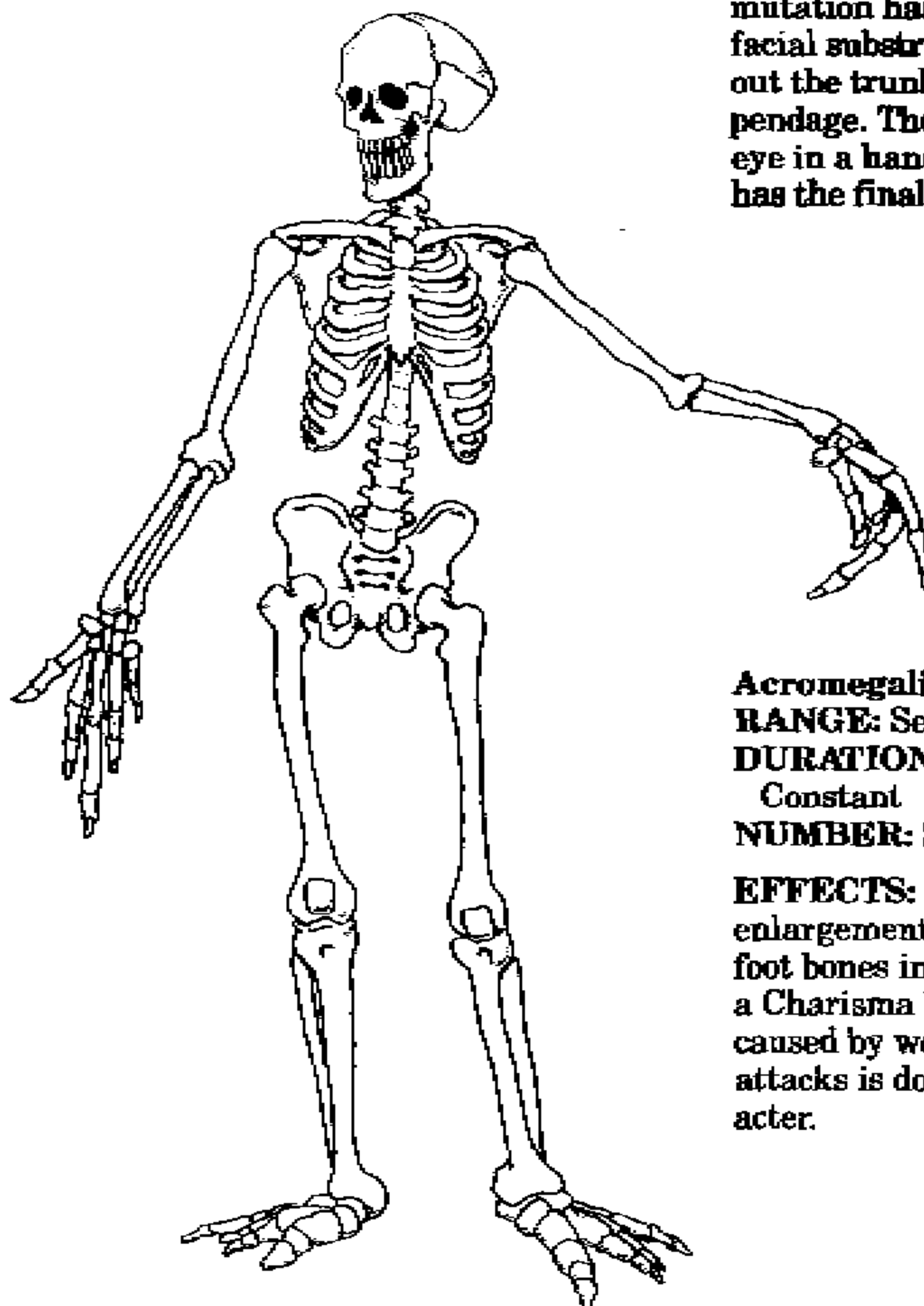
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation allows the character to adapt to any environment. Dr. Dundee has found that most altered humans who possess this mutation have all moved north of the 80th parallel. This mutation is now considered rare elsewhere. A character with this mutation must take two hours to adjust to a 10 degree change in temperature. Until the mutation aligns itself with a new climate, the character is subject to weather damage, but at 1/2 normal.

Acephalous

RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A character possessing this mutation has no discernable head. The facial substructures are spread throughout the trunk of the body or on an appendage. The character can ask for a eye in a hand if he chooses, but the GM has the final say.

**Acromegalic**

RANGE: Self **TYPE:** U P V
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** Special

EFFECTS: This mutation causes the enlargement of the facial, hand, and foot bones in the character, resulting in a Charisma loss of 2d6. The damage caused by weaponless hand and foot attacks is doubled for this mutant character.

Acromegalic

Acute Acne

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** Special

EFFECTS: This mutation causes the character's body to force poisons, cholesterol, fats, excess sugars, and alcohol out in the form of acne. This gives the character an immunity to all poisons which have strength ratings less than or equal to his Constitution. For example, Sonja of the Red Death, with a Constitution of 14, is immune to all poisons that are strength 14 and less. Poisons greater than 14 will have their normal effects. This includes death poisons, paralysis, and any other types.

Adipocere

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: The skin of a character with this mutation secretes a brown waxy substance that is water repellent. All other substances are 40% repellent as well. Once a substance has been determined as repellable, the character should make note of it. The effect is permanent.

Aequorin

RANGE: Self **TYPE:** U P V
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This causes the character, whether animal or plant, to secrete a glowing substance commonly found in deep ocean carnivores. This substance is not photoreactive, so once it is removed from the mutant it stops glowing within minutes. Opponents have a +2 to hit bonus to hit a mutant during night or dim light situations. There is also a -1 penalty to attack the character during full daylight, since the character appears almost noncorporeal because of the glow. If the substance is washed off with soap and water, it will be secreted to cover the character again in 1d4 hours.

Alarm

RANGE: MS + 10
Feet **TYPE:** U M
DURATION: **USE:**
 When Asleep When Asleep
NUMBER: Self **DAMAGE:** None

EFFECTS: The character who has this should roll 3d6 to determine the relative strength of the mutation. Multiply that number by 10; the result is the radius in feet where danger or motion can be detected. This radius remains the same throughout the character's life. The mutant will awake immediately when a predatory animal or violent-minded opponent enters the area of effect.

Albinism

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A character with this mutation gains a +1 to his Charisma score. This is because albinos stand out, having no pigmentation in their skin, eyes, and hair. The character sees well dim light, but is bothered by bright light and glare.

Altered Blood Content

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation alters the content of a character's blood and cannot be removed by using the Devolution mutation. The chart below reflects a few of the possible changes that could occur because of this mutation.

ROLL CHANGE

- 1 Actinium: This element is radioactive. When the mutant "bleeds" on someone, the target must roll a save vs. radiation.
- 2 Arsenic: This blood is white, and the mutant with it receives an extra save vs. poison when he comes in contact with poisonous substances. The mutant's blood is deadly to others.
- 3 Copper: The blood is green whenever it is oxidized. There are no other bonuses or penalties.
- 4 Gold: The character's blood is gold colored and is worth fifty domars per liter. During any week when the character bleeds himself to get blood

for sale he must eat 12 ounces of gold for each liter or fraction of a liter of blood withdrawn.

- 5 Iron: This is the normal blood oxidizer.
- 6 Lead: This oxidizer creates thick black blood. All characters with this blood content have a 1% chance per battle of having a minor heart attack that causes 2d10 points of damage.
- 7 Mercury: The blood appears to be a gritty silver. It is also highly poisonous to all other creatures.
- 8 Silicon: The character's blood is a bright blue and has a very sharp smell. The blood can be used as a high temperature glue for objects such as gaskets.

Altered Structural Element

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Characters with this mutation are not carbon-based life forms. The list below gives a few of the possible effects of this mutation.

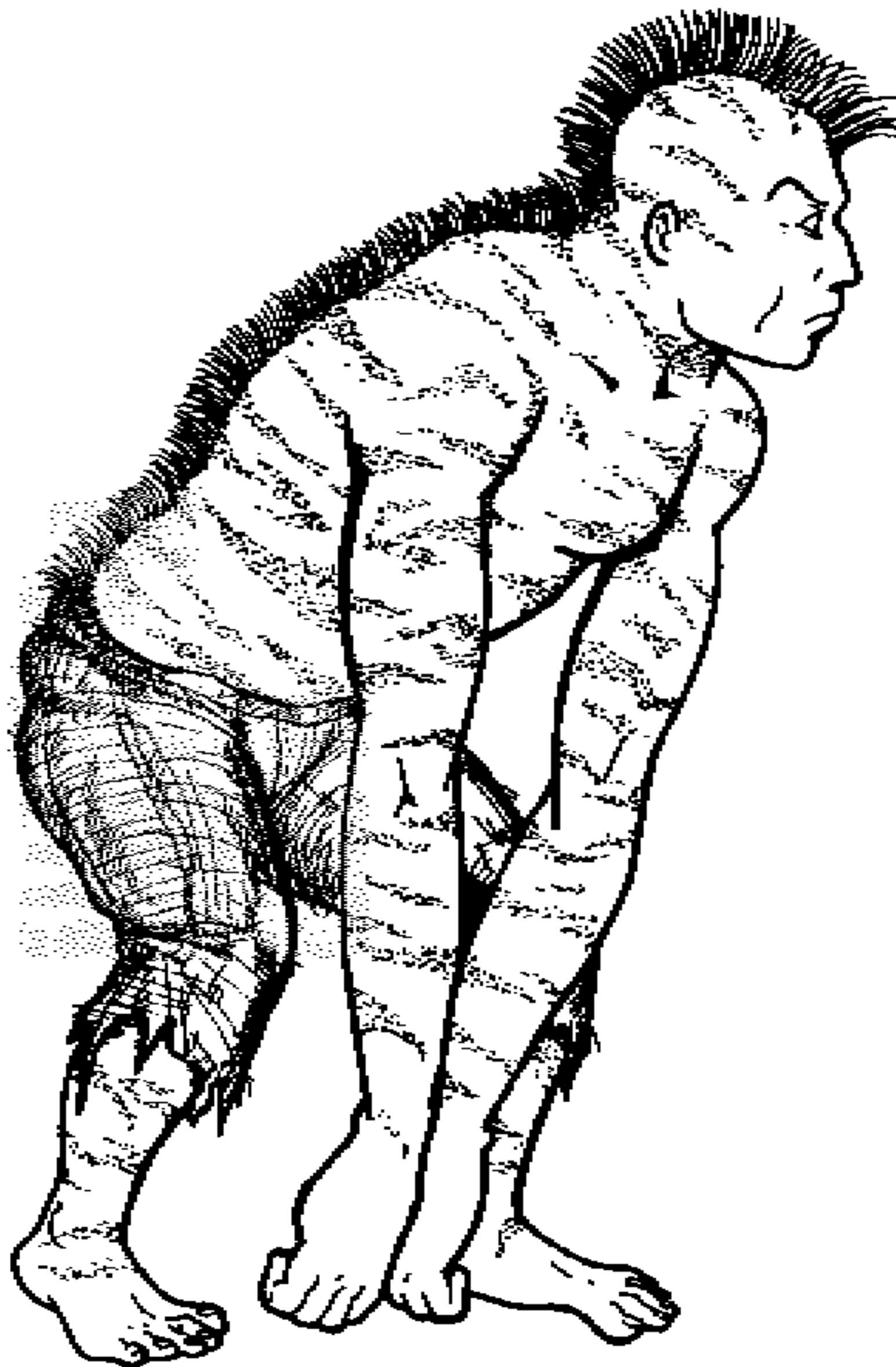
ROLL CHANGE

- 1 Germanium: The mutant receives an Armor Class deficiency of 2, but gets a bonus of 2d4 + 6 to his speed.
- 2 Lead: This bulky character receives a +2 Armor Class bonus because he is more dense than other Gamma World mutants, but he is slower. The top speed this character can achieve is reduced by 2d4 from the original stock.
- 3 Tin: The character receives a +1 Armor class bonus, loses 1d4 from Speed and 1d4 from Dexterity, but gains a bonus of +1d4 to Constitution. These mutants look similar to The Created android types.
- 4 Silicon: This character possesses a strong insect-like exoskeletal skin. The mutant gains 1d6 Constitution points, but suffers a 1d6 + 6 point Dexterity loss.

Asexual

RANGE: Body **TYPE:** C P
DURATION: **USE:** Once/
 Constant 4 years
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is one of the most bizarre that Dr. Dundee discovered. He found a tribe of completely



Quadrupedal

identical people just south of Point Barrow, Old Alaska. Seeing this, he had to investigate. He interviewed many of the tribesmen, and learned that they "budded" to reproduce. Characters with this mutation will bud a new person every four years. The budding process takes nine months, and the person grows to appear identical to the "parent."

Attention Deficit

RANGE: Self **TYPE:** U M
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation causes an inability to concentrate on one subject, except in times of dire need. The mutant will have a -4 on the die roll for figuring out artifacts. With the genius capabilities mutation, the -4 rises to a -2. During combat, there is a 10% chance that the mutant will forget who the enemy is and strike at anyone. If an ally stumbles and accidentally bumps the character, there is a 75% chance that the mutant will believe he is the enemy and attack the new target for 2d6 rounds.

Bipedal/Quadrupedal

RANGE: Self **TYPE:** UC P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation gives animals the ability to walk on their hind legs. Humans or other bi-pedals gain the ability to walk and run on all fours, sixes, etc.

Cellular Psychokinesis

RANGE: Touch **TYPE:** C M
DURATION: Variable **USE:** Once/hour
NUMBER: 1 **DAMAGE:** None

EFFECTS: Mutants with this ability can heal 1d4 points of damage to another character once an hour. This mutation does not work on the mutant himself.

Color Blind

RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation prevents characters from seeing colors. The mutants only see black, gray, and white.

Control Birds

RANGE: 3d6 × 10 **TYPE:** U V
Meters
DURATION: 1d4 Hours/Bird **USE:** Constant
NUMBER: Unlimited **DAMAGE:** None

EFFECTS: This mutant attracts birds. Whenever birds get within range of the character, they must roll a Mental Strength check or be attracted for 1d4 hours. There is no limit to the number of birds that can be attracted to the mutant at any given time. The birds will flutter about, doing nothing harmful. However, if the character is attacked, the birds attack the aggressor. A typical bird does one point of damage per attack.

Control Insects

RANGE: 3d6 × 5 **TYPE:** U V
Meters
DURATION: 1d4 Hour/Insect **USE:** Constant
NUMBER: Variable **DAMAGE:** None

EFFECTS: This mutation is identical to the *Control Birds* mutation, except this mutation attracts insects. Any character with this mutation will have no less than 100 insects within the specified range at any given time.

Death Ray

RANGE: Variable **TYPE:** C MV
DURATION: Inst. **USE:** Twice/day
NUMBER: 1 **DAMAGE:** Death

EFFECTS: This powerful mutation will kill one opponent, if that opponent fails his Mental Combat roll. The range of this mutation is 2d6 + (Mental Strength/3). A mutational force field will nullify the effect.

Decreased Air Vesicles

RANGE: Body **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation limits the mutant's lung capacity by 1-50%. The character's Constitution is lowered by 1d4 as well, but any saves against airborne poisons are increased by 4.

Evolutionary Regression

RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A humanoid character with this mutation regresses on the evolu-

tionary scale. The chart below can be used with a random die roll, or the GM can choose one.

DIE RESULT

- 1 **Australopithecus.** This character gains a +3 to Strength and Constitution, but Mental Strength and Dexterity are reduced by 3.
- 2 **Cro-Magnon.** This character gains a +1 to Strength, and must subtract 2 from his Intelligence.
- 3 **Homo-Sapiens.** This is the end result to the human evolutionary track. There are no bonuses or penalties to accrue. However, the character looks like a pure strain human.
- 4 **Monkey.** The mutant gains +2 to Dexterity and must subtract 2 from his intelligence. He looks like a gorilla or a large monkey, and he is capable of human speech.

Extended Life Span

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: The life span of a character with this mutation is increased 1d6 times. However, this does not mean that for 80 to 480 years the character will not die. Such a character is not immune to damage by weapons, the environment, diseases, or creatures.

Hands

RANGE: Self **TYPE:** U P V
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation allows an animal character to gain hands on the front legs. These hands replace the paws or hooves usually associated with the animal. The animal with this mutation is allowed to use weapons. If a humanoid gains this mutation, his feet are replaced with hands. The character can still run and walk, but his speed is cut by 25%. Weapons can be used with these extra hands, but attack rolls are reduced by 4.

Hump

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Variable
NUMBER: Self **DAMAGE:** None

EFFECTS: The hump mutation provides the character with enough food and water to last for 3d6 days. The

hump, which is physical and looks much like a camel's hump, must be replenished with heavy eating at the end of the time period.

Incendiary Spittle

RANGE: STR **TYPE:** C P
 in Feet
DURATION: **USE:** Once per
 Constant 30 min.
NUMBER: One **DAMAGE:**
 CON × 1d6

EFFECTS: A character with incendiary spittle can spit his napalm-like saliva upon opponents if they are within range. A normal to-hit is required. The range is equal to the character's strength in feet. The spittle causes 1d6 points of damage per melee round for a number of rounds equal to the spitter's Constitution. If the rancid saliva is washed off, or dunked in moving water, it will come off in 1d4 rounds. The mutant is immune to his own spittle, but no one else's.

Kinetic Bolt

RANGE: 30 **TYPE:** C M
 Meters
DURATION: **USE:** Once
 Variable an Hour
NUMBER: One **DAMAGE:**
 (MS/3)d6

EFFECTS: When invoked, this mutation sends a bolt of pure energy at a target within range. The bolt will pass through all metal and most force fields. Any mutant with the Force Field Generation mutation will not be effected by this mutation, if the force field is invoked at the time of the attack. The kinetic bolt will only effect living tissue. Robotics, androids, and all other non-living mechanisms are unaffected.

Laser Eyes

RANGE: (CON) **TYPE:** C P
 Meters
DURATION: **USE:** Once per
 Inst. 3 Rnds.
NUMBER: **DAMAGE:**
 One (CON/3)d6

EFFECTS: This mutation allows the mutant's retina to store light and repel it in a forced pulse of coherent light. This mutation causes blindness in the mutant for one round as the retina is storing the light it is receiving. The next round, the mutant must find a target. Within a second, the retina unleashes the stored light unconsciously. At that point, if the mutant were to accidentally look at an ally, the laser pulse still would be invoked. The

laser pulse does 1d6 points of damage for every three points of Constitution the mutant has (minimum two dice). The mutant must then rest his eyes for three rounds before using the mutation again, or risk permanent blindness. While the retina is storing the light for the laser pulse, the mutant is unable to perform any other activity.

Light Producing

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is gained on an extremity. The player can decide where this light producing organ is placed, such as the palm of a hand, forehead, or the end of a tail, but the GM has the final say. The light produced by this organ enables the mutant to see within 30 feet in absolute dark.

Mandibles

RANGE: Touch **TYPE:** C P
DURATION: **USE:**
 Constant Constant
NUMBER: One **DAMAGE:** 4d4

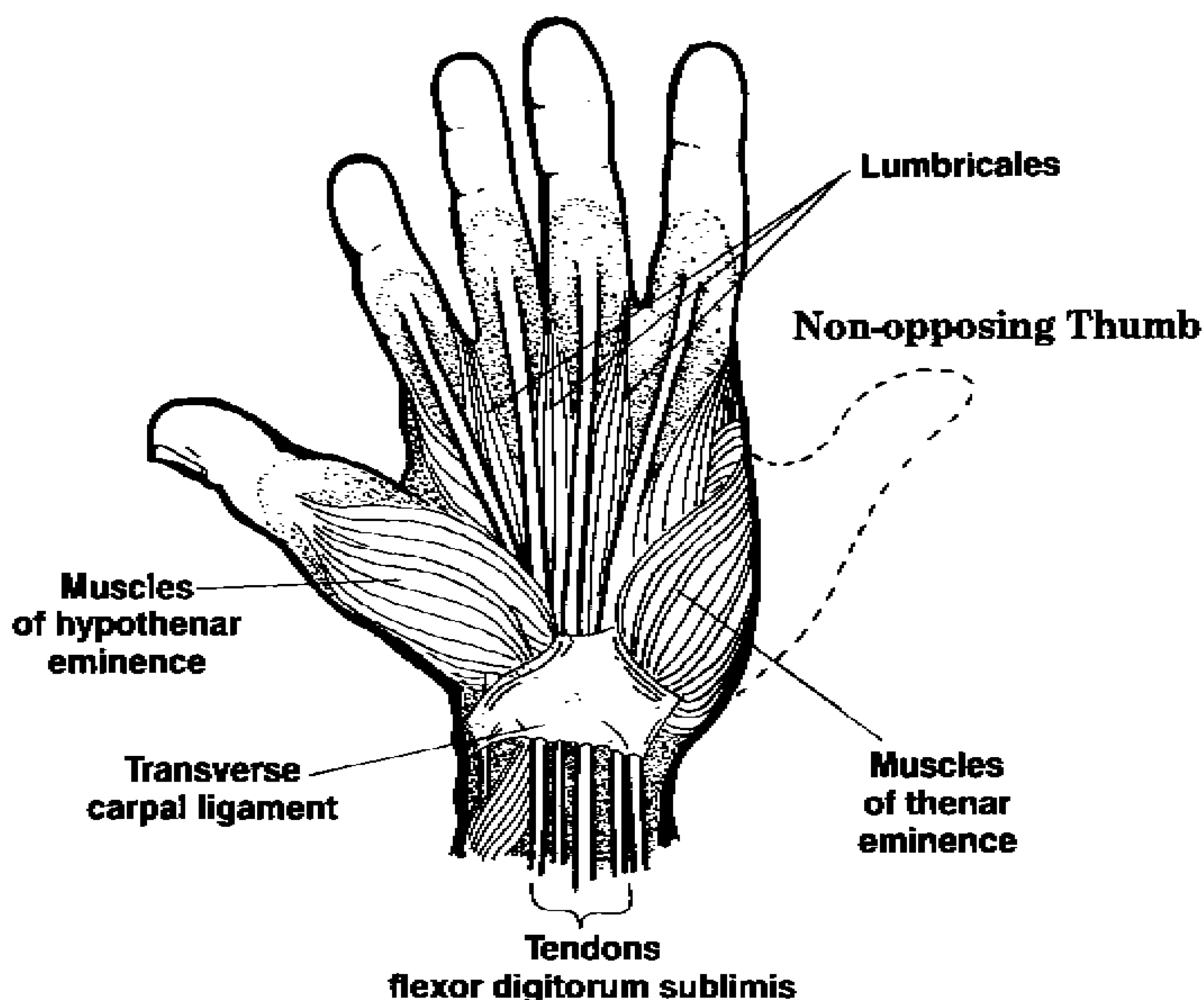
EFFECTS: Mutants with this ability have a bite attack. These beetle-like mandibles are so strong that they cause 4d4 points of damage to the mutant's opponents. The character is also able to bite through normal metal objects at a rate of 1/10 inch for every round.

Mechanical Empathy

RANGE: 1 Foot **TYPE:** C M
 per MS
DURATION: **USE:** Once per
 Special 4 Hours
NUMBER: One **DAMAGE:** None
 Machine

EFFECTS: This mutation allows the character to gain information regarding any machine, computer, computer component, or peripheral. See the chart for the information that can be gathered, and the time and minimum Mental Strength needed to gain it. For example, a character with a Mental Strength of 16 is able to gain the information for strengths 3 through 16.

MS	Time	Information
03	010 Sec	Is the machine plugged into a functional power supply.
04	020 Sec	Is the machine in working condition.
05	030 Sec	Is the machine on or can it be turned on.
06	040 Sec	Is there a touch alarm activated on the machine.
07	050 Sec	Is there a use alarm activated on the machine.
08	060 Sec	What is the mental status of the machine. Is the machine, or think tank insane?
09	070 Sec	Is there an operating security system within range.
10	080 Sec	Is there an operating weight detection security system within range.
11	090 Sec	Is there an operating noise detection security system within range.
12	100 Sec	Is there an operating motion detecting security system within range.
13	110 Sec	Is there an operating infrared security system within range that is activated.
14	120 Sec	Is there an operating ultravisual security system within range.
15	130 Sec	Is there an operating electrical detection security system within range.
16	140 Sec	Is there an operating Gamma radiation detecting security system within range.
17	150 Sec	Is there an operating brain-wave detection security system within range.
18	160 Sec	Are there defensive devices engaged on the machine.
19	170 Sec	Are the defensive devices on this machine potentially lethal.
20	180 Sec	What are the defensive devices present. This will give all information, such as location, type of damage, etc.
21	190 Sec	Is the central controller of this device aware of the mutant's location, and how does the machine feel about it.



This mutation has the following limitations:

1. A force field of RF +3 or greater on the computer or machine will double the amount of time required to obtain the information.
2. A mutant with this mutation who also possesses a Mental Strength and Intelligence greater than 19 will be detected by all think tanks within 2d20 miles of the target machine's superstructure or building.
3. For every Mental Strength point the mutant possesses above 19, the amount of time needed to gain information is cut by 30 seconds to a minimum of one second.

Mimicry

RANGE: 30 Meters

DURATION: Special

NUMBER: One Machine

TYPE: C P

USE: Once per 4 Hours

DAMAGE: None

EFFECTS: This mutation allows the character to mimic any sound that he hears. This includes natural and mechanical sounds. This mutation is usually used by many creatures to lure prey. The mutation also grants the ability to throw a sound attack back at the attacker, such as a sonic blast. This

latter ability does the damage of the original attack and can only be used once per four hours.

Non-Opposing Thumb

RANGE: Self

DURATION: Constant

NUMBER: Self

TYPE: U P

USE: Constant

DAMAGE: None

EFFECTS: The character with this mutation has thumbs on the wrong side of the hand. The mutant is unable to utilize weapons or tools which require an opposing thumb.

Phenomanalysis

RANGE: Sight

DURATION: Constant

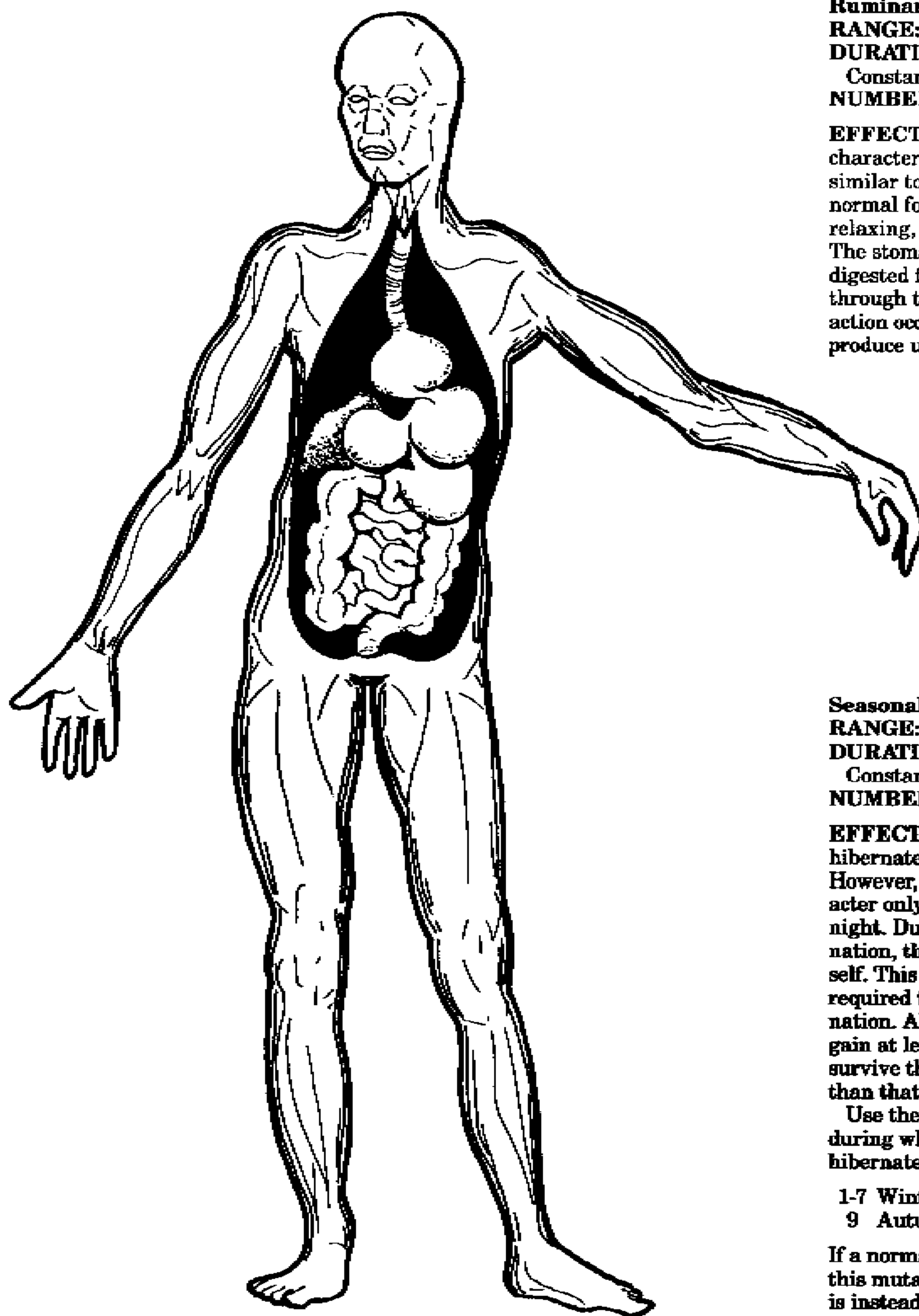
NUMBER: Unlimited

TYPE: C M

USE: Constant

DAMAGE: None

EFFECTS: With this mutation, the character is able to determine by sight alone if a plant or animal is harmful, poisonous, edible, contaminated, etc. This also applies to dead plants and animals, which can be examined before eating. However, it does not extend to cooked or processed foods.



Ruminant Stomach

Ruminant Stomach

RANGE: Self **TYPE:** U P
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation gives the character a multi-chambered stomach similar to a cow's. The character can eat normal foods, but prefers greens. When relaxing, this mutant often chews cud. The stomachs pump a ball of partially-digested food from the stomach up through the esophagus. When this action occurs, the character tends to produce unpleasant sounds.

Seasonal Stasis

RANGE: Self **TYPE:** U PV
DURATION: **USE:**
 Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This forces a mutant to hibernate for one-fourth of the year. However, in the other seasons, the character only needs to sleep one hour a night. During the season before hibernation, the character must gorge himself. This stores up food which is required to help him survive the hibernation. All hibernating characters must gain at least 50% in their weight to survive the hibernation. Anything less than that will assure death.

Use the chart below to determine during which season the character must hibernate.

1-7 Winter	8 Summer
9 Autumn	10 Spring

If a normally hibernative animal gains this mutation, the hibernation instinct is instead erased.



GAMMA WORLD® Game Loot

Tons Of Treasure In The New Edition

by Bruce Nesmith

The new edition of the GAMMA WORLD® game finds its ways to hobby shop shelves in April.

To whet your appetite for this irradiated role playing game, here's a sneak peek at the treasure chart and three of the game's random treasure tables.

Looting the bodies of opponents is a favorite pastime of GAMMA WORLD game player characters. Loot can come in two basic forms, money and artifacts. The domar, money, is not universally accepted outside of the civilized circles of the towns and cities.

The table above classifies how much loot a creature might have. Each creature has its artifacts classifications listed. Merely reference the table above to determine how much of each type of artifact is available. Each item has a 75% chance of being there. For example, in loot Class A there is a 75% chance of domars (1d10x10), a 75% chance of junk, and a 75% chance of tech III artifacts. Any artifact that uses powercells has a 50% chance of being found with one. Guns have a 50% chance of being found with 2d6 rounds of appropriate ammunition.

Loot types U-Z are for individuals. Keep in mind that useful loot owned by a group is usually being carried. There isn't much point in having a black ray rifle and leaving it at home.

Useful items on the treasure table are in poor condition if found as junk or baubles.

The tables below are only a smattering of the possible artifacts that can be found. The Game Master should feel free to choose his own items rather than roll them on the tables. Just look around your house, garage, or work place. There is bound to be something wonderfully suited to the game.

Junk (complexity 4): Technically these are artifacts. However, they are either in miserable condition, or they are so minor that they are next to worthless. Sometimes minor spare parts can be culled from a pile of junk. As a result there is a market for them, and each piece of junk is worth 1d10 domars.

Loot Type	Quantity Found*				Artifacts by Tech Level**			
	Domars	Junk	Baubles	Curiosities	III	IV	V	VI
A	1d10x10	1d4		1				
B	1d10x10	1d10	1d6	1d4	1-2	1		
C		2d10	2d8	2d6				
D		1d6	2d10	1d8	1-2			
E			1d6	2d10	1d4	1-2		
F			1d4	2d10	1d4	1d4		
G			1-2	2d10	1-2	1d4	1-2	
H				2d6	1d6	1d4	1-2	
I				1d4	2d6	1d8	1d4	1-2
J				1d4	1d8	2d6	1d6	1d4
K				1d4	1d4	1d8	2d6	1d6
L		1d6	1d6	1d6	1d4	1d4	1-2	
M		1d10x10	1d10x10	1d10x10	2d8	1d6	1-2	
N	1d10x100	1d4x10	1d6x10	1d10x10	1d8	1d10	2d8	2d6
O	1d10x10	2d10	2d10	2d10	1d4	1d4	1d4	1d4

Individual Loot

U		1d4	1d4	1d4				
V	1d4	1-2	1-2	1-2	1-2	1-2	1-2	1-2
W	1d10x10				1-2	1-2		
X	1d6x10			1d4				
Y	2d8		1d4					
Z	1d6	1d4						

* All loot types have a 75% chance of appearing in a treasure cache.

** All artifacts have a 50% chance of being found with a powercell. Guns have a 50% chance of being found with 2d6 rounds of ammunition.

Baubles (complexity 7): This is high quality junk. Most baubles are in fair condition, and there is a reasonable chance of finding useful spare parts. The market for them is 4d10 domars each.

Curiosities (complexity 10): These are all items of reasonable quality. Most curiosities are valuable spare parts or small convenience items. As a rule, the individual pieces are not very useful to a player character. However, they can be sold for 2d10x10 domars each.

Tech Level Artifacts: Items in these categories are useful, and the player characters may want to keep them. They can be sold at their individual prices.

1d100 Junk, Baubles, Curiosities

- | | | | |
|---|-------------------------|----|----------------------------|
| 1 | Ballpoint pen | 8 | Globe |
| 2 | Kaleidoscope | 9 | Empty butane lighter |
| 3 | An iron | 10 | 12 volt car battery |
| 4 | Film can, with film | 11 | Squirt bottle of hand soap |
| 5 | Wind up alarm clock | 12 | Brief case |
| 6 | Manual pencil sharpener | 13 | Kid's squirt gun |
| 7 | Hand-held electric fan | 14 | Bicycle pump |
| | | 15 | Stopwatch |
| | | 16 | Barricade flashing light |
| | | 17 | Electric BBQ coal starter |
| | | 18 | Dog whistle |
| | | 19 | Talking doll |
| | | 20 | Hearing aid |
| | | 21 | Sports trophy |
| | | 22 | Multipurpose knife |
| | | 23 | Sunglasses |
| | | 24 | Ceramic mug |
| | | 25 | Door knob |
| | | 26 | Keys |
| | | 27 | Military medal |
| | | 28 | Engraved belt buckle |
| | | 29 | Pinking shears |
| | | 30 | Adjustable wrench |
| | | 31 | Fishing rod |
| | | 32 | Can of motor oil |
| | | 33 | Brass name plate |
| | | 34 | Stapler |

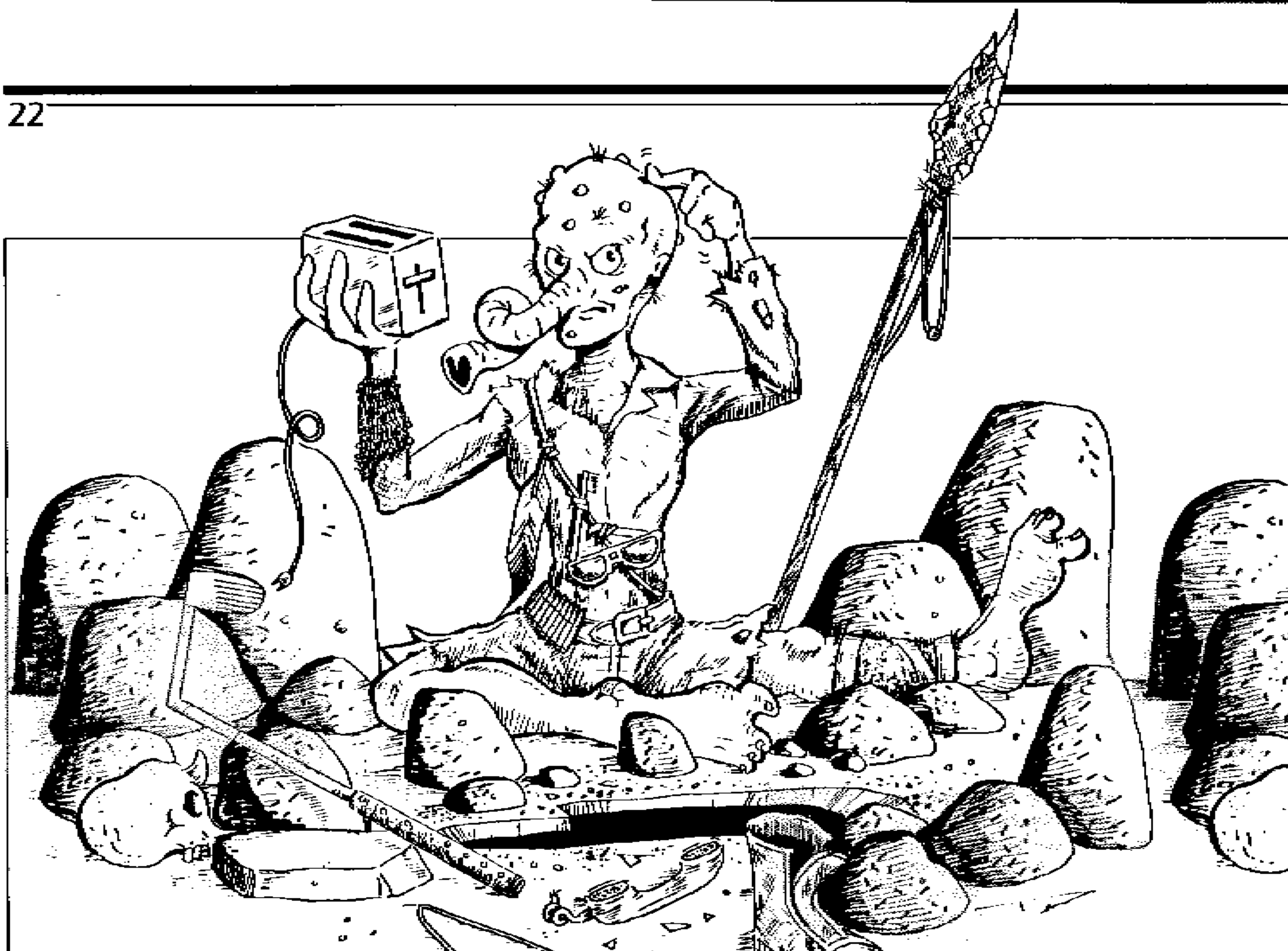


Illustration by Dave Zenz

- | | | | | | |
|----|----------------------------|------------|----------------------------------|------------|------------------------------------|
| 35 | Tape dispenser | 68 | Flour sifter | | chance) |
| 36 | Blank computer disk | 69 | Swim goggles | 7 | Lamprey disk |
| 37 | Spark plug | 70 | Wall thermometer | 8 | Lexicon, computer |
| 38 | Gears | 71 | Barometer | 9 | Medikit |
| 39 | Nuts and bolts | 72 | Garage door opener | 10 | Motion detector |
| 40 | Cassette tape, music | 73 | VCR remote | 11 | Powercell, hydrogen |
| 42 | Baseball glove | 74 | Blood pressure kit | 12 | Powercell, solar |
| 43 | Rolodex, empty | 75 | Combination lock | 13 | Solar charger |
| 44 | Metal cheese slicer | 76 | Bunsen burner, no fuel line | 14 | Tool set |
| 45 | Capacitors & resistors | 77 | Holocube, showing a family | 15-20 | Roll on tech V armor/weapons chart |
| 46 | Electric carving knife | 78 | Radio receiver in an ear plug | | |
| 47 | Locket | 79 | Electronic street map | | |
| 48 | Puzzle cube | 80 | Label maker | d20 | Tech V Armor/Weapons |
| 49 | Electric toothbrush | 81 | Pocket calculator | 1 | Blaster, Mark V |
| 50 | Electric razor | 82 | Earphones | 2 | Drone weaver |
| 51 | Manual can opener | 83 | Smokeless ashtray | 3 | Energy mace |
| 52 | Blow dryer | 84 | Slide projector | 4 | Forcefield generator |
| 53 | Garden water sprinkler | 85 | Toy space gun, lights and sounds | 5 | Flying blades |
| 54 | Children's book | 86 | Can of rubber balls | 6 | 1d6 Grenades |
| 55 | Small machine parts | 87 | Electrical bathroom scale | 7 | Hazmat suit |
| 56 | Electronic speller | 88 | Paintball gun | 8 | Laser pistol, IR |
| 57 | Credit card imprinter | 89 | Electrical extension cord | 9 | Laser rifle, IR |
| 58 | Price tag gun | 90 | Putty gun | 10 | Laser rifle, UV |
| 59 | Emergency beeper | 91-100 | Roll on large item table | 11 | Micromissile |
| 60 | Typewriter | | | 12 | Needler |
| 61 | Circuit board and chip set | d20 | Tech V Artifacts | 13 | Rad suit |
| 62 | Wall plug timer | 1 | Communicator | 14 | Screamer |
| 63 | Hot plate | 2 | Glow cube | 15 | Smart dart |
| 64 | Empty pump spray bottle | 3 | Energy Cloak | 16 | Stun ray pistol |
| 65 | Joy buzzer | 4 | Envirolyzer | 17 | Stun ray rifle |
| 66 | Electronic die roller | 5 | I.D. card | 18 | Tangler |
| 67 | Toy helicopter | 6 | Hazmat Suit, rad suit (50/50 | 19-20 | Scope, IR or laser |



Pod Mutation Increases

GAMMARAUDERS™ And GAMMA WORLD® Game Scenarios

by Alex Iwanow

The following scenarios use the GAMMARAUDERS game rules from the box set and the *Revenge of the Factoids* expansion. Special rules are provided with each scenario.

Adventure ideas are included for GAMMA WORLD game referees so the GAMMARAUDERS scenarios can be adapted to their campaigns.

Skitsofrantic Bioborgs

This scenario is for two to six bioborg players plus one optional Gammasaurus player. Determine randomly who starts with the Gammasaurus; everyone else selects a Cryptic Alliance and bioborg. The Gammasaurus attains weapons through his hand of cards. A fellowship of at least three players is needed to even up the odds if you use the Gammasaurus.

Read the following before the game begins:

The Laboratory Rats have done it again. While working on a bioborg mind control spore, the laboratory was attacked by a band of mutazoid psychopaths! The spore, which wasn't thoroughly tested, escaped into the outside world, infecting all bioborgs and their partners. The side effects were not evident until pod mutation season, which started another conflict between the Cryptic Alliances. It seemed that the bioborgs had mental links with each other, which resulted in an odd case of skitsofranticness. Even the mighty Gammasaurus was a victim to this madness.

Setting Up

Set up the game using all available tiles. The Gammasaurus starts on the outer edge of the hex farthest from any fortress.

The Turn

This scenario uses the standard turn sequence, with one exception (see below).

Special Rules

The experimental spore unleashed on the bioborgs transformed them (and their partners) into skitsofrantics. They seem to change their alliances and strategies every few minutes! This is one war the Factoids will never forget.

To role play split personalities, at the end of each turn the players will leave their bioborgs on the table in front of them, then rotate clockwise one seat. This gives each player a new bioborg. That new bioborg assumes the Cryptic Alliance, popcorn, and fortress of the player's previous bioborg. The players retain their original hands of cards.

Victory Conditions

The game is won when a bioborg trashes three of his opponent's fortresses. This means that if a player with a bioborg trashes two fortresses and then shifts chairs, a new player could win by trashing one more base with that bioborg. The Gammasaurus cannot win.

GAMMA WORLD Game

Imagine the surprise on your players' faces as their characters' orders are changed every minute. They will never be sure who is friend or foe. And if this isn't enough to keep them on their toes, they have a diabolic Gammasaurus and other enemy mutants to worry about!

As The World Burns

This scenario for two to six players depicts a war in which the bioborgs have nuclear arms. Of course, bioborgs always have been using nuclear-powered flamers, sluggers, etc., but nothing that would nuke an entire hex tile!

There's a down side to these powerful nuclear arms, of course. To harness such powerful atomic energy, the bioborg must pop eight pods at once.

Read the following before the game begins:

On a recent recon mission to the Marvelous Moss Marshes, a team of Men in Black agents observed a band of mutant humans harnessing the energy of eight popped pods. This projected a nuclear laser beam that

obliterated a mountain range. The team brought this information back to their superiors, who sold the technology to the other Cryptic Alliances in exchange for several ancient recipe books on fine pastries. However, since the nuclear power requires a large number of pods to work, another pod mutation war started.

Setting Up

Set up the game using all available tiles. After the initial hand of cards is dealt, each player selects a weapon to be his permanent "nuke'em" arsenal. This will be the implement capable of destroying entire hexes during the game. It doesn't matter what the damage or range value of the weapon is. The nuke'em weapon can be taken from and/or returned to the hand at will, just as long as the player does not exceed his card limit. The weapon does not add to the bioborg's attack or defense value when in the combat stage of the turn.

Each player must write the name of their nuke'em weapon on a piece of paper folded over and labeled with their name. This will settle any disputes of cheating.

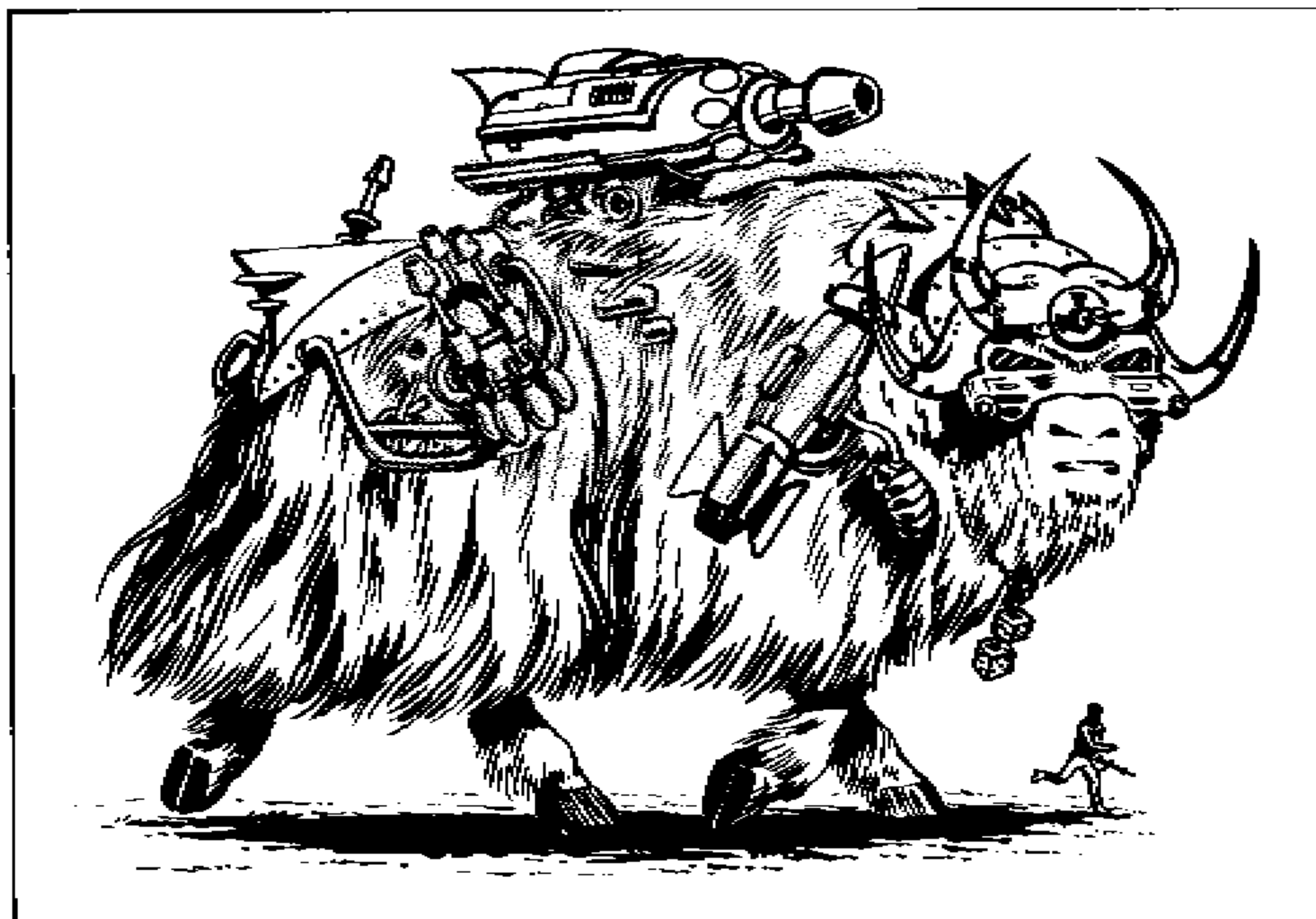
The Turn

This scenario uses standard turn sequence.

Special Rules

To fire a nuclear laser, beamer, water cannon, etc., the bioborg must possess the nuke'em weapon chosen during setup, along with eight pods. Since a bioborg can only carry five pods, he must have at least three pods already stored in his fortress. This means that not only must the bioborg have a fortress, but he must also fire from it. When a player declares he is going to pop eight pods to make a nuclear attack, he turns his nuke'em card face up and chooses a target hex.

Once a hex is fired upon with a nuclear weapon, the tile is destroyed. All fortresses and popcorn are automatically removed from play. The player responsible for this bombardment is fully credited with any nuked fortresses. If there



is a bioborg in the nuked hex, it must check to see if its weapons survived the attack. Roll 2d6 minus the number of pods that the bioborg is carrying (include pods stored in any fortress within the same area to this penalty). That roll must exceed a weapon's damage value for the weapon to survive. All pods in the area are history. Now, flip the tile over onto its colorless side, as this tile is now considered an "ocean of muck-hex." Treat it as one big area, acting as water terrain would. The nuked bioborg, however, is blown into the sky. It hasn't died (these guys regenerate so fast that if the world imploded, they would still retain a pulse). To see where the bioborg lands, roll 2d6, placing the counter on the numbered pod mutation area just rolled. Reroll if that specific area has been previously nuked. The bioborg retains all weapons surviving the earlier 2d6 roll, but all pods are lost forever. In addition, that bioborg player skips step 4 of the turn sequence, as regeneration from nuclear explosion requires time.

If a nuke'em weapon is destroyed during the course of the game, it cannot be regained. However, it may be replaced by any missile weapon card after popping two pods. Remember, missiles are one-shot weapons.

GAMMA WORLD® Game

It is bad enough that the player characters are stalked by squadrons of gammajets, herds of hovertanks, legions of

infantry, and indestructible bioborgs. Now they have to worry about discovered nuclear arms. It looks like the PCs will have to be stealthy, as they are hired to steal pods from enemy fortresses—hopefully preventing their own land's transformation into an ocean of muck.

Peek-A-Boo!

This is yet another scenario for two to six players. Read the following before the game begins:

The annual Bioborg Breakdancing Festival was a financial success. Although the holiday resulted in violent earthquakes which turned the continent into islands, it failed to end the Cryptic Alliance war.

When the land split, nuclear radiation escaped, mysteriously transforming the pod mutation areas into teleportation zones.

Setting Up

The initial setup requires the placement of the numbered tiles only. To simulate the islands described, place these hexes anywhere on the game table so they are not in contact with each other. Then, if you choose to include the unnumbered tiles in play, attach them to the previously placed tiles to increase the land mass of the

islands. After this is done, the players can choose bioborgs and place fortresses normally.

Do not include Kizaro the Chimpanzero in this scenario, because his flying ability will unbalance things.

The Turn

This scenario uses standard turn sequence, with an exception pertaining to the 4th Movement stage.

Special Rules

There are 11 islands with bioborgs and fortresses scattered all over. How do you fight a war? Teleportation.

The yellow-orange pod mutation areas are teleportation zones. Anyone or anything (including bioborgs, popcorn, and pods) that enters such an area must roll 2d6 to establish their destination. The number rolled is the island number they move to. The player can choose any terrain area on the island that his bioborg, popcorn, or pods appears on. If the bioborg has popcorn traveling with him, they are teleported to the same location. After teleporting, the Movement stage for the teleportee ends.

If a player does not want his bioborg to transport randomly, the bioborg can burn a pod while teleporting. This allows the bioborg to appear anywhere on any game tile.

Now comes pod mutation. Since pods appear in teleportation zones, they can teleport, too. Designate a player to roll 2d6 to determine where a pod appears (except when it is initially placed through a Factoid card). Roll each turn for teleporting until the transporting pod is somehow retrieved.

Victory Conditions

The game is won with a total fortress trash-record of three.

GAMMA WORLD Game GMs

Frustrate the player characters by sending them on a mission to retrieve pods from various islands. It will keep them on their toes to grab the pods before the pods teleport. Spice up the game by having the PCs infiltrate fortresses to learn where pods are located. Consider giving the PCs gammajets or some means of flying to make their island hopping easier and less random. □

Evansburg

A GAMMA WORLD® Game Adventure

by John Reynolds and
Lesia Head

Judge's Information

This scenario takes place in Evansburg, a river city of about 25,000 mutants and pure strain humans. Headed by a group of Restorationists, Evansburg boasts law enforcement agencies and a special High Council that handles threats to the community.

One such threat has descended upon the city's slums. A large female croach—mutated cockroach—and a handful of male croaches recently moved into the abandoned sewer system beneath the streets. The female laid a cluster of eggs and is awaiting the birth of her young. She knows the newborn croaches will be hungry, so she instructed the males to find suitable food.

The males obediently went about gathering food—the children of Evansburg's slums. The insect men did not take the larger inhabitants, as they feared those disappearances might start a commotion. Who could possibly miss some of the small ones?

In the past month 26 children have been abducted, and the High Council has no clues.

It is into this mystery the PCs are thrown. There are no maps provided with this scenario. However, the game master might want to construct a rough diagram of the sewers.

Players' Introduction

You are outside the High Elder's office, waiting for what his secretary claims is a "most urgent meeting." The High Elder only asks for help when a crisis is looming. What problem faces the city today?

As the possibilities dance in your thoughts, a buzzer sounds on the secretary's desk. "You may go in," she announces. "The High Elder is ready to see you."

The High Elder is seated behind an oak desk. An elderly man with white hair, a beard and no mustache, he warmly thanks each of you for



coming on short notice. The High Elder appears distraught and worried.

"About a month ago reports of missing children started coming out of the city's slums. At first the tales hinted at just a handful of disappearing youths, but now confirmed accounts put the number at more than two dozen. The people in the slums do not respect the law enforcement agencies, so I was quick to discover that a police investigation was impossible.

"Still, the people who live in the slums are tense over the disappearances, and I fear if this isn't resolved soon a riot might break out.

I want you to find the root of this problem and locate the missing children. Hopefully they are still alive. I have no clues to offer, but I know you are resourceful. Perhaps you should start by questioning the head constable posted in the slums. It is important that you do not divulge you are working for the authorities; the residents of the area would only act beligerently toward you. They do not believe politicians care about them. I am honestly concerned about the children, and I want the situation settled. I'm depending on you."

The High Elder will pay the PCs 40 silver domars each for this mission. He gives the PCs directions to the constable's office and wishes them luck.

If the PCs want grubby and torn clothes to wear to blend in with the people of the slums, the High Elder will provide them. He even has a bucket of dirt set aside in case they want to rub some on their faces and hands.

The Slum Constable

Constable Bob Thridge's office is in a small brick house in relatively good condition. Thridge, an amiable middle-aged pure strain human, usually can be found behind his large wooden desk. Thridge has worked the slums for nearly five years and is familiar with every building, street, and alley. Despite his friendly nature, the people who live in the slums avoid him. He has a rather heavy-handed way of dealing with the local criminal elements.

Thridge tells the PCs he has exhaustively investigated the reported cases of missing children. None of the slum residents claim to have seen anything. Thridge is baffled; he can't figure out why

anyone would want to abduct children.

Thridge is resentful the PCs have been brought in. He is a staunch supporter of organized law enforcement and is upset that the High Elder has called in special forces. He quizzes the PCs about their tactics and plans, wanting to make sure they are capable of dealing with the problem and with the attitudes of the people in the slums.

Eventually, Thridge suggests the PCs talk with Jeramay at the soup kitchen. He says she's always up on the local gossip, and the people tell her things that they wouldn't tell him. Thridge will not accompany the PCs, as he has other pressing business to handle. If the PCs are not dressed in worn and tattered clothes, he implies they should change quickly.

The Slums

The walk to Jeramay's soup kitchen isn't a long one, but it is through one of the most run-down portions of Evansburg. Children run in the street, women hang laundry from windows, and small gangs of rough-looking young mutants stand on street corners.

If the PCs talk to any of the children they can get about as far as "Hi my name is..." before a parent emerges from a doorway, grabs the child, and mumbles something like, "Remember what I told you about strangers!" The parent and child go into a building and refuse to talk to the PCs.

The adults on the street appear crude and unfriendly, answering the PCs' questions with rude gestures and sneers.

However, if the PCs are persistent the gangs on the corners report that children are being abducted, yet no one has seen the crimes committed. The gang members say if there were witnesses, those witnesses would have come forward in defense of the area's children.

The Soup Kitchen

The soup kitchen is a cobbled together brick and wood building with a large painted sign on the front that reads: "Burg Sponsored Soup Kitchen."

Looking through a gaping hole in the front of the building, you see about a dozen humans and mutants sitting at tables. At the back of the room is a big iron kettle resting on a

post inside a fireplace. A notice on the mantle clearly reads: "Today's soup—Vegetable."

Standing by the kettle and holding a ladle is a thin female with dark green skin and blond hair. She is obviously a gren who has adapted to city life.

The gren is Jeramay. If the PCs enter her establishment, she offers them something to eat. "Vegetable soup is good for you," she chirps. If the PCs sample the soup she is willing to engage in conversation. If the PCs will not eat her soup, she tells them they have no place in her building.

If the PCs question her about the children, she explains that the first missing child was noticed more than a month ago. She knows the people in the Evansburg slums are fearful of whatever is behind the heinous crimes. Jeramay has heard many rumors and will share them with the PCs—if they'll have another bowl of soup and make a donation to the kitchen.

- * Mutant birds come by night and steal the children to replace the baby birds that were killed by foolish hunters.

- * Evansburg's politicians are paying someone to steal the children. The poor children will be used in an awful experiment that will benefit the wealthy.

- * Some say the children have become dissatisfied with life in the slums and have run away to another city where conditions might be better.

- * The children are being stolen by wealthy people from a better section of town who cannot have children of their own.

- * The city government is behind this somehow—for some unknown purpose.

- * A politician is stealing the children so he can "recover" them before the next election and win the slum residents' votes.

- * A political faction is attempting to cause a riot between the slum dwellers and Evansburg's richer residents. Abducting children is just the beginning. Next will come the bombing of homes and threats of violence against the elderly.

Jeramay doesn't believe any of these rumors are true, but she knows most of the slum dwellers believe them. Jeramay explains that the local populace has a wild imagination, and no one really knows for sure what's happening.

If the PCs have been cordial to Jera-

may, she says a mother of one of the kidnapped children is here eating. The gren offers to introduce the PCs to her if they promise to be kind.

The mother is Quin, a middle-aged pure strain human who has spent her entire life in the Evansburg slums. Her youngest son Drollo was kidnapped nearly a week ago, and Quin has been worried ever since. She is sitting in the far corner of the soup kitchen with her oldest son, Ralf, who is seven. The pair have bloodshot eyes, and look like they have not slept in days.

Quin is is rather shy and a little apprehensive around strangers. If the PCs are considerate and do not push her, she tearfully tells them she was sound asleep in her bedroom when little Drollo was stolen from her.

If Ralf is questioned he shrieks that the "boogeymen" took his brother. Ralf says he saw them take Drollo into a pile of broken furniture, then they disappeared. He can't describe the boogeymen—other than to say they were big, dark, and ugly. It was too dark for Ralf to notice anything else, and he isn't certain whether there were two or three of them. Quin doesn't know what to think of Ralf's story, as he is prone to tell tall tales.

As your conversation with Quin winds down, your final words are interrupted by a mutated tiger who bounds into the soup kitchen, stands upright on back legs, and screams, "Jeramay!"

The tiger bats at the air and growls. "Jeramay, come quick! My cub's gone! Jeramay, ya gotta do somethin'!"

The mutated tigress is named Etta. She quickly tells Jeramay and the PCs that her son, Bluestripes, is missing and that her husband is across town working and cannot be reached. Using her jaws she tugs on Jeramay's apron until the gren agrees to come along.

Jeramay asks the PCs to accompany her. The gren explains to the tigress that the PCs are friends who are trying to help solve the mystery of the missing children.

Etta's Home

Etta's house is only two blocks from Jeramay's soup kitchen. Etta lives on the ground floor of a two-story ranshackle apartment building.

There is little furniture in the place, and the walls are peeling and dotted with vermin holes and claw marks. The

air is musty and close. The only bright spot in the room is a small section of wall that has purple and green flowers painted on it.

Etta shows the PCs the room from which Bluestripes was abducted. The crib in the northwest corner of the room is the only piece of furniture.

The tigress points to the crib and sobs. "Bluestripes was there not less than an hour ago." Her orange and black hairy shoulders shake with grief. "I put him there for just a few moments while I ran to the market to get him some food. I wasn't gone more than 10 or 15 minutes. And when I came back, he was gone."

If the PCs examine the room they discover a trace of liquid that leads from the crib to the closet door. The liquid is sewer water, but the PCs will not know this; tell them the water smells fetid.

The trail of sewer water was left by two male croaches who stole the cub while the mother was away. The only thing left in the crib are some worn, thin blankets soaked with water.

If the PCs examine the inside of the closet and sift through the debris they find a large hole in the floor that has been covered up with a sheet of rusty metal. The hole descends to the apartment building's basement.

Jeramay insists the PCs track the kidnappers and retrieve Bluestripes and any other children they find. The gren intends to stay upstairs to comfort Etta.

The Basement

The PCs can enter the basement through the hole in the closet or by following the building's staircase. If they descend through the closet, each PC suffers three points of damage from the residue of acid clinging to the sides of the hole. The croaches used the acid to eat through the floor and get into Etta's apartment.

Once in the basement the PCs notice a horrible stench. The basement is in worse shape than the rest of the building and is filled with rubble. There are boxes of discarded, threadbare clothes, mounds of torn and worn out furniture, and a rusted car bumper. However, if the PCs diligently search, they discover a hole in the floor that is a little over a meter in diameter. There are small puddles of fetid water around the hole, as well as traces of acid. A ragged teddy bear that is missing half of its stuffing

rests in one of the puddles.

PCs who enter the basement hole will suffer three points of acid damage unless they take precautions to avoid touching the sides of the hole.

The path of the hole leads down to an ancient sewer system.

The Sewers

The sewers are a series of two-meters high by three-meters wide passageways that twist and turn far below Evansburg. Varying depths of foul water in all of the tunnels help give the sewer a horrible smell. The PCs will need a light source to find their way about.

Teddy bear stuffing mixed with slime can be found caught on a tunnel wall that slopes downward and to the west.

Creature Feature

One-half meter of stagnant water covers the floor of the chamber, and debris is strewn everywhere. There is so much garbage in this section of tunnel, that it will be almost impossible for the PCs to see the chamber's inhabitants until it is too late.

The occupants, a trio of keeshins, attack as the PCs move through the chamber or stop to examine the debris.

Keeshins (3): AC 12; MD 12; HD 7; HP 25 each; THAC +2; #AT 1; Dmg 1d6; MD 12; Hth 12; Spd 9; Level 2; Per 14; Stealth/RU +2; SZ S (1 m); XP Value 1,400 each

Mental Mutations: *Cryokinesis* (15), *force field generation* (15), *life leech* (15), *mental reflection* (12), *mental blast* (11), *telekinetic hand* (17), *telekinesis* (16), *telekinetic flight* (13)

The PCs find a bit of teddy bear stuffing and hide beyond this chamber, evidence they are proceeding in the right direction.

A Flighty Threat

The northwest side of this chamber has been washed away, revealing a concrete and steel room filled with crates and garbage. Water slowly moves across the floor, sluggishly swirling about broken chairs, tires, bent street signs, and other remnants of the city above. The room has a rickety staircase that leads upward to a rusted metal door set in the ceiling. Beyond the room the sewer tunnel continues.

If the PCs inspect the debris they discover crates filled with rusted tools, screws, and nails. The old street signs read "Stop," "Yield," "Kenny K—Body Shop," "Ortes Crafts," "Wiskers Steel," and "Welcome to Evansville Population 420,000." Another dozen nonlegible signs litter the room. The closer the PCs move toward the southwest corner of the room, the more the crates begin to resemble a fortress. Do not volunteer this information unless the PCs are paying close attention.

If the PCs dig through the debris or get too near the fortress, the occupants—four soul beshes—fly to the attack. The beshes, or skeeters, will not fight PCs who simply move through the room and leave the contents undisturbed.

Soul Beshes (4): AC 5; MD 18; HD 6; HP 21 each; THAC +3; #AT 1; Dmg 1d6; MD 18; Hth 13; Spd 16; Level 3; Per 16; Stealth/RU +3; SZ S (1.5 m); XP Value 270 each

Physical Mutation: *Chameleon power* (16)

Mental Mutation: *Intuition* (12)

Special powers: Feeding tube attack (poison and blood drain)

If a skeeter's feeding tube punctures the skin of a victim, the creature injects an intensity 10 paralytic poison that is limited to Stage II effectiveness. The skeeter withdraws blood from paralyzed victims at a damage rate of 2d6 per round.

If the PCs search behind the crates, they find skeeter eggs in a pool of stagnant water (a child's plastic swimming pool filled with water), a pair of old plastic earrings, a boxed set of wrenches in new condition, a pair of sunglasses, and two dozen marbles in a plastic bag.

Any efforts to open the iron door in the ceiling of the chamber fail.

A Mousey Friend

As the PCs travel farther down the sewer tunnel, they see an opening in the wall to their right. The tunnel continues beyond the opening.

If the PCs enter the hole, a high-pitched voice squeals, "Don't hurt me. Please don't hurt me." A moment later a squeaker peaks out from behind a ruined sofa.

The mutated mouse is named Tonetta. She found her way down into the sewers a few years ago when a gang of toughs from the slums above chased her and her children. She was certain they in-

tended to have her family for dinner. She has not been above ground since.

Tonetta is quite harmless and has raised her family in this chamber. If the PCs treat her kindly—and offer her a gift of food—she and her five children come out to eat and chat. Tonetta is friendly, curious, and cautious. She will riddle the PCs with questions about the world above and the gangs who chase helpless beings into the sewers.

In return, she will answer their questions about the sewers. Tonetta knows about the skeeters who have just laid eggs. She hopes the PCs killed the skeeters and destroyed the eggs—she doesn't want her blood drained. She also knows about the keeshins, but she doesn't worry about them, as they have left her and the children alone.

Tonetta tells the PCs there are evil insect-men living in the sewers as well. They haven't bothered her, but she's stayed out of sight every time they passed by. She knows they have made numerous trips to the surface; she does not know what they do up there. She can provide a description of them—"They were purplish-black, had scales, and were hairy. They had lots of eyes and lots of arms and legs. They made terrible disgusting noises and smelled pretty bad."

Squeakers (6): AC 16; MD 12; HD 6; HP 21 each; THAC +2; #AT 3; Dmg 1d4/1d4 (claws, 1d6 (bite); MD 12; Hth 12; Spd 14; Level 2; Per 14; Stealth/RU +4; SZ S (1.5 m); XP Value 120 each

Physical Mutation: *Sonic Blast* (13)

Toothy Grins

The water is deeper in this part of the sewers, and this chamber is filled with broken planks of wood and busted furniture. The inhabitants of the tunnel float in the water with their eyes just above the surface. If the PCs were talking as they entered this chamber, the inhabitants will be aware of their presence and will try to surprise them.

Gators (3): AC 16; MD 12; HD 6; HP 21 each; THAC +2; #AT 3; Dmg 1d6 (bite) 1d8 (tail slap) tentacle (20; MD 12; Hth 12; Spd 6, Sw 9; Level 2; Per 14; Stealth/RU -1; SZ M (2 m); XP Value 120 each

Physical Mutation: *New body parts*, tentacles, *poison*, tentacles (intensity 20 paralysis)

Special Powers: Immune to radiation

As the melee draws to a close, the PCs

spot a mutated cockroach watching them through a side tunnel. When the insect man realizes he has been spotted, he runs away.

Trailing the Croaches

PCs who follow the running croach come upon a large chamber with unstable-looking walls. Inside are five male croaches who immediately attack and fight to the death.

Croaches (4): AC 14; MD 12; HD 6; HP 22 each; THAC +3; #AT 2; Dmg 1d6/1d6 (claws; MD 14; Hth 12; Spd 12; Level 2; Per 12; Stealth/RU +3; SZ M (2 m); XP Value 1,200 each

Physical Mutations: *Dissolving juices (acid)* (14), *heightened balance* (14), *heightened senses* (hearing, sight, smell) (14), *kinetic absorption* (13)

Mental Mutation: *Mental reflection* (12)

After the battle the PCs can find a gaping hole in the chamber's wall. It is cloaked in shadows and difficult to discern. PCs who proceed through the hole discover the female croach.

The female sits on a nest made of discarded automobile trunk lids, damaged wooden doors, broken benches and other objects. The nest is 10 meters in diameter and two meters high.

The PCs' fight with the male croaches in the other chamber has alerted the female croach to their presence. She fights to the death to protect her eggs.

Female croach (1): AC 17; MD 12; HD 7; HP 26; THAC +3; #AT 2; Dmg 1d8/1d8 (claws; MD 14; Hth 12; Spd 12; Level 2; Per 12; Stealth/RU +3; SZ M (2 m); XP Value 1,500

Physical Mutations: *Dissolving juices* (16), *heightened balance* (16), *heightened senses* (hearing, sight, smell) (16), *kinetic absorption* (16)

Mental Mutation: *Mental reflection* (16)

Inside the nest are 27 children and 27 dark brown wrinkled eggs, a kid's squirt gun, a brass doorknob, a broken typewriter, a fish tank filter system, an intact hourglass, a working compass, 92 silver domars, and a soggy baseball.

The PCs will be treated as heroes of the city when they return the children to their homes in the slums.

□

Claptrap by Robert Crichton

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Number:	1d6
Percept:	5
Stealth/R.U.:	+4
AC:	12
MD:	8
Health:	10
Speed:	0
Level:	1
Hit Dice:	4 (15)
THAC:	+4
Attacks:	1
Bite:	1d10 +4 per round
Int:	Nonintelligent
Morale:	10
Size:	S (.5 m)
XP Value:	35
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Tech Level:	0
Artifacts:	None
Climate/Terrain:	Temperate plains and hills
Physical Mutations:	Carnivorous Jaws (18)
Mental Mutations:	None
Special Powers:	None

Description: This primitive mutated vegetation is effectively nothing more than an enormous mouth ringed with powerful jaws. It has a voracious appetite and is rarely sated.

The plant digs itself into soft ground when it is looking for food, which is most of the time, and it is rarely spotted until it is too late. While hunting, only the jaws of the plant are visible at ground level, and sometimes these are camouflaged with dirt. The concave jaws look like a depression in the soil. Veteran travelers and claptrap survivors stay clear of such depressions.

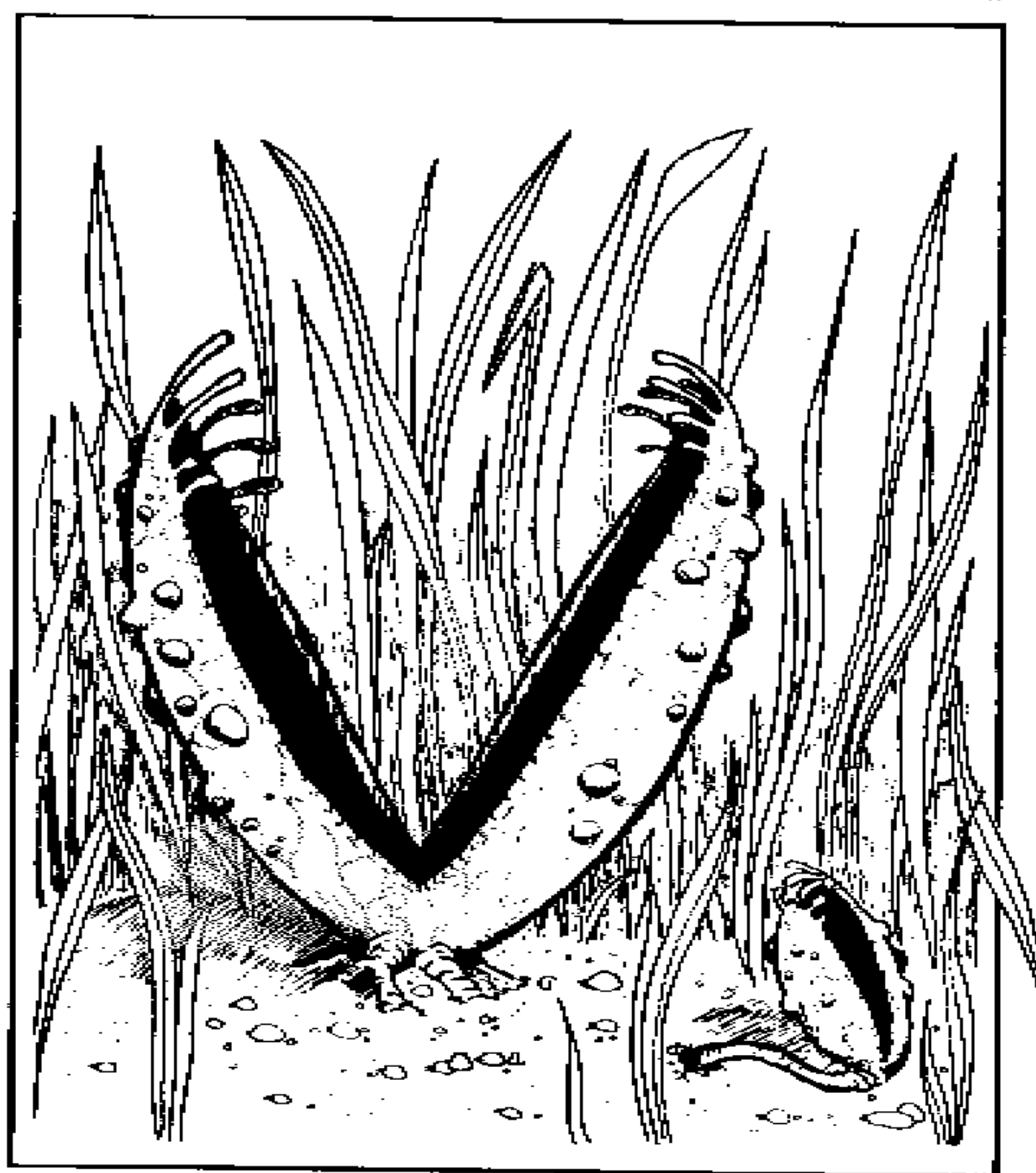
When sated, the plant rises from the ground to bask in the sunshine while it digests its meal. The jaws range in color from black to mud brown to glistening green. The claptrap's roots, often partially exposed about the main stalk's base, range from a dark green to a gray-black in color and are covered with thousands of short wire-fine hairs. The primary stalk, which is at once supple and dense, can easily fold itself to hide beneath the open mouth. The stalk ranges in hue from light to dark green, often matching the shades of the foliage nearby.

Whether the plant can actually change its color to fit in with its neighboring flora is in question. However, scholars suspect the plant is able to blend in with its surroundings to some degree, much like ancient chameleons were rumored to change their colors to match their surroundings.

Although the plant is able to move its main stalk and its jaws, its roots anchor it to one spot. Thus, a claptrap can never move from the spot it grows—unless someone were to dig up the claptrap and replant it elsewhere. There have been reports of property owners handsomely rewarding those who have captured claptraps. These claptraps are (very carefully) planted about the owners' land to discourage trespassers.

The plant's only sense appears to be touch. And its nervous system is no more complicated than that of a simple venus flytrap plant.

The claptrap most frequently grows in areas of tall grass, where the depression in the ground made by its open mouth is difficult to spot.



Combat: The claptrap has only one attack—a brutal bite assault. It can make only one such attack an hour, as it takes an hour for the creature to open its mouth wide again. Any creature unwary enough to step inside the jaws of the claptrap is fair game for the bite attack, which causes 1d10 points of damage. The claptrap avoids eating metal, so creatures with metal coverings on their feet are usually left alone.

Characters' DX modifiers affect their chances of being hit by a claptrap. Once a character has been caught by the jaws, the victim remains trapped, suffering an additional 4 points of damage per round until the jaws are pried open or the plant is killed. A character must make a successful PS roll at a -2 penalty to pry open the jaws.

Those who are struck by the vise-like jaws must make two Health rolls. Characters who fail both rolls suffer broken limbs as a result of the vicious bite. Failure of only one roll means they suffer a painful sprain and severe bruising that results in a -3 penalty to Speed for 1d4 days. Characters with broken limbs have their Speed cut to one-third, one-half for quadrupeds, until the limb has healed. Natural healing of a such a claptrap wound takes splinting and 1d6 + 1 weeks.

Society: The claptrap reproduces by sending its roots underground up to 2d20 meters away from its main stalk. The distant roots detach themselves and begin a new plant. It takes 4-12 weeks for a new plant to reach maturity. Generally, the warmer the climate, the less time it takes for a claptrap to grow.

The roots of adult claptraps are used for making strong ropes. These roots remain supple and sturdy for many months after the plant's death. Travelers have learned that the main stalk of a claptrap is edible—and quite delicious. When boiled and seasoned, the stalks are considered a delicacy that few can refuse.

Horl Ep (Arrow tree)

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Number:	1d4
Percept:	14
Stealth/R.U.:	+3
AC:	14
MD:	10
Health:	12
Speed:	0
Level:	3
Hit Dice:	12 (42)
THAC:	+3
Attacks:	2
Seed (2):	2d8
Int:	Animal
Morale:	13
Size:	L (4 m)
XP Value:	175
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Tech Level:	0
Artifacts:	A
Climate/Terrain:	Temperate or subarctic forests
Physical Mutations:	Infravision, Rocket seeds (16) Antibiotic fruit (10)
Mental Mutations:	None
Special Powers:	None

Description: From a distance, the horl ep appears no different than a pine tree. However, the closer one gets to the tree, the more "perfect" it seems.

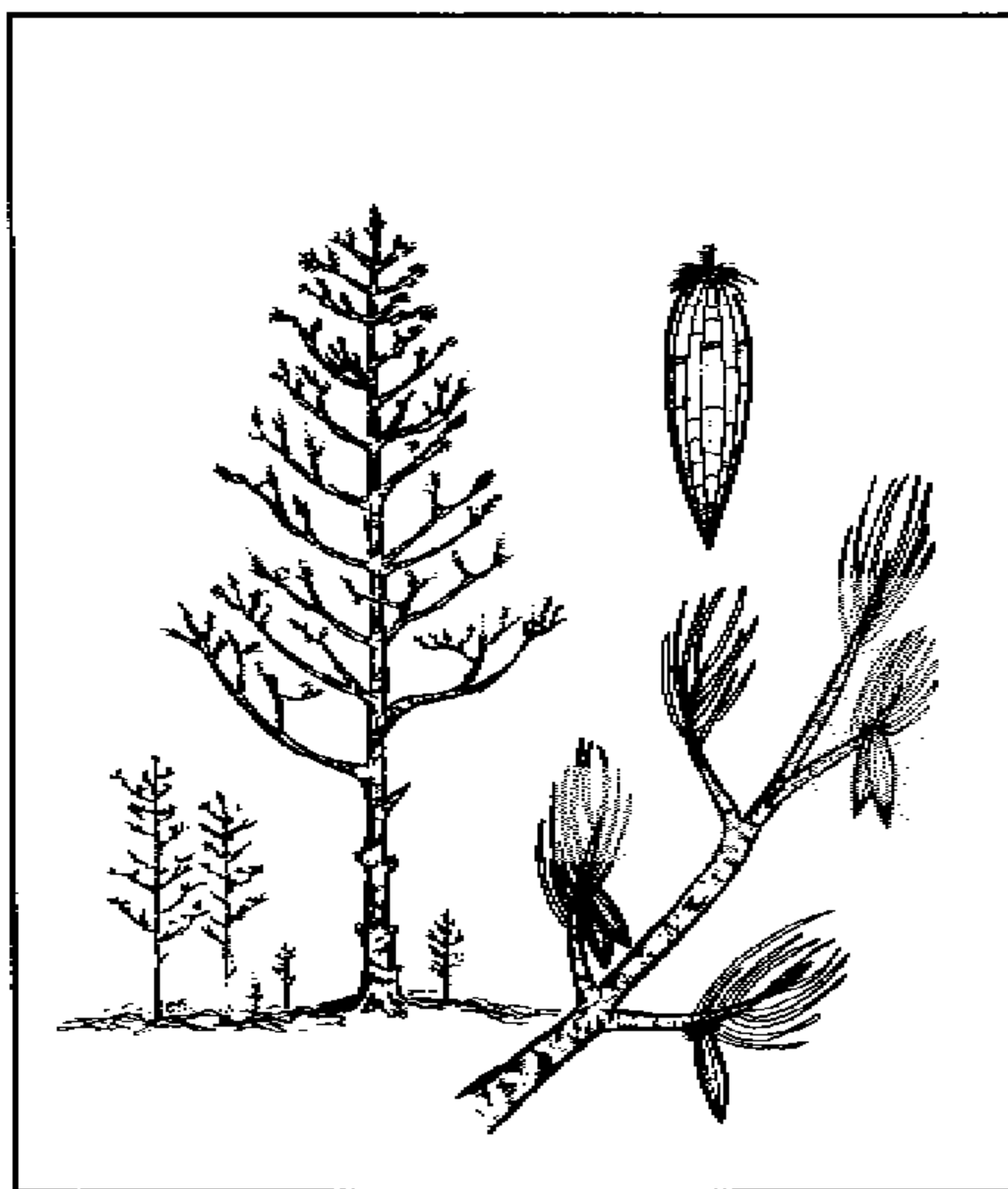
Horl eps have various-sized hollow sections at the base of their trunks; these serve as the plants' mouths. Knots along the trees' trunks serve as eyes. It is difficult to distinguish a horl ep from other pine trees if there are many of the latter trees around.

Those who know that horl eps inhabit certain northern woods stay clear of those areas during the summer and fall. The horl eps are far from the most timid of mutated plants.

Combat: A horl ep, or arrow tree, attacks by firing barbed seeds—each burst contains 10 seeds and causes 2d8 points of damage. The tree can fire two such bursts per round until all of its seeds are expended. Each horl ep grows from 1,000 to 10,000 seeds (1d10X100) per year, enough for 50 to 500 combat rounds. New seeds become mature enough to fire during late summer and early fall. At other times, the plant must depend on carefully hoarded seeds.

A horl ep generally will attack any warm-blooded man-sized or larger creature that comes within 20 meters of its trunk. When such a victim is within range, the tree begins its assault by shooting bursts of seeds. If more than one creature is present, the horl ep will continually switch targets every two combat rounds until the victims have fled or died. Horl eps try to reserve at least 500 seeds for defense; rarely will the plant expend all of its seeds during one melee. During the late fall through mid summer, the plant will have even fewer seeds, generally 50-200.

The wounds caused by horl ep seeds are painful, but not serious. Characters struck by the seeds heal the damage in half the normal time. Further, there is a 40% chance that a character struck by the seeds will have a healing sap injected into his system, causing the damage to heal in one-quarter the normal time. However, characters who enjoy this one-quarter healing time should be wary. The healing



sap will cause the seeds imbedded in the character to grow. Germination does not begin for two weeks, and after that time the character daily suffers 1d4 points of damage and a -1 to CN until he dies or the seed is cut out. If a character reaches 0 HP or 0 CN, he collapses and a sapling sprouts from his body.

Society: A horl ep is immobile, being rooted to the spot from which it sprouted. However, its roots are flexible and can rise from the earth to drag dead bodies to the horl ep's hollowed-out spot in the trunk, where they can be devoured.

The mutated trees are not able to communicate with each other, which has prevented their social organization from evolving beyond a copse of carnivorous trees. There have been several recorded attempts to cultivate horl eps and use them as defenses against trespassers and predators. However, these attempts usually resulted in the property owners' demise, as horl eps tend to attack anything that moves. Efforts to plant the mutated trees in warmer areas have failed; the horl eps did not live longer than a year.

Horl eps multiply primarily through their victims. Creatures who have seeds embedded in them, and who die when a young horl ep springs from them, help to guarantee that the mutated trees will survive. Further, each fall when the horl eps must lose their remaining barbed seeds, there is a 20% chance (for each horl ep in a forest) that a seed will take root and start to grow. It takes 4d4 years before a new mutated tree is large enough to attack unwary travelers.

Those who know about the horl ep's healing sap hunt the trees in the spring and early summer when the threat from the barbed seeds is the lowest. These individuals have learned to tap the tree, much like trees are tapped for maple syrup, and gather a viscous mixture that can be used to treat wounds. The pulpy fruit is effectively an antibiotic and is useful in treating wounds and various diseases.

The Enigma Revealed

Winning Contest Entries

Our *Enigma* contest in issue #77 challenged readers to identify a mysterious woman bedecked with unusual jewelry and an even more unusual face. Readers suggested a whole range of histories and personalities, from hapless adventurers to vengeful deities. Most characters had tragic pasts—vials of acid were a popular plot device.

The jury presents its two favorite here:

1st Place

An Honorable Tradition,

by David Yarrow, Milton, Queensland, Australia

GAMMA WORLD® 4th edition game

Pescumel

6th Level Female Altered Human Esper

PS: 8
DX: 9
CN: 14
MS: 17
IN: 16
CH: 13
SN: 11

THAC Melee: 0

Damage Bonus: 0

Max Lift: 80 kg.

THAC Ranged: 2

Stealth: 0

Remain Unseen: 1

Health: 11

Hit Points: 71

Mental Defense: 19 (22 with head-dress)

Use Artifacts: 3

Robot Recognition: 16

Perception: 12

Armor Class: 13

Speed (walk/swim): 12/3

General Skills: Read/write 60%, swim 25%, ride 30%

Class Skills: Hypnosis (10), photographic memory (9), identify mental power (9), sense mental power (8)

Physical Mutations: Body change—scales on left side of face, left eye altered, vocal imitation

Mental Mutations: Density control, others (MP 19), empathy (MP 14), repulsion field (MP 21)



Equipment: Bolt-action rifle, 15 rounds of ammunition, duralloy shield, head-dress (+3 MD), ear chain

Pescumel is a handsome woman with no visible mutations other than her albino left eye and the scales on the left half of her face. A small vine shrouds the scaly half of her face. This vine is Seadry, a sentient, symbiotic plant.

Pescumel doesn't wear armor, but she does wear a headdress that improves her mental defense. One of Pescumel's distant ancestors, who had great knowledge of mental powers, crafted it and handed it down to the succeeding generations. Pescumel also wears a chain strung from ear to ear, identifying her as a member of the group known as The Free Ones.

Pescumel is a native of Ryzeen, a township within the borders of Miacholin ruled by the carrin (dark emperors) with their usual tact and wisdom—that is to say, with an iron fist. (See page 178 of the 4th edition GAMMA WORLD® game rule book for details on Miacholin.)

Miacholin absorbed Ryzeen about 60 years ago. Ryzeen was, and still remains, a fairly peaceful place. The only use for weapons in the town is to defend the citizens against the freakish (even for Gamma Terra) creatures which emerge from the thistle forest north of town almost daily. When Miacholin annexed Ryzeen, there were no great objections. However, the townsfolk soon found that they were expected to give up many of their ancient traditions—holidays, amusements, and the like. The most important of the banned traditions was a ritual that allowed the citizens to form a group mind. At the time, the Ryzeenians had a unique understanding of mental powers.

Today, almost all of the early rituals have been forgotten, except by a very few. The Free Ones are dedicated to preserving the town's ancient knowledge, and Pescumel is their current leader. Unfortunately, the Free Ones' membership has been shrinking ever since it was formed 60 years ago. At one stage, it could have been considered a major cryptic alliance, with almost every citizen of Ryzeen a member. Today, there are fewer than 20 members. The history of The Free Ones is not a happy tale. From the beginning, the carrin have seen them as a threat and have pursued them almost to extinction.

For the past 10 years, the group has not been safe even in Ryzeen. The

townsfolk are well enough satisfied with life under the dark emperors, so few wish to risk trouble for the group's sake. Consequently, The Free Ones get virtually no support in their home city.

The Free Ones spend most of their time battling or evading the troops of Miacholin. Every moment of safety is given over to learning and sharing the knowledge the group seeks to preserve. It is becoming harder for the group to get equipment—they generally have access only to level II technology and whatever they can scavenge from fallen Miacholin troops. It won't be long before they can no longer repair what level II equipment they have. The situation is becoming so bad that Pescumel is considering taking them north into the thistle forest. Pescumel is willing to risk exposing the group to the dangerous beasts that dwell there, since remaining within Miacholin and Ryzeen will inevitably spell disaster.

Pescumel became leader of The Free Ones a year ago when the previous leader was killed in Ryzeen by Miacholin troops. In many ways, Pescumel believes she was not ready for the position and that circumstances forced it upon her. Most of Pescumel's associates have noticed that she has become more and more distant and preoccupied since she became leader.

Pescumel can be a very bitter woman. This is understandable considering that for most of her 32 years she has seen her friends hunted and killed by the carrin and their servants. She still cares very much for her friends, but now her responsibilities have forced her to take risks with their lives, and this weighs heavily on her conscience. Despite all of this, there still are moments when her good nature shines through. However, these occasions are becoming less frequent.

Pescumel's empathy mutation makes her a natural leader, and all of The Free Ones are fanatically loyal to her. Further, Pescumel recently has found an unusual ally in Seadry, the sentient plant that is symbiotically attached to her. Pescumel detected Seadry's intelligence with the empathy mutation. For reasons known only to itself, Seadry adopted Pescumel. It uses its mutations to heal her and to attack Pescumel's foes in mental combat, but it has not chosen to control her. Perhaps it realizes that The Free Ones will remove it if Pescumel began acting differently, or perhaps Seadry is genuinely fond of Pescumel.

Seadry

SP; NCC; AC 9 (can be hit only by a called shot when it is draped over Pescumel); MD 11; HP 40; THAC -2 (-1); Dmg as mental mutation; Hth 10; Spd 4/2/2; Per 18; St -1; RU 6; UA 4, RR 0 PS 5; DX 7; CN 10; MS 13; IN 20; CH 9; SN 14

Mutations: Transfusion (special) (17), photogeneration (13), confusion (19), heightened intelligence, telekinetic flight (13), symbiotic attachment (15)

Seadry is a simple vine. It has no means of communicating except via its symbiotic attachment mutation and Pescumel's empathy mutation. Seadry knows all of Pescumel's thoughts and feelings. Similarly, Pescumel understands Seadry's emotions.

Seadry's transfusion mutation is a special version that works on any sentient creature, not just on other plants. So far, seadry has used this power only on Pescumel, who is not aware that the vine can help others besides herself.

2nd Place

Renate,

by Jeff Williamson, Evanston, IL
Vampire: The Masquerade

Renate

9th Generation Female Malkavian
Caregiver

Concept: Singer

Demeanor: Loner

Attributes: Physical: Strength •, Dexterity ••• (graceful), Stamina ••; Social: Charisma •••• (captivating), Manipulation ••, Appearance •/•••• if left side of face is covered (alluring); Mental: Perception: ••, Intelligence: •••, Wits •••

Abilities: Talents: Singing ••••• (opera), Acting •••, Empathy •••, Seduction •••; Skills: Etiquette ••••, Stealth •, Disguise ••, Style •••, Dance •••; Knowledge: Literature •, Linguistics ••, History ••

Advantages: Disciplines: Auspex ••, Obfuscate •; Backgrounds: Generation ••••, Resources •••, Contacts ••; Virtues: Conscience ••••, Self-Control ••, Humanity ••••••••, Willpower •••••

Renate van Nuys graced the stages of opera houses throughout Germany during the late 1920s. This was the height of German pre-war cultural awareness, and van Nuys was immensely popular. One critic in Bonn

hailed her singing as "rhapsodic, as if one were listening to the earthly incarnation of a chorus of angels." Accolades followed her after every performance, as did a wide range of suitors. Although her demeanor was mild and unassuming, her appearance and talent made her a national icon, worshipped and adored by the masses.

In 1927, Renate embarked on an American concert tour. A composer from Manhattan had seen her on stage in Berlin and offered to give her the starring role in his latest opera, which was based on the life of Cleopatra. This role might have won her international fame, but fate soon would deal her a serious reverse.

Unknown to Renate, one of her most dedicated followers was a woman named Stephanie Holt, who had been Germany's celebrated diva during the 1880s. By the early 1900s, Stephanie was more than 40 years old and had watched her own beauty fade away slowly, like the last rays of light during sunset. One day, Stephanie met a manic, youthful-looking man who claimed to be a fan from years ago. This man, who was a vampire, embraced Stephanie and transformed her into a vampire, too.

By the time Renate's star rose, Stephanie had been entrapped in an aged vampiric body for more than 20 years. Renate became an object not of Stephanie's adoration, but of her venom.

Stephanie attended Renate's final performance in Frankfurt, before her American tour. Stephanie had become insanely jealous of Renate's beauty, and her hatred boiled over as she entered Renate's dressing room after the show. Once inside, Stephanie hurled a vial of sulfuric acid, which splattered over the left side of Renate's head, neck, and shoulder.

The acid burns and shock alone might have killed Renate, but Stephanie was moved to perform an act of compassion and spite. Stephanie embraced her victim. The vampiric blood soothed Renate's physical agony, but did not heal her scars. Stephanie had erased Renate's pain, but also had doomed her to the same immortal torment she was suffering herself. After calming the sobbing girl, Stephanie took leave of her forever.

Renate was dazed and confused; when she finally came to realize what had happened to her, she smashed her dressing room mirror with her valise and fled screaming into the Frankfurt night. Her

early months as a vampire were a drama of tribulations.

Finally, a Malkavian named August took her under his wing. As it happened, August was the vampire who had embraced Stephanie. August felt a sense of responsibility and warmth toward Renate, and made it his business to teach her about vampiric powers and the machinations of vampire society. Eventually, Renate took leave of her mentor and set off on her own.

Renate traveled by rail to Spain, and then on to the United States by ocean liner. She immediately set out exploring the country and seeking others of her kind. She spent much of her time in New York City, haunting the theater where she would have made her American debut. She also secretly attended several performances of the opera in which she would have starred.

Today, Renate is a tragic figure. The hardships she has endured over the years have gradually fractured her sanity. She still believes she is the beloved opera singer of so many years ago and often experiences the delusion that those around her are her fans and suitors. She still wanders the darkened corridors of the old theater, and she occasionally sings her arias to an audience of none.

Renate is no fool, however. Once she became accustomed to her vampire status, she took some good advice and invested her savings (which were not trivial) in the post-World-War-II American stock market. She maintains a mortal contact who handles her assets and withdraws money for her when necessary.

Some of her money goes to preserve the opera house where she resides; the building would have been demolished years ago without her anonymous patronage. Renate also has spent a great deal of money on two pieces of jewelry: a headdress and an earring pendant. These baubles are her one affectation. They are replicas of what she would have worn in the operatic role of Cleopatra. They have no special properties, but are made of gold set with opals and emeralds. The set has been appraised at more than \$500,000 and Renate is extremely possessive of them.

In her early years as a vampire, Renate dabbled briefly in vampire society, but quickly decided that vampire politics are too complex for her taste. She prefers her solitude, but she tolerates the occasional visitor. She has developed a motherly attitude toward young kin-

dred (newly made vampires). Perhaps she remembers the kindness August showed her. In mortal society, she is known as the ghost of the theater, an urban legend with some measure of truth.

Singing remains Renate's greatest love. Here voice still is extraordinary, and the mortal or kindred who gets a chance to hear her sing is fortunate indeed. She still occasionally braves the outside world to attend an opera or stage musical, using her talents to disguise herself. Any kindred who can demonstrate an appreciation of the arts will win her favor.

Judges' Choice

The judges congratulate the following members for their entries: Joanne M. Reinbold, Wilmington, DE; David Ward, Rumati South, New Zealand; Kevin Mooneyham, Eugene, OR; Jeremy Stanilious, Wharton, NJ; Edward C. Richardson, Battle Creek, MI; Tom Allen, Fort Worth, TX; Paul Reigel, Amelia, OH; Thuong Pham, Los Angeles, CA; Justin D. Somma, Brooklyn, NY; Roy A. Pinson III, Valrico, FL; Alex S. Foley, Pittsburgh, PA; Scott Shepard, Cohoes, NY.



The Living Galaxy

To The Ends Of The Galaxy: Epic Campaigns, Part 1

by Roger E. Moore

One of the great movie-moments in my life came with the opening scenes of the first *Star Wars* film. To this day, I still remember the electric thrill that passed through me as I looked down on a completely realistic alien world and watched starships battle to the death. I witnessed a great event as it happened, the unfolding of a tremendous story. I was swept up and swept away.

Many science fiction role playing adventures are a series of short quests linked only by the presence of the same adventuring party. Duplicating that swept-away feeling of *Star Wars*, the sense that the player characters are a part of a tremendous story rather than a grubby sequence of high-profit missions designed to pay off a loan to buy a starship, is difficult at best because of the careful plotting required of the game master. It can be practically impossible if the group doesn't have the time or interest to try it.

If you are a GM gifted with a stable bunch of long-duration gamers, however, you can't do better than to create a central theme to unify their separate adventures. Anyone who understands the satisfying emotional and intellectual pull of fantasy epics like that of Tolkien's Middle-earth will approve of starting an epic adventure.

As noted, epic campaigns have a major drawback: They take a long time to complete. Players may come and go, interest may rise and fall, and the GM might even have to stop gaming for some reason. Still, if the gamers can meet at least weekly, if a core group of interested gamers will remain throughout the campaign, and if a new GM can be found to take over the campaign in the event the first GM leaves, the campaign can be carried on for many months or even years. I've seen AD&D® campaigns that have lasted more than a decade; science fiction games can do just as well.

A second drawback is that the GM must choose the theme for the adventure series very carefully. Players don't like to be led by the nose. Forcing them into a campaign in which, for instance, they must fight a nearly hopeless space

war against grotesque aliens might cause them to abandon the campaign completely for one with more personal freedom and more hope of accomplishing their goals.

Tempting players into a campaign, instead of herding them into it, is an art that the GM should cultivate. It might pay to discuss a long-term campaign with the players, though not in great detail to preserve surprises.

In creating an epic campaign, the GM must first work out the themes that will dominate the long-playing struggle. Against a galactic background, a single battle is a little thing. The theme should reflect a conflict that is greater than any mere person; philosophies and ideals are often at war, and the fate of billions may hang in the balance. Indeed, an epic campaign may have more than one theme, though one should be dominant.

Examples of grand themes follow in this and the next two issues. Some were drawn from the "one-world campaigns" described in POLYHEDRON® Newszine issues #71-73 (look these issues up for more information).

Of these themes, it is worth noting that the MacGuffin adventures are likely to turn into campaigns of entirely different sorts; a searched-for object or being is often the lightning rod for a deeper conflict between two opposing forces, usually those of freedom/life and slavery/destruction. The recovery or disposal of the MacGuffin then becomes only a part of the bigger picture. After all, Indiana Jones did not prevent World War II, even if his adventures were successful.

Slavery Or Freedom

Fantasy, science fiction, horror, and real history can provide examples of grand themes for your campaigns. In Tolkien's *The Lord of the Rings*, Frodo's mission to drop the One Ring into the lava of Mount Doom is merely the finish of a much greater struggle between the evil Sauron and the forces of the Maiar, played out with the peoples of Middle-earth as the pawns.

Luke Skywalker's battles against Darth Vader are the core (but still only a part) of the cosmic war between the

tyrannical Empire and the Rebel forces.

Nearly all of Chaosium's *Call of Cthulhu* adventures revolve around the eventual return to power of the Old Ones, the mad gods from outer space who wish to destroy all humanity, though individual humans resist.

World War II was by far the most destructive war known, a conflict in which almost every nation was involved in the fight between the Axis powers and the Allies.

In the above four examples, the fate of the world or even the universe is at stake, and the conflict is essentially one of life and free will vs. slavery and destruction. You can imagine numerous possible variations on this idea, not all of which need to be battles to save the galaxy (one world, as pointed out here many times before, will do fine).

You could have a planet conquered by a powerful outside military force that virtually enslaves the populace; the PCs join resistance groups seeking to overthrow the conquerors, who might be human, alien, or robotic. This idea would work for the *MegaTraveller*, *Star Wars: The RPG*, *Mekton II*, *GURPS Space*, *Space Opera*, *Justifiers*, *Battle-Tech*, *Warhammer 40,000*, *Renegade Legion*, *Aftermath*, *Aliens*, *2300 AD*, *AD&D SPELLJAMMER®*, *GAMMA WORLD®*, and *STAR FRONTIERS®* games. Several of these games have adventures with this very pattern. (Indeed, the idea is integral to the *Rifts*, *Rifts: The Mechanoids*, *Price of Freedom*, *Robotech*, *Torg*, *Day of the Phoenix*, and *Living Steel* games.)

Variations on the freedom vs. slavery/extinction theme could be developed from many science fiction sources. Fred Saberhagen's *Berserker* series and Robert Heinlein's *Starship Troopers*, for instance, are grand in concept but also usable in gaming; all you need to do is to fill the universe with murderous, mile-long robot starships in the former or hostile, spiderlike, collectivist aliens in the latter.

TSR's *BUGHUNTERS™* game, using an interesting twist to unify its many sources, envisions a galactic struggle in which humanity is an innocent bystander and must fight merely to stay in existence. Because of the game's newness, I won't reveal the grand cam-

The Door Islands

Kerry D. Jordan

"The Door Islands? Sure, I can tell you about the islands. I've been knocking around here for almost 15 years. I must know just about everything there is to know about them.

"Everybody has heard about the fishing and the cherree orchards on these Islands; most locals make their living either fishing or farming. The Grenby Water and Lake Mitchgloom provide plenty of fish, even though the fishermen don't go too far away from shore. The deep water's filled with strange and dangerous creatures, or so they say.

"The biggest city around is Grenby, which is on the mainland. It used to be a city of the ancients, but after the cataclysm it was nothing but ruins. Then the locals rebuilt what was left and started a town there. It's the biggest town I ever seen. The way I figure, it must've had 'bout 10,000 sentients living there!

"People can pretty much come and go as they want. The biggest cryptic alliances in the city are the Restorationists and the Healers, who run a hospital.

"The only real problem with Grenby is that every five winters a brigade of serfs called the Pillagers of Technology lays siege to the place. They don't attack any of the other towns in the area. I think it's because they don't figure the others are worth their time. So far, the people of Grenby have been able to drive off the serfs, mostly on account of the big "sun bolt" cannon they got. Biggest gun I ever did see.

"Grenby ain't the only city on the mainland. South of Grenby is the ruins of Manwok. I've heard that Manwok was once a thriving city of the ancients, but the cataclysm changed all that. Now the city has only two kinds of inhabitants: attercops and orlens. The attercops control the majority of the ruins while the orlens maintain a small community on the northern outskirts of Manwok. There're said to be plenty of artifacts in the ruins, just waiting for someone daring enough to get past the attercops' webs.

"The orlens don't mind visitors so long as they follow the laws. One

interesting thing about the orlens is that they hold competitions each year to see who'll be the new town guards. The game they play is based on an ancient's game called "futbole." The only weapons the players can use are quarterstaves, and they can't use mutant powers. They ain't meant to kill the other players, but that happens sometimes. Visitors can watch, but not play.

"The island right off the mainland is called Main Island. Between it and the mainland, in Grenby Channel, are the ruins of a city once called Kewaunee. The ruins make travelling the southern end of the Channel nearly impossible. Part of the Kewaunee ruins are on shore, but hardly anyone ever goes there. That's because they're infested with obbs. Last I heard of anyone going there was five years back, and no one came back that time.

"The north end of the Main Island is where Metal Wood stands. Metal Wood is a small forest where dangerous live metal walks around. It tries to kill anything it thinks is human. Nobody's really sure what else is there¹.

"Main Island is also the home of "The Zepher." Nobody's sure what The Zepher is, either. The name comes from the gentle breeze that always blows through there. Anybody that goes there dies. You'll avoid it too, if you want to live as long as I have. Now I've heard tell that there are ancient installations within The Zepher, but I've never met anyone who survived a trip to the place².

"The next island is Tower Island, named after the ancient tower there. For decades it was empty, but then a stranger showed up about ten years back and set up shop. Nobody knows too much about him, 'cept he's called Victor and he's an examiner. He never rubs elbows with any of the other locals, and nobody bothers him. In fact, most of the locals are kind of scared of him. They say he performs strange experiments in the tower, using forgotten technology. The only reason they haven't driven him off is that he fixed the tower so it shines light on the reefs off the island, helping the fishermen.

"There's also an area called the Dead Zone on Tower Island. You'd best avoid it, since it's a source of the glow. In fact,

the glow's killed off all the vegetation and animals in the area, 'cept the land sharks. Those beasts've been drastically altered, and they're resistant to the curse. It's said the source of the glow is an ancient installation located in the exact middle of the Dead Zone.

"Mudd Island is located just north of Tower Island, west of the one called Last Town Island. Mudd Island is a complete swamp. It's crawling with arns, gators, hissers, soul beshes, and other nasty critters.

"Now I think it's about time you started your own knocking about. I'll tell you no more about the Door Islands. There are just some things you got to find out for yourself. And I wouldn't want to ruin all your fun, would I?

—Bram Crusoe, Human Enforcer

GM's Notes

¹ Metal Wood is really an ancient wildlife preserve. After seeing the destruction of the cataclysm, the preserve's control computer came to the decision that all humans were out to destroy the environment. Since its primary duty was to stop environmental destruction, it reprogrammed all of the ecobots in the area to kill any humans found.

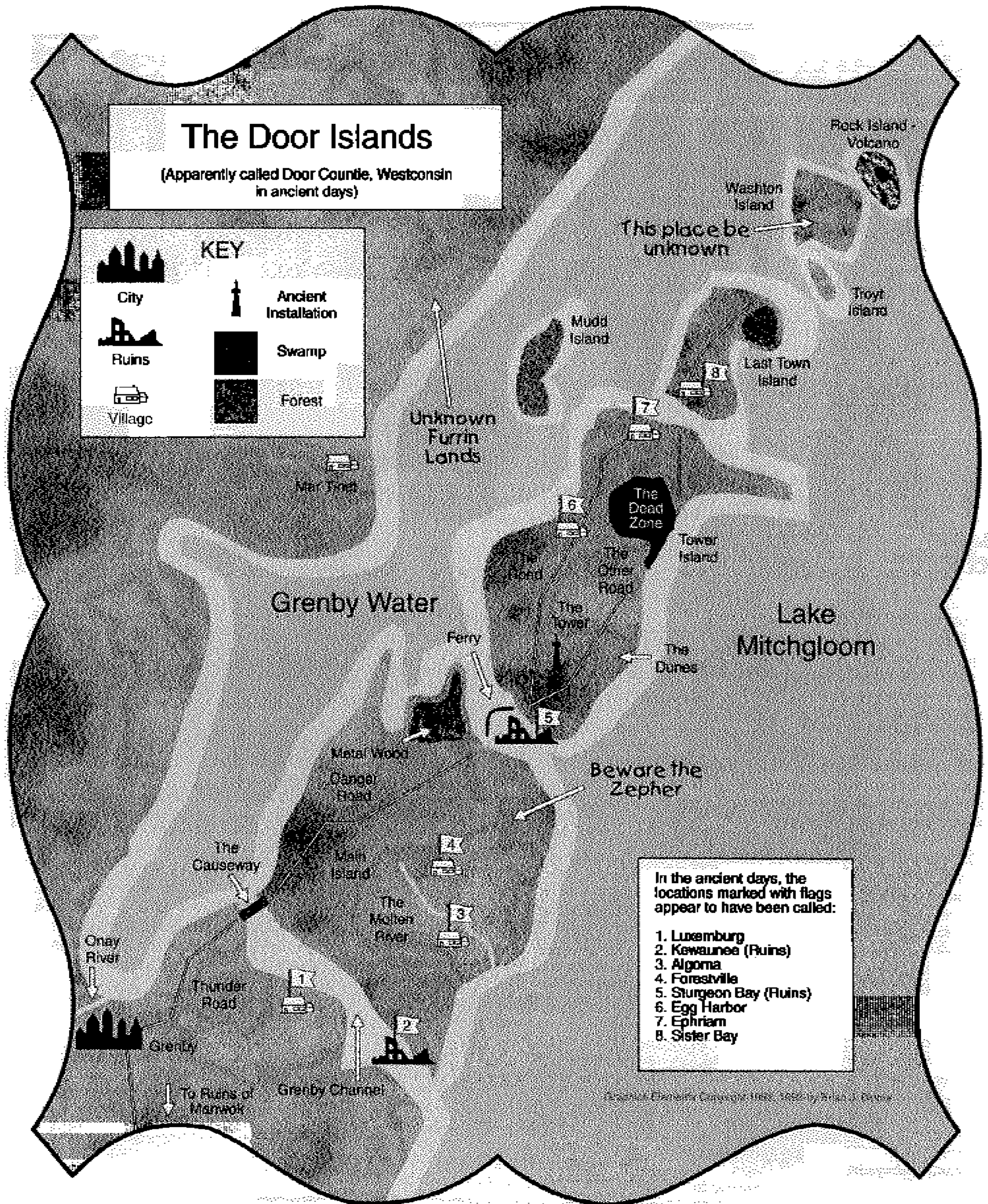
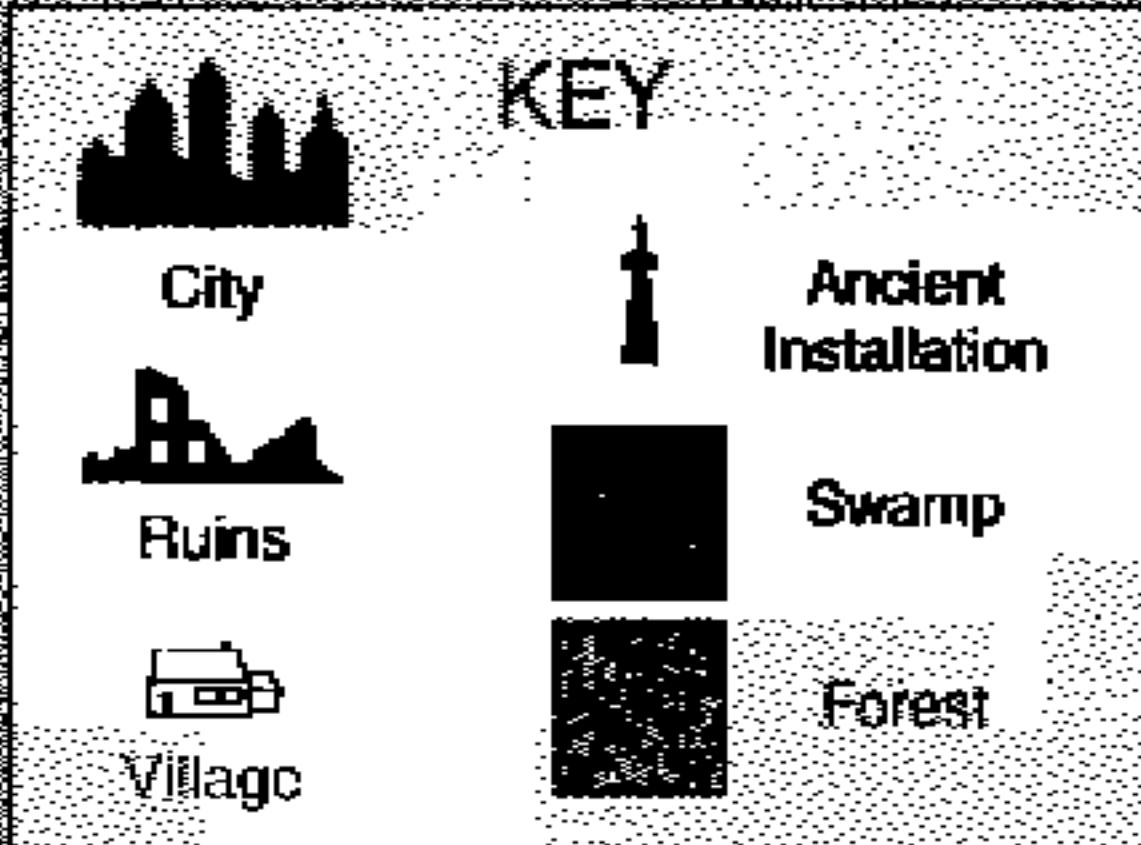
The center of the preserve is the location of a forest ranger's station, where the control computer is located and where the ecobots return for repairs. There is an ecobot patrolling the area up to 50 meters from the station.

² "The Zepher" is a form of mutated wheat that produces microscopic seeds which require thought patterns to germinate. These seeds glide through the air with the help of the breeze, which is caused by the mother plants, which have a limited form of weather control. After becoming airborne, these seeds are unknowingly inhaled by creatures in the area. When these creatures fall asleep (and their mental defenses are lowest), the seeds psionically attack the creatures' minds. The attack takes the form of a dream in which the creatures believe they are attacked by a shadowy beast. If the creature wins the mental battle, it receives experience and wakes. If the seed wins, the creature is brain dead and a new plant sprouts from the body in 1d4 days.

□

The Door Islands

(Apparently called Door Countie, Westconsin
in ancient days)



In the ancient days, the
locations marked with flags
appear to have been called:

1. Luxemburg
2. Kewaunee (Ruins)
3. Algoma
4. Forestville
5. Sturgeon Bay (Ruins)
6. Egg Harbor
7. Ephriam
8. Sister Bay

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