

The Apocalyptic Post

Issue 3
Volume 1

An Unofficial GAMMA WORLD® Online Bi-Monthly

Nov—Dec
Winter 2000

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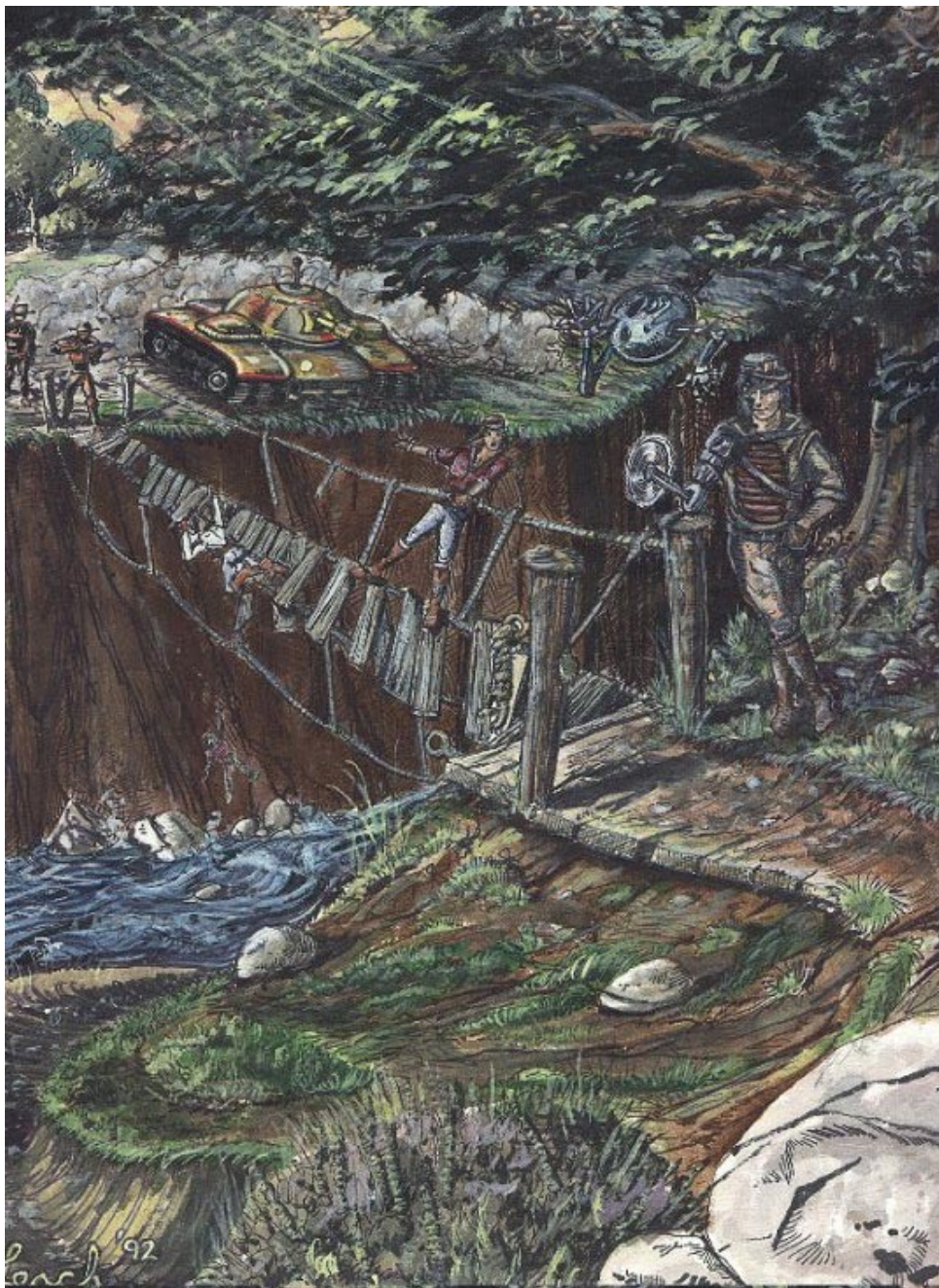
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Covering All Versions of the GAMMA WORLD® RPG

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The Apocalyptic Post supports all five editions of the GAMMA WORLD® roleplaying game. To the extent that they overlap with one or more of the various GAMMA WORLD® editions, this publication also supports other roleplaying systems and settings (i.e.: ALTERNITY®).

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THE SLEETH SPEAKS

Here is our 3rd issue. You, the reader will no doubt notice that the majority of the material is in 4th and 5th editions. We want 1st, 2nd, and 3rd enthusiasts to submit to balance this out. If there is anyone who has a creature that you think would be perfect for "Shadows" in any edition, we would like those as well. The complex can be used for so much. And we would not mind having house rules that expand any edition.

GAMMA WORLD ® is the fan's game, official releases are far and few between as well as lowest priority to the publishers. Mailing lists, e-zines, and gaming groups own the game and determine its future.

We wish to thank Brian Judt, Colin Chapman, David Little, Derek Winston, Fabian Benavente, Mike Leach, and Moses "Wolfy" Wildermuth for their hard work and diligence in their submissions. In the next issue you should see more fiction by Wolfy, some cold weather gear - as is appropriate for the season, and some weather effects found only on Gamma Terra. We also hope to see your name in the list of contributors.

Enjoy.

Derek Holland & Benjamin Hebert

PDF Notes

Greetings Mutants.

I apologize for the HUGE delay in the PDF of Issue # 3. Yes, real life encroached to the point that it has taken me these many months to get around to this document. While most of you may have thought the *Apocalyptic Post* was dead, it indeed breathes on. It has been taking shallow breaths for a while, but it lives!!

I know it is frustrating for you, the readers, but please bear in mind that this e-zine is a labor of love produced by volunteers. None of us put bread on the table to feed our families with this project, but rather we use some of our "extra" time to provide the *Apocalyptic Post* to you, the GAMMA WORLD ® community, free of charge.

Final basic proofing is now complete on the submissions for Issue # 4, and by the time you are reading this, Ben will already be at work on creating the PDF for Issue # 4.

Once again, it looks as if the Issue # 4 web page will be done before the PDF. Remember, HTML pages can often be assembled quicker than PDF's since they do not have to adhere to the same script formatting guidelines which ensure self-contained PDF documents look like professional print-magazine quality

Thanks again for your patience...Enjoy!!
Tormentor

The Apocalyptic Post

The Mutant Menagerie Specimens (For 1st, 2nd, & 4th Editions) David Little

This creature was converted from the Alien movies. The original alien concept was from the book "Alien" by Alan D. Foster. H.R.Giger created the original physical appearance of the creature.

I have listed the various stages of the Specimen life-cycle in order. The full description follows the adult.

Specimen Eggs (No Alternate Name)

No. Appearing: Variable (up to GM)
Mental Strength/Resistance: n/a
Armor Class: 8
Movement: 0
Hit Dice: 1d6
Attacks: 1 (hatch Facehugger) 1
Damage: ---
XP Value: 50
Mutations: None
Special Abilities: Immune to Mental Illusions, Radiation and all Gasses.

The egg houses a facehugger. The egg can lay dormant for up to 200 years. If the egg senses a life form within one meter, it will open (hatch), releasing the facehugger.

Face Huggers (No Alternate Name)

No. Appearing: one per egg
Mental Strength/Resistance: 3
Armor Class: 5
Movement: 12
Hit Dice: 2d6
Attacks: tail grab, parasite 2
Damage: special
XP Value: ? (250)
Mutations: Total Carapace, New Body Parts (acid blood), Mentally Defenseless (D),
Special Abilities: Immune to Mental Illusions, Radiation and all Gasses. Acid blood

If the attack is successful, the tail of the creature wraps around the throat of the victim, constricting until the victim opens his/her/it's mouth. Once the mouth of the victim is open, it will continue to constrict until the victim falls unconscious. At this time, a long proboscis protrudes from the body of the facehugger, forcing it's way down the throat of the victim into the stomach. It takes three hours to reach the stomach. After reaching the stomach, it will deposit a small embryo which will grow into a Chest Burster. The period of growth for the chest burster lasts several hours. After depositing the embryo, the face hugger dies and falls off of the victim.

Once attached to the victim, if it is threatened

at any time, (such as surgical removal, or attempting to pull it off), the face hugger will tighten it's tail and strangle the victim to death.

The victim feels no discomfort at all during the growth of the egg into a chest burster.

Chest Bursters (No Alternate Name)

No. Appearing: one per host
Mental Strength/Resistance: 3
Armor Class: 10
Movement: 20
Hit Dice: 1d4
Attacks: 1 bite
Damage: 1d4
XP Value: 100
Mutations: Total Carapace, New Body Parts (acid blood), Mentally Defenseless (D)
Special Abilities: Immune to Mental Illusions, Radiation and all Gasses. Acid blood

The Chest Burster will take only several hours to grow from a small embryo to birth stage. Upon birth, it forces it's way through the rib-cage of the victim (thus the name), inflicting 10d10 damage to the host. (most likely killing the host). It will then scurry away and find a hiding place to continue it's growth into a full-sized Specimen.

This period of growth will last 10 hours. The chest burster will hide within the "biomass" or similar hard to reach area to finish it's growth.

Specimens (No Alternate Name)

No. Appearing: Variable or 1-4
Mental Strength/Resistance: 3
Armor Class: 0
Movement: 20
Hit Dice: 10d6 (45)
Attacks: 2 claw, 1 bite
Damage: 1d8/1d8/10d6
XP Value: ? (1000)
Mutations: Total Carapace, New Body Parts (acid blood), Mentally Defenseless (D),
Special Abilities: Immune to Mental Illusions, Radiation and all Gasses. Acid blood

Description

It was an experiment to create a biomechanical weapon. It would adapt to its environment, be completely independent....and finally...it would be viscous. This creature would be a living machine with the most grotesque combination of science and nature. They created a species bent only on the art of killing. They designed the species with a short life span of one week.

But Pandora's box was open.

The Specimens were designed to adapt to current situations, but their basic morphology was not to change...it did. Before the researchers could stop their "children", they had already evolved. One small little change, something seemingly insignificant connected to the "ant" structure but not included in the Specimen design...Royal Jelly-the strange substance used to generate a queen.

The Specimens are alive. They have a genetic structure. They are born and can die. They have a blood stream; they have a social structure. They have teeth and can scream. The Specimens have a cellular structure partly carbon and partly silicon based. They have a very identifiable brain with sensory organs. They have also shown reasoning. They gestate in a living host and come out in pain.

They are also a machine. They don't require food, as we know it. They can eat but process it completely different, converting the materials directly into increasing its own size, or storing it for when it needs to create a hive. The aliens, for a better part of the word, are walking batteries, as they run on the acid blood in their veins. They also seem to have a programmed path. One cannot go rogue under the direction of its queen. They seem always under a fixed set of instructions given to them. They don't have a digestive system as we know it nor do they even have eyes. They don't grow as normal creatures do and they also don't have a nervous system as we know it. In many ways, the Specimens are machines.

Growth

The Specimen, upon bursting out, can devour ANYTHING to increase its own body mass. It doesn't need a kill to grow. It can convert any refined material whether it be organic or not (metals or animals) and convert it into biomass it can use to grow. With that in mind, the Specimen can achieve full growth in under 10 hours. Using this scale, at each hour, use a percentage of an adult's abilities for the newborn's (5 hours=50%) abilities. At the newborn stage, they have 1d4 hit points, AC of 10, but move at 20. Attacks against newborns are at -3 to hit, due to size and speed. They will immediately hide and start feeding.

Times

--A queen, once born, will develop into full maturity in ten hours, and with the hive's help, can start creating its own eggs six hours after that.

--A queen can give birth to an egg every 5 minutes.

--A minimum of three drones (adults) can convert a regular egg into a queen or royal guard egg in six additional hours.

--A Specimen can achieve maturity after bursting in ten hours.

--The lifespan of an egg is 200 years.

--The Specimen's lifespan is 25% of the average lifespan of the host.

--The lifespan of a queen is 100 years.

--Eggs, once laid, can release a facehugger instantly.

Body: The skin of the Specimen is rigid and extremely resilient. It is immune to all atmospheric effects including zero-G. The Specimen does not use air as we know it. It needs air to produce sound of course, but it also uses air in its conversion process, and is used to maintain temperature.

Senses

The Specimen uses motion and pressure senses to locate prey. It can also use smell and hearing as well, but it has no form of visual senses. It cannot be blinded in any way. The Specimen is also immune to radiation, and all Gases. However, because its senses are based on pressure and feeling, the creature is sensitive to very loud booms. A sonic attack will do triple damage! However, the one thing the Specimen will curdle to is heat. Like most animals, the Specimen will retreat from fire.

Acid Blood

The Specimens' blood is the life of the creature. It is a highly corrosive form of molecular acid. Unlike most creatures, the blood is under massive pressure. The creature does have what is known as a heart, however it works a bit differently. In comparison, the Specimen has the blood pressure and the heartbeat of a hummingbird. A hit produces a splash of the acid. The splash range is 1d6 meters: Anybody caught in a 90-degree arc from the hit must make a dodge or roll to avoid the effects. The acid causes 5d6 damage at point blank range and it reduces by 1d6 every 2 meters to the maximum range of the splatter. (1E 4d6 at 2 meters, 3d6 at 4 meters, etc.)

The difficulty to dodge is 18 (you must roll 18 or greater on 1d20) with -1 for every meter away from the Specimen. Unless the acid is cleared up the following round, it will continue to do damage. Every subsequent round, the target will take 1d6 damage until neutralized. Roll 1d4 for duration of acid blood.

Remember that ALL targets must check for spray. This includes vehicles, weapons, and walls. Finally, the acid blood causes so much damage, 50% of all damage taken removes armor (round down). Any vehicles or structures in the splatter path are hit automatically 1D6 times.

In case you are wondering, Specimens are immune to their own acid.

Specimens are very vulnerable to psychic attack. (ie. Mental Blast) They will take 3 times the normal amount of damage from this!

Steel Snake

STR 14
WIL d4+12
INT d4+18
CON 18
DEX 12
PER d6+6

Durability as CON

Action Check 17+/16/8/4

Movement s 32 r 22 w 8 # of actions 3

Reaction Score A/3

Mutations: None

Defects: None

Attacks

Claws (2) 16/8/4 d4s/d6s/d4w LI/O

Plasma cutters 12/6/3 d6w/d8w/d12w En/G

Constriction - d3w/phase LI/O

Defenses

Armor 2d4 (LI), d6+2 (HI), d6+3 (En)

+3 vs melee, +2 vs ranged

Skills

Athletics- climb 8; Acrobatics- dodge 9; Stealth- hide 4, sneak 3; Computer Science- hacking 12, programming 12; Knowledge- deduce 12; Navigation- astrogation 12; Physical Science- Astronomy 12, Chemistry 12, Physics 12; Security- set/disarm traps 12; Technical Science- invention 10, juryrig 12, repair 12; Awareness- perception 12; Investigate- search 12, track 10.

Description

The steel worm is actually a very intelligent alien. It looks like a 2.5 meter long, .35 meters wide serpent made up of steel wires. There is a grouping of 12 limbs, including 2 with claws and 2 plasma cutters, .4 meters from the anterior end. It does not have any recognizable sensory "organs"- these are redundant and spread through out the body. Because of this it is impossible to surprise a snake and gives it some of its amazing skills. Near the posterior end there are 4 things that look like fuel tanks about .3 meters long. These contain extra organic material for the CNS. The only portion of the worm that is not metallic are the cybernetic brain which runs almost the whole length of the body and the contents of the tanks. The snake can alter its brain to suit its current needs and wants and uses the tanks contents to do so. Its intelligence can not be understated.

Encounter

When a steel serpent encounters a totally organic lifeform, it attempts to infect it with nanobots that will change it into another steel snake. It does so by spraying a cloud of nanobots 3X4X3 meters in size. If it encounters a cyborg, it will leave it alone unless attacked. If assaulted, a steel snake will use its claws and plasma cutters until it can escape (except plants which it will kill if possible).

Habitat

Unknown. In the lab the snakes have set up a death trap maze that will allow them to capture and transform more animals. They have also had enough time to decipher English and all computer languages used in the lab.

Society

Unknown. They seem to work together well, but this might be due to the imprisonment.

Shadows Notes:

Unlike the Specimens, the steel snakes are alien in origin. The one captured is called a silver snake (due to its coloration). The GM is encouraged to alter the steel snake stats to his own tastes for the silver. Likewise with the conversion process from sentient to snake. All the personal that were converted are the steel snakes. All the steels follow the silver's commands and are still working on cracking the AI and thus allowing them to escape. They control all but a few of the weapons in the lab (the others are still under the AI's control). If the silver is slain, the steels are not incapacitated, and will begin there own agendas- singly or in groups.

"The Growth"

Operative (o), Collective (c)

Number: 1 - 4

Perception: 18, 25

Stealth/ RU: +2

AC: 12-15, 18

MD: 20, 30

Health: 13, 15

Speed: 12, 0

Level: 9, 9

Hit Dice: (10) 45, (20) 100

THAC: -2 early stages; +0 mid-growth; +4 operative; +6 Collective

Attacks Operative: 1

Weapon by victim: -2/ +0/ +4

Spore infection: special see text

Bone Claw (Full operative only): 1d8+4 + special mental mutations by victim

Attacks Collective: 4

Fungus Pseudopod: 1d6 + special see text

Defenses Operative:

1/2 dmg. piercing & stabbing (Full operative only)
regen. 1d6 per round (Full operative only)

Defenses Collective:

regen. 2d8 per round

INT: Very **Morale:** 10 **XP:** 1000, 6000

Size: M, L **Organization:** Telepathic Connection

Frequency: Common (near collective), Rare

Activity Cycle: Nocturnal **Diet:** Carnivore

Tech Level: III

Loot Type: B,C, and I (collective)

Climate/Terrain: Underground/ Ruins

Mental Mutations: Beguiling (10), Telepathy

Physical Mutations: Infravision, Body Change (fungus)

Description

The growth spores may infect open wounds in animals and insects (plants are immune) or be inhaled or ingested. The growth is hard to describe and can only be noticed in its more advanced stages. The first signs of an infection is a slight feeling of a presence always around. Shortly after that a reddish fuzz begins to collect on the victims skin. The victim retains all motor skills at this point but will begin to hear the collective's thoughts but will not understand them, and only hear a buzz in their ears. The fuzz grows

thicker as the growth continues. One may be able to poke a finger deep into the body as the flesh is replaced with the fungus. The victim may begin to feel sluggish and occasionally lose body control to the collective. The collective has only partial control and the victim may try and fight it (-2 to +0 on all actions). Seen by outsiders it looks as if they as they are handled by a untrained puppet master. The victim may still be able to talk at this point and have been known to scream as they commit acts they don't want to.

In the final stage the body is completely devoured by the growth and only the skeleton and partial nervous system (eyes, brain, spine, some nerves) remain holding the fungus together. The "operative", as they are called at this stage, may combine with the "collective" to add to its mass. Attempt at telepathy will reveal a being (human or mutant) trapped inside of their body in each frame. The brain is kept alive and the being knows they are alive, much to their dismay. They have no control over the body and must ride in their fungus covered skeleton and just watch. The operative will expose the first bone of each finger to use a claw and a way to infect with the growth spores.

The collective is a mass of the growth that has combined into one large mound of skeleton frames and fungus. Operative skeletons and brains sit back to back inside of the mound and can crawl out taking fungus to cover them. The more operatives the larger the collective's size is. A quite hum can be heard for several yards away from the collective, the sounds of its conversation with the operatives and the collective as a whole. Each operative that is assimilated has 45% chance of adding its mental mutation to the collective. When attacked the collective will extend up to four pseudopods made of fungus up to 4 feet out from its mass in an attempt to enter the body of its attacked through the mouth or nose by smacking them.

Habitat: The growth prefers to live in dark, dank underground places, like the ruins of the ancients or deep caves.

Combat

Each operative knows where the rest are at all times. If one is threatened the rest will come to help. Often it will try and use beguiling through one of the less advanced victims in an attempt to lure victims closer. The growth is highly susceptible to fire and will suffer triple damage to such attacks. Early operatives will be burned alive and scream in pain, but later stages will die silently and collapse in heap of bones. Full operatives will also receive half damage from all piercing and stabbing weapons and regenerate at a rate of 1d6 each round.

Riding Beats Walking Any Day

Riding a mount is faster, more comfortable, and far less tiring than walking. When traveling the ruins of Gamma Terra, one has the opportunity to see (and perhaps ride) many different kinds of steeds. This article gives 4th and 5th edition statistics for many of the strange beasts that can be tamed and ridden in the Gamma World game.

Aeronautilus

4th edition Game Data

Number: 1-2
AC: 23 (13 for tentacles)
Perception: 10
MD: 20
Stealth/RU: Nil
Health: 20
Speed: Flying 9, Swim 9
Level: 10
Int: Semi-
Hit Dice: 17
Morale: 14
THAC: +12
Size: G (10m tall)
Attacks: 2d4
 Tentacle: 3d6 strike+paralysis, 6d6 constrict
XP Value: 6000

Mutations: Telekinetic Flight, Poison (paralytic, I 12, tentacle coating)

5th edition Game Data

STR 16 (2d4+13)
INT 4 (1d6)
DEX 3 (d4+1)
WIL 12 (2d6+5)
CON 20 (2d4+15)
PER 4 (1d6)

Durability: 20/20/10/10
Move: Fly 14, Swim 10
Reaction Score: Marginal/1
Action Check: 3/2/1/-
Actions: 3

Mutations: Telekinetic Flight, Poison Attack (Paralytic, tentacles)

Attacks	Skill Roll	Damage	Type
1d4 Tentacles*	16/8/4	d6+5s/d4+3w/d4+5w	LI/O

*Victims struck by the tentacles must make a CON check vs. paralytic poison, as per Table GW28 in the 5th edition GW Rules.

Defenses

+3 step bonus vs. melee attacks
 -2 step penalty vs. ranged attacks
 +1 step bonus vs. mental attacks/encounter skills
 Armored Shell: 3d4 LI/ 2d4 HI/ d6+1 EN
 Tentacles have d6-2 LI/ d4-2/ d6-4 EN armor, and have 10/10/5/5 durability before being severed/disabled.

Skills

Unarmed Attack (16); Stamina (20); Awareness (12)

Description

This strange creature is a gigantic descendant of the sea-going nautilus. Floating leisurely by means of telekinetic flight, the aeronautilus roams the skies of Gamma Terra, extending it's tentacles down to stun and capture large prey.

Aeronautili have a strange liking for empathic and telepathic humanoids. Telepaths who have come into contact with the mind of an aeronautilus describe it to be somewhat like a smart, very friendly puppy. If the aeronautilus decides that it likes the humanoid, it will extend it's tentacles down and draw the humanoid up inside it's shell. From here, the humanoid can ride with the creature and direct it's attacks.

The aeronautilus is equipped with 10 meter long tentacles coated with a poisonous enzyme. The creature attacks with a random number of tentacles per action (round), and can split the attacks between multiple targets in a 5 meter radius. Successful strikes can cause paralysis in victims, who are then drawn up into the creature's powerful jaws to be eaten. Creatures who appear to be immune to the paralytic attack may be constricted by the aeronautilus's tentacles, if it feels the meal is worth the trouble. A severed tentacle will be grow back in a month.

Besides flying, an aeronautilus can submerge itself, trapping an air bubble in it's shell for the comfort of it's rider. This air bubble lasts approximately one hour.

Airwhale

4th edition Game Data

Number: 2d10 (pod)
AC: 0
Perception: 12
MD: 24
Stealth/RU: Nil
Health: 35
Speed: Flying 9
Level: 14
Int: Animal
Hit Dice: 30
Morale: 12

THAC: +14

Size: G (4m tall, up to 20m long)

Attacks: 1 Ram 10d6

XP Value: 10,000

Mutations: Gas Bags

5th edition Game Data

STR 18 (2d4+13)

INT 2 (1d4)

DEX 3 (d4+1)

WIL 10 (2d4+5)

CON 24 (d4+19)

PER 5 (2d4)

Durability: 24/24/12/12

Move: Fly 14

Reaction Score: Marginal/1

Action Check: 5/2/1/-

Actions: 1

Mutations: Gas Bags

Attacks	Skill Roll	Damage	Type
Ram	18/9/4	d4+4w/d4+6w/d4+4m	LI/O
(+1d4 step unskilled penalty)			

Defenses

+4 step bonus vs. melee attacks

-2 step penalty vs. ranged attacks

Good Toughness

Tough Skin: 2d4 LI/ d4+1 HI/ d4 EN

Skills

Stamina (24); Awareness (10), Resolve (10)

Description

A pod of airwhales is one of the truly beautiful sights of Gamma Terra. Appearing to be flattened whales, these creatures fly through the air by means of collecting air in enormous gas bags and maneuver by expelling trapped air out of one of it's many steering bladders. Airwhales eat much as their ancestors did, by opening their mouths and capturing birds, microorganisms, etc.

Airwhales cannot be trained, but migrate like clockwork. Everybody knows approximately what day and time a specific airwhale pod will pass, and these magnificent creatures allow themselves to be used as mass transport from place to place. Riders should take care not to attack or damage the whales, for they have been known to perform a slow barrel roll to drop offenders to the ground far below.

Antigrav Horse

4th edition Game Data

Seats: 1 Hit Points: 50

Cargo: 75kg AC: 15

Max. Speed: 18

Maneuverability: B

Tech Level: VI

5th edition Game Data

Shadow Age Artifact (Humans and Androids only)

Skill: Vehicle-land or Animal Handling-riding

Drv: +1 Acceleration: 10

Type: O Cruise: 10

Durability: 8/8/4 Max: 16

Description

Antigrav horses look like steel horses with no legs. When operational, they float on antigrav pods and are steered by command of their rider, either through a computer link or manual rein control. They are able to ignore rough terrain and make "leaps" of up to two meters in height and five in length. Antigrav horses can run continuously on solar power and have a two-hour battery backup for dark conditions.

Before the end of civilization, antigrav horses were popular with nature lovers who could not afford to keep and care for a real horse. Some people also raced these devices, and added many options to improve speed and handling. An energy cell will keep an antigrav horse operating for 24 continuous hours (24 hours on a chemical or charged solar cell; can be fitted with a hydrogen cell, but not an atomic cell).

Brutorz (GW 4th ed. Pg 146, GW 5th ed. Pg 120)

Brutorz are intelligent creatures, and sometimes ally with humanoids who have earned their respect and trust. They can be ridden as steeds, but only with their cooperation.

Centisteed (GW 4th ed. Pg 148)

5th edition Game Data

STR 13 (2d4+8)

INT 2 (d4)

DEX 11 (2d6+3)

WIL 6 (d4+4)

CON 14 (2d4+9)

PER 2 (d4)

Durability: 14/14/7/7

Action Check: 7/6/3/1

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The Mutant Menagerie Steeds (For 4th and 5th Editions) Derek Winston

Move: Sprint 36, Run 24, Walk 12
Reaction Score: Marginal/1

Actions: 2

Mutations: Multiple Limbs (Legs), Kinetic Shield

Attacks	Skill Roll	Damage	Type
Trample	13/6/3	1d6+2s/1d6+4s/1d4+2w	LI/O

Defenses

+2 step bonus vs. melee attacks
+1 step bonus vs. ranged attacks
-1 step penalty vs. mental attacks

Skills

Movement (14), Stamina (14)-endurance (18), Awareness (6)

Description

Centisteeds are fast mounts, but skittish- a firm rein is required to control these nervous creatures, who perceive nearly everything as a threat to their meager lives. If frightened, they will attempt to throw their riders, first by activating their Kinetic Shield mutation (force field generation) (which will automatically throw the rider), or by bucking wildly if that mutation has already been used. Centisteeds that get loose from their rider are very fast and difficult to catch.

These creatures eat twice as much as a normal creature of their size, which makes keeping them expensive. Despite their difficulties, however, a centisteed can be a fast mount to a mutant with the mental powers to keep them calm and on course.

Drakk- Sangra (Riding Scorpions)

4th edition Game Data

Number: 1d4

AC: 17

Perception: 15

MD: 16

Stealth/RU: +5

Health: 16

Speed: 15

Level: 6

Int: Animal

Hit Dice: 16

Morale: 18

THAC: +6

Size: L (3m long, 1m tall at shoulder)

Attacks: 6 - 4 pincers (1d8 each), 2 tail-stingers (1d4+ debilitating poison I 10)

XP Value: 2000

Mutations: Multiple Limbs (Arms, Pincers), Multiple Body Parts (Tail-stingers), Hostility Field (D), Poison (debilitative, I 10)

9

5th edition Game Data

STR 13 (2d4+8)

INT 4 (1d6)

DEX 9 (2d6+2)

WIL 14 (2d8+5)

CON 14 (2d4+9)

PER 5 (1d6+1)

Durability: 14/14/7/7

Action Check: 13/12/6/3

Move: Sprint 22, Run 14, Walk 4

Actions: 3 (+1 for extra arms)

Reaction Score: Marginal/2

Mutations: Extra Body Parts (arms, tail), Poison Attack (Neurotoxin), Hostility Field

Attacks Skill Roll Damage Type

Claw 16/8/4 d6+6s/d4+2w/d4+4w LI/O

Sting* 13/6/3 d4s/d4+1s/d4+2s LI/O

**Neurotoxin- victim struck must make Con check on table GW28 in the 5th ed. GW Rulebook*

Defenses

+2 step bonus vs. melee attacks

+2 step bonus vs. mental attacks

Chitinous Armor: d6 LI/ d4-1 HI/ d6-2 EN

Skills

Unarmed Attack (13)-brawl (16); Stealth (9); Stamina (14); Awareness (14)

These horse-sized mutant scorpions are vicious indeed- they can only be trained by those who can dominate them straight out of the egg, and will only allow that person to ride them, ever. They come with four pincers, two poison-tipped tails, and a nasty disposition.

Drakk-sangra will not remain tame forever- their nature will eventually overcome anything learned at the end of a whip. There is a cumulative 10% chance per year that they will turn on their masters, seeking to kill them before returning to the wild. Experienced handlers recognize the signs of impending rebellion, and will kill these beasts before they get too old.

Flying Carpet

4th edition Game Data

Seats: 4 Hit Points: 20

Cargo: 50kg AC: 11

Max. Speed: 120/335

Maneuverability: B

Tech Level: VI

5th edition Game Data

Shadow Age Artifact (Humans and Androids only)

Skill: Vehicle-air

Drv: +1

Acceleration: 10

Type: O Cruise: 60

Durability: 4/4/2 Max: 100

A Shadow Age (Tech VI) novelty, this vehicle was meant for entertainment rather than travel. Nevertheless, it can operate for 6 hours on an energy cell (6 hours on a chemical energy cell or charged solar energy cell; cannot carry a hydrogen or atomic power cell).

Jackalope (Hopper)

(GW 4th ed., pg 152)

5th edition Game Data

STR 13 (2d4+8)

INT 4 (d6)

DEX 11 (2d6+3)

WIL 8 (2d4+3)

CON 12 (2d4+7)

PER 4 (d6)

Durability: 12/12/6/6

Action Check: 8/7/3/1

Move: Sprint 30, Run 20, Walk 8 **# Actions:** 2

Reaction Score: Marginal/1

Mutations: Chameleon Flesh

Attacks	Skill Roll	Damage	Type
Ram	13/6/3	1d6+2s/1d6+3s/1d4+2w	LI/O
(+1 step unskilled penalty)			

Defenses

+2 step bonus vs. melee attacks

+1 step bonus vs. missile attacks

Skills

Stamina (12)-endurance (14); Awareness (8)

Description

Jackalopes can be used as mounts if captured and trained young. Even after training, however, they are easily spooked and must be kept under a tight rein. Jackalopes also have a rough gait, and any rider not specifically trained to ride them (ie with the Riding-jackalope skill) will likely be thrown and injured.

Jackalopes are not war mounts. They will only ram a target if startled by it, and will then hop away a few meters, squat low to the earth, and use

their Chameleon Flesh mutation to blend in with the dirt.

Pineto (Horse Cactus)

(GW 4th ed., pg 159)

5th edition Game Data

STR 13 (2d4+8)

INT 4 (d6)

DEX 10 (2d6+3)

WIL 6 (d4+4)

CON 12 (2d4+7)

PER 4 (d6)

Durability: 12/12/6/6

Action Check: 8/7/3/1

Move: Sprint 24, Run 16, Walk 6 **# Actions:** 2

Reaction Score: Marginal/1

Mutations: Natural Attacks (thorns and spikes)

Attacks	Skill Roll	Damage	Type
Tail Slap	13/6/3	d6+4s/d4+2w/d4+4w	LI/O

Defenses

+2 step bonus vs. melee attacks

+1 step bonus vs. missile attacks

-1 step penalty vs. mental attacks

Skills

Unarmed Attack (13); Stamina (12)-endurance (14); Awareness (6)

Pinetos are skittish, but can be trained to act as mounts or beast of burden. A thick leather saddle is necessary when riding these creatures to protect the rider from the 5 cm spines that cover it like hair. Pinetos are the favored mounts of traveling sleeth scholars.

Ple'hal Sethi (Cobra-Hydra)

4th edition Game Data

Number: 1d4 AC: 15

Perception: 15

MD: 15

Stealth/RU: +5

Health: 15

Speed: 15

Level: 5

Int: Animal (1)

Hit Dice: 15

Morale: 14

THAC: +5

Size: Large (1.5m tall, 6m long)

Attacks: 2 bites (1d6+poison)

XP Value: 420

Mutations: Multiple Body Parts (2 heads), Poison (fangs, 12 Destructive)

5th edition Game Data

STR 13 (2d4+8)

INT 2 (d4)

DEX 9 (2d6+2)

WIL 12 (2d6+5)

CON 14 (2d4+9)

PER 2 (d4)

Durability: 14/14/7/7

Action Check: 6/5/2/1

Move: 22 Sprint, 14 Run, 4 Walk

Actions: 2

Reaction Score: Marginal/1

Mutations: Extra Body Parts (2 heads), Poison Attack (Necrotoxin, fangs)

Attacks Skill Roll Damage Type

Bite* 13/6/3 d6+4s/d4+2w/d4+4w LI/O

*plus poison

Defenses

+2 step bonus vs. melee attacks

+1 step bonus vs. mental attacks

Scaly Skin: d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

Unarmed Attack (13); Stealth (9); Stamina (14); Awareness (12)

These serpents were first trained by jungle-dwelling gnomes, but their fearsome and vicious nature led to their taming by other war-like races. These snake-mounts are six meters long and one meter in diameter, and sport two hooded cobra heads. Besides a poisonous bite, these creatures spit venom to a range of 10 meters.

Like drakk-sangra, ple'hal sethi will not remain tame forever- they will keep growing larger and larger, and will eventually decide that their master will make a better meal than a rider. There is a 10% chance per year of this occurring. Like drakk-sangra, experienced handlers can detect the onset of rebellious behavior and slay the beast before it blooms.

One out of every fifty of these creatures has 1d4 extra heads. These ple'hal sethi are too strong-willed to train normally, but can sometimes be dominated by mutants with extraordinary mental powers.

Podog

(GW 4th ed. pg. 159, GW 5th ed. pg. 128)

Podogs are intelligent, and will readily accept riders with whom they feel a friendship. They will never allow themselves to be saddled and ridden by strangers. Prize breeds with the Dual Brain mutation will only accept the strongest riders, usually pairing up with the leader of any humanoid group that is paired with the members of his pack.

Stagon

(GW 4th ed., pg. 167)

5th edition Game Data

STR 13 (2d4+8)

INT 2 (d4)

DEX 11 (2d6+4)

WIL 8 (2d4+3)

CON 12 (2d4+7)

PER 2 (d4)

Durability: 12/12/6/6

Action Check: 7/6/3/1

Move: 30 Sprint, 20 Run, 8 Walk

Actions: 2

Reaction Score: Marginal/1

Mutations: None

Attacks	Skill Roll	Damage	Type
Horns	13/6/3	d6+4s/d4+2w/d4+4w	LI/O
Hooves	11/5/2	d4+2s/d6+2s/d4+2w	LI/O

Defenses

+2 step bonus vs. melee attacks

+1 step bonus vs. missile attacks

Skills

Unarmed Combat (13); Stamina (13)-endurance (15); Resolve (8)-physical resolve (10)

The horses of Gamma Terra, these large mutated stag are the steeds of choice to most sentients. They are easy to train and will accept any rider, and can even be trained as war mounts (attacking with antlers and hooves).

Enormous Monsters For Your Gamma World 5th Edition Game

Who wants industrial-size, B-grade, darn near invincible monsters in their campaigns? We do!!! A long-time standby of Japanese monster movies, these creatures destroy cities, waffle-stomp heavy military hardware, and battle other monsters to the death (or at least to a sequel).

Below are a few monstrously large mutant creatures too big for one mutant, or even one party of mutants, to handle alone. These beasts should be used sparingly, and should act more like a force of nature than an ordinary monster- there should be no rhyme or reason to their destructive rampages, save maybe to find and fight another monster.

PCs will have difficulty fighting and defeating these monsters on their own, even with powerful weapons. Scenarios involving these beasts should revolve around getting themselves (and others) out of their destructive paths, distracting them from certain targets ("If the creature destroys the dam, the village will be flooded!"), or maybe even being involved in a doomed attack against one (The tanks roll over the hill to fire on Godzilla- to no effect! Godzilla trashes tanks and moves on.....).

Radioactive Mutant Horror

Many Radioactivists die as a result of their devotion to the Glow- theirs is a hard, dangerous faith with few survivors. A few, however, do survive and mutate many times, to become enormous, slobbering monstrosities. They grow to titanic proportions, sprouting extra limbs, heads, gaping mouths, etc. These monsters only stabilize once they develop an immunity or extremely high resistance to radiation. This transformation drives the victim completely insane, almost without exception; they become little better than screaming, slime-dripping eating machines wandering the irradiated wastelands that spawned them.

Radioactivists worship these creatures, seeing them as validation of their beliefs. They even make sacrifices to them by turning loose live victims in it's territory- this is also regarded as a kind of entertainment.

There are no hard and fast rules for creating a mutant monstrosity, as they are highly unique due to their very nature. For inspiration on their body shapes, look to the vile creatures of the Cthulhu Mythos or the chaos spawn from the Warhammer world. Stats for an "ordinary" monstrosity run along the lines of the following:

STR 18 (2d4+13)
INT 4 (1d6)
DEX 5 (1d6)
WIL 15 (2d8+6)
CON 24 (2d4+19)
PER 4 (1d6)

Durability: 24/24/12/12 **Action Check:** 5+/4/2/1
Move: 14 Sprint, 10 Run, 4 Walk
Actions: 2 (can act twice in a combat round, with 1d4+1 appendages or one bite each Action)
Reaction Score: Ordinary/2

Mutations: If desired, the GM can spend a number of mutation points (usually 20, although the GM can decide to use more or less) randomly to customize the monstrosity.

Attacks	Skill Roll	Damage	Type
Various Appendages	24/12/6	d4+1s/d4w/d6+1w	LI/O
Various Bites	18/9/4	d6+1w/d10w/d6m	LI/G

Defenses
+3 step bonus vs. melee attacks
-2 step penalty vs. missile attacks
+3 step bonus vs. mental attacks
Good toughness
Armored Hide: 2d4+1 (LI)/2d4+1 (HI)/2d4 (En)
Immune to Radiation, Poison, and Disease

Skills
Melee Weapons (18), Unarmed Attack (18)- brawl (24), Stamina (24), Resolve (15).

Description
Radioactive mutant horrors are huge, terrifying creatures, seemingly all tentacle and maw. Their method of locomotion varies (multiple legs, slug- or snake- like movement, etc). They are enormously powerful, always hungry and armored as well as a man in a body tank. Most attack solely with their natural weaponry, although some retain enough of a dim intelligence to wield a number of melee weapons. It is rare that an observer can even tell what genotype it originally was.

Radioactive mutant horrors roam the radioactive wastelands, attacking and devouring everything in their path. They are often former Radioactivists, and are worshiped by members of that cult as gods.

Encounter
These mutants will almost never surprise PCs- they have no sense of subtlety, their howls can be heard for miles around, and their enormous bulk (often as tall as a man, and up to 40' long) makes it difficult for them to hide. These monsters attack anything they see, desiring only to feed their ravenous hunger. They can shrug off most at-

tacks, and use their appendages (tentacles, arms, etc.) to pull victims toward their deadly jaws. It takes a well-armed party or an extremely powerful (and usually long-range) weapon to defeat these monsters.

Giant Blob

Giant amoebas have terrified B-grade movie fans for decades. Their slow, ponderous movement, their acidic slime, and their dogged (if slow) pursuit of prey can have your PCs fleeing in terror as well!

STR 13 (2d4+8)
INT 4 (1d4+1)
DEX 5 (2d4)
WIL 14 (2d8+5)
CON 20 (2d4+15)
PER 4 (1d4+1)

Durability: 20/20/10/10 **Action Check:** 5/4/2/1
Move: 8 Sprint, 6 Run, 2 Walk **# Actions:** 3
Reaction Score: Ordinary/2 Last Resorts: 0

Mutations: Acidic Body (Any creature coming in contact with the Giant Blob's body takes d4w/d4+2w/d6+2w (EN/O) damage)

Attacks	Skill Roll	Damage	Type
Acidic Pseudopod	18/9/4	d4w/d4+2w/d6+2w	EN/O

Defenses

+1 step bonus vs. melee attacks
 -2 step penalty vs. ranged attack
 +2 step bonus vs. mental attacks
 Fluid Form- Immune to LI & HI attacks, 1d4 armor vs. EN attacks

Skills

Unarmed Attack (13)- brawl (18); Stealth (5)- sneak (15); Stamina (20), Resolve (14)

Description

Big, slimy, and nasty. Blobs are usually about 25-40' across, and leave a trail of acidic slime wherever they go. These creatures have no apparent sensory organs, but can find their prey with unnerving accuracy.

Encounter

Unlike most other large monsters, blobs are completely silent killers and prefer to attack prey from an ambush. Their normal method of attack is to lash out with acidic pseudopods to grasp prey, and pull them into their membranous bodies for absorption. May giant blobs will grow

even larger after absorbing a certain number of meals- GMs may wish to add to a blob's STR, CON, durability, damage, etc. after a certain number of creatures are absorbed.

Giant Lizard

Ranging from dinosaurs to Godzilla, giant lizards have always fascinated moviegoers. Here's a base set of statistics for you to use and modify as you wish to create your own city-destroying monstrosity.

STR 22 (2d4+19)
INT 5 (2d4+2)
DEX 6 (d4+4)
WIL 12 (2d6+5)
CON 24 (2d4+19)
PER 5 (2d4)

Durability: 24/24/12/12 **Action Check:** 6/5/2/1
Move: 24 Sprint, 16 Run/Swim, 6 Walk/Easy Swim
Actions: 3
Reaction Score: Ordinary/1 Last Resorts: 0

Mutations: 5 mutation points (physical mutations only), 1d4-1 points of Mutation Drawbacks. Damaging mutations go up one category (Stun Damage to Wound Damage, Wound to Mortal).

Attacks	Skill Roll	Damage	Type
Bite	30/15/7	d10w/d6m/d8m	LI/G
Claws	22/11/5	d4+1w/d6w/d4m	LI/O

Defenses

+4 step bonus vs. melee attacks
 -2 step penalty vs. ranged attacks
 +1 step bonus vs. mental attacks
 Amazing Toughness
 Scaly Hide d6+1 LI/ d4 HI/ d4-1 EN

Skills

Athletics (22), Unarmed Attack (22)- brawl (30); Movement (24)- swim (30), Stamina (24)- endurance (30); Resolve (12)

Description

A towering (100' tall plus) lizard with huge jaws, thick scales, and an enormous appetite. Many of these monsters also have various ornaments such as horns, beaked jaws, spiky tails, back ridges, etc.

Encounter

PCs will rarely be surprised by these monsters- they are

often preceded by much running and screaming by the local populace, as well as the splintering crash of falling buildings and chatter of useless gunfire. Giant lizards spend much of their time on land destroying cities and fighting other large monsters before heading back to sea. Only the strongest and best armed characters have a chance of catching the monster's attention, much less destroying it.

Giant Insect

Monstrous locusts, giant tarantulas, the huge ants from Them! . What's not to like about insectoid monsters? And remember that bugs are like enemies- they come not as single spies, but in battalions. The statistics given below are for a typical giant insect- it is up to the GM to add features such as wings, stingers, hypnotic buzzing, etc. to make his creation truly unique.

STR 15 (2d4+10)
INT 4 (1d4+1)
DEX 7 (2d4+2)
WIL 12 (2d6+5)
CON 20 (2d4+15)
PER 4 (1d4+1)

Durability: 20/20/10/10 **Action Check:** 6/5/2/1
Move: 12 Sprint, 8 Run, Walk 2, Fly 36
Actions: 4
Reaction Score: Ordinary/2 Last Resorts: 0

Mutations: 5 mutation points, 2 points of Drawbacks

Attacks	Skill Roll	Damage	Type
Natural Attack	15/7/3	d6w/d6+1w/d4m	LI/O

Defenses

+2 step bonus vs. melee attacks
-1 step penalty vs. ranged attacks
+1 step penalty vs. mental attacks
Chitinous Armor d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

Unarmed Attack (15); Stamina (20); Awareness (12)- intuition (18)

Description

Most giant insects travel in groups, destroying everything in their path. The average size of a giant insect described by these statistics stands 2-3 meters tall and about 5 meters long.

Encounter

Encounters with these monsters are not with one, but with many. Giant insects swarm their targets, biting and stinging, and drag off dead prey for consumption later. Most building are left alone, so long as no morsels are inside that the insects need to get to.

Humanoids - Make your own Giant Mutant!

Giant humanoid monsters are a staple of anime films. These titanic, deformed beasts are mindless rampagers, destroying everything in their path until they themselves are destroyed. Here's how to make them!

1) Create a mutant or mutant animal character as per the normal rules.

-Don't waste points on INT or PER skills. You won't need them.

2) Adjust for size.

-Giant humanoids range from 20-30' tall.

-Multiply the monster's non-flying movement rates by x2

-Add +10 to the monster's STR and CON scores and reduce INT and PER scores to 4.

-Monster gains Good Toughness, but STR and DEX resistance modifiers suffer a -1 penalty

-All unarmed damage and damage from mutations is raised by one category (Stun to Wound, Wound to Mortal).

-Calculate all other attributes (durability, # actions, action check, etc) once all of the above modifiers have been put into place.

3) Turn it loose on Gamma Terra!

The Apocalyptic Post

The Mutant Menagerie Giant Kang Conversion (For 5th Editions) Brutorz Bill

Giant Kang (a.k.a. Monster Kang and Roadganger Kang)

Converted from Rifts World Book 19: Australia

STR	18	(2d4+13)
INT	4	(Animal 9 or d8+5)
DEX	12	(d4+10)
WIL	11	(d6+8)
CON	17	(2d4+12)
PER	4	(Animal 11 or d8+7)

Durability: as Con

Actions: 3

Action Check: 12+/11/5/2

Reaction Score: Ordinary/2

Movement: walk 12, run 40, sprint: 60, super-charged sprint: 80 (for 1d6 minutes, can use this ability 1d4+1x per hr.)

Attacks

Bite	18/9/4	d4+1w/d6+2w/d4+1m	LI/O
Claws	17/8/4	d4+1s/d4+1w/d6+1m	LI/O
Leap Kick	20/10/5	d8+2s/d12+3s/d4+3w	LI/G

Anything weighing less than two tons is knocked off its feet and either sent flying 2d4x10 meters, or is stomped into the ground! In either case the victim takes additional damage from the fall/impact (determined by GM) and loses an action. The leap kick requires a running leap (at least 20 m) and counts as 2 actions.

Defenses

+3 resistance modifier vs. melee attacks

+1 resistance modifier vs. ranged attacks

Armor: d6-2(LI), d4-2(HI), d6-2(En)

Skills

Unarmed Attack (20), Athletics (20) -jump (22), Movement (18), Stamina (18)-endurance(20), Awareness(11)-intuition (14), Resolve(11) -physical resolve (13).

Mutations/Racial abilities: Larger, Enhanced Sense; Smell, Natural Attack; Claws and fangs. Leaping Ability (can leap 10' high and 15' across, double with a running start).

Background: The Giant Kang is the mutated descendant of kangaroos that escaped from zoos after the Apocalypse. Unlike the kangaroo, the Giant Kang is a predator that hunts in packs.

Description: At a quick glance, the Giant Kang appear to be giant tiger-striped kangaroo, however, closer inspection shows they have striped fur, sharp teeth and large saber-

tooth fangs used for cutting and slicing their fallen prey. They have good hearing and an excellent sense of smell, both of which they use in hunting. Their fingers and toes are clawed and used for slicing and ripping at prey, and their bite is savage.

Average Size: 6-8' tall and 6-8' long from head to rump. Add another 5-7' for the tail, giving the average Giant Kang an overall length of 11-15'.. Note that about 15% grow 30% to 40% larger and are capable of carrying two or even three human-sized riders.

Disposition: Aggressive and excitable. They are pack hunters who work well in groups, and can be reasonably well trained as guard or attack animals and especially as riding animals that work as a pack/gang.

Habitat: Found primarily in plains and deserts but can be found in small packs almost anywhere on the continent.

Society: Their society is very similar to wolves, with one dominant male being the lead animal, his mate second in command and a pecking order based on raw strength and boldness from the rest. Surprisingly, the frightful animal domesticates well and has been adopted by Roadgangers and some other humanoids as riding and guard animals. Domesticated Giant Kangs show surprising loyalty to their masters and will attack anybody who hurts them while in their presence. Their smooth leaps for covering large distances resemble that of a galloping horse. When in combat, however, the beasts turn to short, seemingly erratic short hops. It takes expertise on part of the riders merely to stay on if not securely strapped and even if strapped, only expert riders are able to attack when mounted.

Combat: The Giant Kang are very smart and instinctively use group tactics to bring down their prey. They attack in teams and waves, separate one or two from the herd, lay in ambush, prowl and strike by surprise, etc. The Giant Kang must make a Mental-Resolve check to avoid becoming berserk and unpredictable when under a lot of stress. The rider's expertise helps keeping the kangas under control by providing a step bonus for every 2 ranks in Animal Riding-Giant kangas.

Biome: Arid plains, deserts, and grassy plains

Encounter chance: Possible

Group size: typical "pack" 10-20, although there are smaller groups (3-8) and the occasional large group (30-50), but the latter is very rare.

Organization: Pack

Niche: Large Carnivore

IQ: High-order animal

Converted Weapons for 5th Edition by Derek Holland

Weapon	Skill	Acc	Range	Type	Damage	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
Conversion Beamer	Rifle	-1	20/40/100	En/G	d6+1w/d4m/d4+2m	3	5	60	-	8	12000
GravityGun	Rifle	-1	45/60/150	En/O	see desc	3	15	60	-	10	8000
Neural Bite	Flex	-1	-	LI/O	d2s/1w/d2w	2	-	-	-	4	2500
Solar Scorcher	Pistol	-1	35/100/250	En/G	d4+2w/d6+1w/d4+1m	3	-	-	-1	2	-

Conversion Beamer

The conversion beamer "fires a stream of antimatter particles in a gravitic sheath. Low density materials like air are ignored. [More dense] materials strip the gravitic sheath, exposing the antimatter to the target. Tremendous amounts of energy, including radiation, are then released." The weapon inflicts R4 in addition to the damage.

Gravity Gun

"This odd device looks vaguely like a rifle. It's longer than it is wide, has a mounting plate, and a push button trigger in the same place as an ordinary gun. However, sighting down the barrel is not possible, because the view is completely obscured by a viewscreen. A 14-key miniature console is molded to the gun between the screen and the stock. The end of the barrel is solid metal..." Due to its mass any hero with a strength less than 12 must brace the gun to fire it. The gravity gun is an area-effect weapon and "everything within 3 meters of the target weighs five times its normal amount." Everything in the field takes d6s/phase for d4+2 phases.

Neural Bite

This whip has a small "bristle with small metal barbs". The bristle can not affect anyone in sealed armor. On a Good or Amazing hit, the barbs penetrate flesh and inject a will power affecting drug. Treat the drug as a paralytic poison except on a paralyzed result the target loses all free will. He will obey any order given to him. The whip holds 8 doses of the drug and can be reloaded via the handle.

Solar Scorcher

A solar scorcher looks like a long laser pistol with a strip of crystal embedded in the top. A solar scorcher has a capacitor and can only be recharged in sunlight: in direct light (Amazing) recharging takes one phase, in Good light recharging takes 2 minutes, and in Ordinary light, recharging takes one hour. The capacitor holds 8 shots and thus the weapon can be fired even in darkness.

New Low Tech Weapons for 5th Edition by Colin Chapman

PL	Weapon	Skill	Acc	Range	(O/G/A)	Actions	Hide	Mass	Cost
G	Chain	Melee-bludgeon	+1	Personal	d4+1s/d4w/d4+1w	3	+3	2	5
G	Great sword	Melee-blade	+1	Personal	d6+2w/d8+2w/d4+2m	2	-	10	400
G	Hammer	Melee-bludgeon	0	Personal	d4s/d4-1w/d4w	3	+1	2	10
G	Maul	Melee-bludgeon	+1	Personal	d8+2s/d6+2w/d8+2w	2	-	8	100
G	Spiked glove	Unarmed Attack	0	Personal	d6+2s/d4w/d4+2w	4	+2	2	30
G	Hand crossbow	Ranged-crossbow	0	3/6/12	d4+1s/d4+1w/d4+2w	1	+2	1	100
A	Compound bow	Ranged-bow	0	20/40/100	d4w/d4+2w/d4+3w	3	-	1	300

Weapon	Md	Type	Clip Size	Clip Cost
Hand crossbow	F	LI/O	10	15
Compound bow	F	LI/O	10	10

Aquatic Mammal Traits				
Size	Traits	Movement Rates		
		Ground	Fly	Swim
Medium	Natural Attack	1/2	None	Double
Environmental Adaptation (cold)				

Free Broad Skills: Athletics Movement-swim Stamina Knowledge Awareness Interaction
Aquatic Mammal Mutation Points: 4

Aquatic Mammal Scores					
STR	DEX	CON	INT	WIL	PER
6-14	6-14	4-14	4-14	6-14	4-14

Alligator (Reptile):

Natural Attack (teeth). Character can move at Full rate using Swim or Easy Swim.

Armadillo (Mammal, Small):

Natural Attack (claws). Bonus mutation - Natural Armor. -1 mutation point.

Boar (Mammal, Small):

Natural Attack (tusks). Bonus mutation - Improved Senses (smell only). -1 mutation point.

Chameleon (Reptile):

No Natural Attack. Bonus mutation - Chameleon Flesh. -2 mutation points.

Dolphin (Mammal, Aquatic):

Natural Attack (teeth). Bonus mutation - Sonar. -1 mutation point.

Duck (Bird):

No Natural Attack. Character can move at Full rate using Swim or Easy Swim.

Firefly (Bug):

No Natural Armor or Natural Attack. Bonus mutations - Flying (half listed rates), Photogeneration. -3 mutation points.

Fly (Bug):

No Natural Armor. Natural Attack (claws). Bonus mutation - Flying (half listed rates). -2 mutation points.

Gila Monster (Reptile):

Natural Attack (claws, teeth). Bonus mutation - Poison Attack (paralytic). -3 mutation points.

Penguin (Bird):

Can not Fly. Natural Attack (beak). Swim rate is Double. Bonus mutation - Environmental Adaptation (cold).

Preying Mantis (Bug):

Natural Attack (claws). Gains -1 step bonus to Stealth-hide.

Road Runner (Bird):

Natural Attack (beak, talons). Fly only at 1/2 rate. Ground rate is Full. Bonus mutation - Increased Speed (ground rates only). -1 mutation point.

Scorpion (Bug):

Natural Attack (pincers, sting). Bonus mutation - Poison Attack (hemotoxin). -3 mutation points.

Squirrel (Mammal, tiny): Gains -1 step bonus to Athletics-climb.

Walrus (Mammal, Aquatic):

Bonus mutations - Dermal Reinforcement, Improved Natural Attack (tusks). -3 mutation points.

Wasp (Bug):

Natural Attack (sting). Bonus mutations - Flying (half listed rates), Poison Attack (hemotoxin). -3 mutation points.

Foot Pads

Ordinary, Permanent, DEX

The mutant's feet are padded and quiet, giving them a -2 step Bonus to their Stealth-sneak Skill checks when moving barefoot.

Leap

Ordinary, Automatic, STR

The mutant is capable of truly prodigious leaps and bounds. Use the following table instead of that on page 51 of Gamma World 5th:

	Standing Jump	Running Jump	Vertical Leap
Ordinary	3	6	2
Good	5	9	3
Amazing	7	12	4

360 Degree Vision

Good, Permanent, WIL

The mutant has eyes, multiple, or large and compound, for example, that gives it a 360o field of vision, preventing the mutant from being blindsided, and enabling them to remain aware of events going on all around them.

Wallcrawling

Amazing, Permanent, DEX

The mutant is capable of crawling up walls, other vertical surfaces, and even across ceilings, in the same way as a spider or fly might. However, the mutant must be barefoot and barehanded in order to do so, and requires at least three limbs to support them. Speed while wallcrawling is only half that of the mutant's usual walking speed.

Water Walking

Amazing, Permanent, DEX

The mutant is capable of crossing water, quicksand, loose sand, mud, thin ice, and similar yielding surfaces without sinking into them, at its full movement rate. However, such surfaces must be reasonably calm and stable for this mutation to operate.

Webspinning

Amazing, Activated, CON

The mutant has a gland which enables them to generate silk webbing, much the same as a spider does. The mutant can spin 1 meter of webbing per round. The webbing is strong and adhesive, and requires a normal Strength feat to break. A creative mutant can find many inventive uses for such webbing.

X-Ray Vision

Amazing, Activated, WIL

The mutant can generate radiation from their eyes that enables them to see through objects up to 10 meters away. The mutant must make an Awareness-perception Skill check to focus his vision, and can see through materials up to 3"/6"/12" thick, depending on the success of their roll (Ordinary, Good, Amazing). Materials that actively block radiation, such as lead, may not be penetrated with x-ray vision.

A few months back the Gamma World mailing list created their own contest for the best Cryptic Alliance with the prize being a signed copy of the new 5th edition. In this issue is a complete listing of all the entries...starting with the winner and continuing in no particular order. Each one is formatted in a way that they can be used in any campaign, and I encourage that you do.

THE WINNER

Troupers of Sight and Sound (Neil Spicer)

Goals and Beliefs

Originally, members of the Troupers were simple bards or storytellers that journeyed from village to village offering entertainment for a night's lodging and perhaps some food. They made their way across the countryside, riding a 'circuit' so each village could receive an equal share of their time without becoming a burden to them. As banditry became more common, these entertainers came together for mutual defense. They found that these groups could provide a higher level of diversion for audiences. Entire villages would turn out to welcome them and they discovered more profit could be had this way, so they expanded their operations into virtually all forms of entertainment.

Today, they include: playwrights, actors, singers, artists, gamblers, stage-magicians, ringmasters, and dozens of other carnival or sideshow workers. Their attractions run from live performances of plays, concerts, and circus events to more complicated demonstrations of amazing mutations, Ancient entertainment artifacts, and elaborate sporting events. Some of these diversions can be elegantly artistic while others are brutally dangerous.

Troupers are careful about which forms of entertainment they introduce to a village and know to tailor their attractions to the tastes of their audience. For instance, a caravan arriving in a region where mutants are frowned upon will immediately hide anyone in their ranks with outwardly visible mutations. In regions where such oddities are prized, they will proudly display them as a featured attraction. "The customer is always right." is a favorite saying among Troupers, as well as the occasional opinion that, "A fool should be parted from his money in the most interesting way possible..."

This philosophy causes Troupers to be rather free-spirited and rebellious at times. Although they are incredibly protective and respectful of one another, they do not react well to outside authority. They never actively seek conflict but sometimes find themselves in situations where they may unexpectedly break the law. This is why they set up shop on the outskirts of town, so their customers are certain to come to them. And, even if one of their members does visit the town and

cause trouble, the entire troupe cannot be held responsible. Not all Troupers travel in such large groups however, and some maintain the solitary life of a bard or similar entertainer.

Traditional

Most Troupers have an element of con-artistry about them, doing everything they can to take advantage of someone. Even so, they are very careful not to antagonize the villagers since it will reflect poorly on the next Troupers to come through town. They make sure that their performances are large and loud in order to keep the audience coming back and they constantly update their "acts" to keep things fresh.

Fundamentalists

Some Troupers cling to the old beliefs of keeping their performances small and centered on quality as opposed to quantity or garish displays. These entertainers also police themselves much better than larger caravans, rarely landing in trouble.

Organization

Typically, Troupers live in caravans that have either temporarily settled into the suburbs of a small- to medium-sized town, or are on their way to such a place. Sometimes, they travel individually, but always in a group that moves around a lot. They all live a nomadic lifestyle, completely dependent upon the money their performances generate. The internal politics of individual troupes can be as diverse as the people that join them. Anyone can become a Troupers...and the more exotic, the better. After all, if a member attracts attention in some way, it can only lead to better business. In addition, the more flamboyant and charismatic people rise faster within their ranks. Caravan masters have attained the most important post, but extremely talented performers who travel alone have been known to achieve a 'cult' following. All members maintain contact with a caravan master that sponsors them. They are expected to discuss new towns within a "circuit", dangerous communities that must be avoided, and the trading of new songs, stories, or entertainment artifacts.

Symbol

Each member keeps his own personal symbol to signify what kind of entertainment he provides (e.g., the masks of Comedy and Tragedy for an actor), but the universally recognized image associated with a Troupers is a multicolored scarf.

Benefits

All Troupers are guaranteed a warm welcome in almost any society, and can expect free lodging and meals as long as they provide entertainment to the community during their stay. Ancient artifacts that provide a new form of

The Apocalyptic Post

Tales of The Cryptic Cryptic Alliance Contest Entries Various Authors (see below)

entertainment are greatly rewarded if turned over to the alliance.

Restrictions

Troupers are expected to maintain a 'circuit' and regularly visit a number of towns in order to keep the business in demand for all members. They are also expected to forward information to other Troupers and aid them when in need.

OTHER ENTRIES

NATO (Rachel Strange)

Goals and Beliefs

To reestablish contact with the lunar base through use of planetside communications systems.

Organization

NATO is made up of autonomous communities working over short-wave networks

Symbol

A profile of a radio telescope, secret recognition is "...we have a visitor . . . Dr Banner"

Benefits

Membership is rewarded with tech III or better education. If the member is really lucky education may lead to a complete tech IV college education.

Restrictions

Membership is restricted to pure strain humans of INT +14. Members are REQUIRED to bring back EVERY piece of electronic equipment found. High tech weapons are assigned to members but not by the member herself.

Friends of the Earth (*Eco-Freaks*) (Brian Judt)

Goals and Beliefs

This group's legends hold that they were founded by an Ancient named Yunabomrr. They claim that the Social Wars and the Final War were really the Earth Mother overthrowing the Ancients' "anti-natural ways of life."

They believe that: Technology and Civilization are a sacrilege (Evil); Nature is sacred (Good); The world "must be allowed to return to an Edenic state"; This process should be forced upon the reluctant; Artifacts should be destroyed; Vegetation, beasts, and sentients are equal in importance; Everybody's natural way of life is a subsistence

existence; Sentient beings are usually destructive to the environment; civilization threatens the world with intolerable stresses, born just exactly from knowledge and technology.

They want: instant ecological perfection (meaning a return to the Garden of Eden); to be in control; and to remake society according to their political philosophy.

The Friends of the Earth oppose: electricity, mining, metal tools, animal husbandry or domestication, eating meat, technological progress, farming, harvesting, and any sort of weeding. They do not appreciate anything that may reduce the naturalness of nature. They consider "Programmers", "Restorationists", "Seekers", and any Examiner to be their enemies.

The moderates (Earth Friends) encourage the "back-to-nature" life, so that a person's "environmental impact is minimized or reduced". They are traditional conservationists (be kind to animals, support good stewardship of the earth, &c). They are also anti-development, anti-progress, anti-technology, anti-established institutions and anti-wealth. They use Stone Age tools (TL 1) and are nomads. They may use some non-metallic tools when in extreme peril. Any carnivore-based mutant wishing to join must be a Moderate, since Radicals insist on a vegetarian diet.

Radicals (Eco-Freaks) hold that sentience is a defect which should be eliminated. Tool-makers "are an infection of Mother Earth," and must be vigorously sought out and destroyed. Tool-using societies must be kept strictly penned within their current geographical limits. They seek to develop a society totally devoid of industry and technology. They hold tenaciously to every last bit of Earth Friend beliefs, however unreasonable. They often denounce each other for "not caring enough about Mother Earth." Radicals are always TL 0; only the extremely desperate will use a Stone Age item. But they will never do so if they might get caught by another member. Communities located near Eco-Freaks have found that they will go berserk if a metal plow is placed out in full view.

Organization

The various groups of Eco-Freaks consider other groups to be somehow only "half-trying members". When two groups meet, there is a time of conflict while they determine which side will dominate. Within each group there is a distinct "pecking order." The members all know who is boss, and its will is enforced.

Symbol

A green pine branch set in a circle of blue stones.

Benefits

Members never have to worry about bodily survival in the

wilds. They can always (just barely) keep body and soul together. This is a "background" ability that the GM must adjudicate, not something that can have dice rolled for it. Somehow they can always find food, heal wounds, find shelter from bad weather.

Restrictions

Members may not use most kinds of equipment (see above). They must immediately destroy any Artifacts they find.

Notes: Humanoids and Mutated Animals with the "humanoid characteristics" mutation who join are unquestionably second-class citizens, because "they must pay the debts of their inheritance." (PSH are made to pay for their inheritance-debts with their life.)

Earth Friend territories tend to be vast, trackless, untamed wildernesses; they really do practice what they preach! Conversely, they claim all wilderness lands as theirs. They will try to hinder exploration parties and dispute the right to claim new lands.

Some instances exist where a carnivore takes over a Radical faction and institutes a rule of terror, killing and eating anybody who is not ideologically pure (or quick enough to become a yes-being).

A few members will live in towns near the alliance's territory. They are activist, adversarial, punitive, and coercive. They will threaten to use force at the drop of a hat. (This is usually intimidation, but can mean actual violence.) Members are distinguished by a vocal do-good mentality and a strong sense of elitism. They do NOT accept that other people can learn from experience; outsiders must be corrected from the error of their ways ... by the Earth Friends, of course!

Masters of Mechanics (Moses Wildermuth)

(MotorMasters or simply MotorHeads, also commonly known as GearHeads)

Goals and Beliefs

MotorHeads advocate and support the widespread use of motorized transportation. They feel that motorized transportation is the best way to explore and tame the far flung reaches of Gamma Terra. There is a great debate brewing among the Traditionalists who wish to keep the knowledge of vehicle repair a guarded secret and the new breed of Reformists who wish to make the knowledge more open to the public. Membership is generally open to all, but PSH's naturally tend to excel.

will accept their presence and provide a suitable location. In return, the professors and students are usually bound to repair the city's vehicles for free. Generally, MotorHeads repair ground transportation, however, this service may also extend to simple robot locomotion and small aircraft. Once established, the universities act as training and recruitment centers, as well as organizational headquarters, and offer placement services for graduates. The coursework will vary slightly from one university to another, depending on the vehicles known to be owned by the local governments in the area.

Internally, the organization of the university is rather ritualized, routine and rote learning methods combined with hands on training. still dominated by the Traditionalists. Students at Traditional universities are sworn to secrecy. They must swear to the sacred names of Ford, Chevy and Pontiac, never to reveal the lessons learned to any one outside of the alliance.

MotorHeads are loosely organized based on many subtle factors, such as: university(s) attended, teaching ability, skill with tools, age and experience, etc. The deans will generally keep in contact with each other via long range communication devices (such as Ham Radio or similar setup), regardless of the political affiliation of the host cities. The exception to this can be during time of war between two cities, where communications amongst MotorHeads may be interpreted as a security risk.

They will typically become emotionally involved with the machines that they work on, especially if they personally own the vehicle. It is never wise to insult a MotorHead's personal vehicle or question the way he performs his maintenance or repairs. This can be difficult for non-members to understand, but to the MotorHead, his personal vehicle almost becomes a living creature and an extension of themselves simultaneously. In this way, MotorHeads can be seen as spiritual. Almost all MotorHeads will refer to their vehicles as a "she".

Currently, the top deans and professors from the best schools have designed plans to create primitive fossil fuel and steam driven vehicles. Some deans also propose mass production of Hot Air Balloons and Dirigibles. Together they are looking for suitable sites and financing to build facilities to finish development and begin production of new, relatively inexpensive vehicles.

Symbol

MotorHeads will always wear a toolkit, usually in the form of a belt. While attending classes, or working, many also wear dark blue jumpsuits with their names and name of their university stitched on a patch over the left breast. These jumpsuits are usually covered in grease, oil and other strong smelling fluids. They will usually have at least one clean jumpsuit that they will wear to periodic organizational meetings.

Benefits

The most obvious benefit to being a member of the MotorHeads is greatly improved skill in motor vehicle repair. The GM must determine the exact nature of this benefit, however, in general, they should be able to repair basic ground vehicles in half the normal time or with much less difficulty (given available parts), and they could also have basic/general knowledge of robot and aircraft repair and knowledge of other vehicles in possession of their university's host city. They will get a 10% discount on parts needed for their own personal vehicle at any university.

Restrictions

Many graduates will be placed in smaller towns along the trade route to repair passing motorized vehicles as necessary. These small shops, are commonly known as garages and the MotorHeads working in the garages are referred to as Shadetree Mechanics, as much of the work is done outside under a tree. Government vehicles are serviced for free of course, while foreign government vehicles and those few private citizens who own a vehicle will be charged royally for the service. These garages can be great sources of income for the Alliance depending on the amount of traffic along the road.

Other graduates will simply remain at the university, continuing their studies, and becoming teachers and professors, in the hopes of one day becoming the dean of their own university. These MotorHeads are known as Professional Mechanics.

Still a third, smaller group (The PC types) are given a basic toolkit, weapons and other supplies, and are sent out into the world to explore new territories. They are known as Field Mechanics. The primary goal of these MotorHeads is to act as ambassadors in the outlands, repairing old vehicles or farm equipment, for instance, and helping the common folk overcome their fear of motor vehicles. They are required to make periodic reports to the Alliance detailing their activities whenever they are in a city with a university. These interviews will focus on ruins or wildlands explored, new cities or towns discovered, vehicles encountered, location of vehicle parts or bodies, and other information of this nature. At times, the Alliance may call upon the Field Mechanic to find and retrieve a specific part for a specific vehicle using this information or information provided by other Field Mechanics.

Green Hands (Herbalists) (Derek Holland)

Goals and Beliefs

Herbalists are people who use and study plants. They usually just are interested in plants, sentient or not, and their environment. A large number use herbalism to help heal others, but a few use

them to control others via natural drugs.

Organization

Herbalists are a loose grouping of people, who stay in contact because of their interests. Certain cells may be large, like a hospital run by white and green hands, but most are just single people. Those that use drugs are usually made up of 4-8 people, as to tend the field or greenhouse where the plants are growing.

Symbol

Sugar Maple Leaf and White Oak Leaf

Benefits

Information. If a green hand finds an new plant, he or she can get assistance in identification from other 'hands. Also, those who use medicinal herbs can resupply from other 'hands in times of need.

Restriction

No information on plants may be destroyed. If a herbalist does, he or she gets removed from the alliance. Also the wanton destruction of a large number of plants will get a green hand removed.

The Bureau (Kerry Jordan)

Goals and Beliefs

The Bureau is rumored to have been around since before the Shadow Years, although no one can be certain. It is an organization dedicated to the enforcement of law and order. Law and order are amorphous terms in the Knighted States, so essentially, the Bureau functions as a body of trained mercenaries that only work for the government of an area or large organization that protects its citizens or members. Even a government with very restrictive laws placed on its citizens' freedoms or severe penalties for the breaking of laws can hire the Bureau. The only governments or organizations with whom the Bureau will not work are those that disrupt society (i.e., follow aggressive war policies), condone slavery, or control their citizens or members with the use of narcotics. Bureau members are generally hired to act as guards, investigate crimes, hunt fugitives, and train others in these functions. The Bureau will not accept an assignment in which its members are used as executioners or "enforcers" (i.e., used to establish/consolidate a power base through force). Once accepted, the Bureau will attempt to fulfill not only the letter but the intent behind a contract; however, a contract may be cancelled or only the enumerated contractual obligations fulfilled if significant objections arise during a mission (for example, if an employer with-holds important information).

Organization: The highest office within the Bureau is the Director. Beneath the Bureau Director are Division Direc-

tors, one for each of the six Bureau regional divisions located throughout the Knighted States. These regional divisions are divided into sections, which in turn are divided into units. All active members of the Bureau are known as agents, and any group of agents assigned to a task and containing more than four members is referred to as a Task Force. Division headquarters, and occasionally sectional headquarters, are large fortifications or fortified villages (in order to both protect agents and their families).

The Bureau Director is elected by the six Division Directors once every five years, with tie votes being decided by the Bureau Director. A Bureau Director is limited to three terms in office. The Division Director office and all other positions within the organization are assigned by personnel in higher offices based on merit.

Symbol

Upon successful completion of their training, all agents are given silver badges engraved with the initials, F.B.I. The origin of these initials is lost to time, but they are believed to have been part of the organization since its inception, perhaps even the initials of its founder.

Benefits

Upon joining the Bureau, an agent is provided with housing, food, medical attention when needed, and a weekly monetary allotment for himself and his family. Additionally, new members must complete a training program that includes weapon training, basic investigation techniques, and security training. Any supplies necessary for an assigned mission are provided by the Bureau, and an agent may call upon the Bureau for any needed assistance (such as information on local history, technology, mutations, previous missions, or notable persons).

Restrictions

All agents are expected to act with honor and dignity. Additionally, they may not accept any mission not approved by the Bureau. Any equipment or payment received during a mission must be turned over to the Bureau. A written mission summary must also be provided for the Bureau's records after the mission's completion.

Librarians (Record Keepers) (Robert Crichton)

Goals and Beliefs

The Librarians believe that the accumulation and distribution of knowledge are the highest goals that any society can reach for. They will go to great lengths to acquire unique or rare books or artifacts, often hiring outsiders to accomplish difficult retrievals. They are often mistaken for Archivists or Restorationists, but differ from both of these groups in major respects. It should be noted that they do not believe in the free distribution of knowledge.

'Customers' must pay for access to any but the most available information, with fees ranging from a few coins for 'public' information (i.e. a local map, a book on carpentry), to years of service for more esoteric or valuable information (i.e. Tech manual for Powered Armor, details on the allergies of Kamodos). 'Internal' Library information, such as details of communication systems or defenses, is never sold.

Organization

Libraries can be found in most large communities (>1000 population), and wandering groups or single Librarians can be found in many out of the way places. A request for information can be placed through any Librarian, anywhere. The wait for 'check-out' will depend on the obscurity of the information and the remoteness of the requester. The prices quoted are fair but non-negotiable in value. They are also not influenced by bargaining or mutation use.

Symbol

A set of reading glasses on a background of an open book. A common recognition sign is sliding an index finger (or other digit) along the top of the nose, as though pushing up spectacles.

Benefits

The primary benefit is access to information. This may not be abused for personal profit! While a member may obtain a map, and use it to find a treasure, it would be absolutely forbidden to sell the map to others, unless the proceeds went directly to the Library. Members may also 'check out' equipment, with the understanding that it WILL be returned. Almost as important from the standpoint of adventurers, the Library never forgets. Anyone foolish enough to attack a Librarian in the performance of his duties is immediately placed high on the 'overdue list'. This list is posted in public areas, with a bounty listed appropriate to the offense (and the prowess of the target). Actually killing a Librarian results in a dead-not-alive bounty. In addition, anyone knowingly associating with an 'OL' is banned from Library access until the 'OL' is brought in and any fines paid.

Restrictions

Members must provide copies of all information collected to the Library. This will require them to keep accurate maps of their travels, as well as turning in books, computer disks, etc. for cataloging. Members are absolutely forbidden from destroying books or other information storage devices, even if copies are already in the Library. They are also forbidden from harming 'Customers' who are not on the Overdue List. (This does not preclude self-defense, as attacking a Librarian automatically places one on the List.) They are also frequently called upon to seek out specific bits of knowledge, which may lead to

crawling through weeds looking for butterflies, or even performing allergy tests on giant lizards.

Held in awe by some and contempt by others, the Library maintains a stable presence in most communities. Their willingness to sell information to anyone, regardless of race or social class, frequently causes friction with local authorities. If asked by a local government, they will depart that government's borders, and will never provide information to members of that government again. Attempts to circumvent this by the uses of agents has invariably failed, even if the agent did not know he was working for an interdicted government. Governments that attempt to use force against the Library are placed on the Overdue List, with bounties high enough to hire several armies.

Internally, the Library has a strict hierarchy, from the maintenance personnel and clerks at the bottom to the Administrators at the top. Every Librarian has the means to communicate with the local branch, and through them to any other Librarian. They will not use these communications to pass messages for non-Librarians. They will, however, use their communication network for non-political emergency messages. (Plague, fire, Purists, etc.)

G.R.A.S.S. (Green folk Resistance Army of the Sentient Seed) (James Collins)

Goals and Beliefs

G.R.A.S.S. believes that meat intelligences (Pure Strain Humans, Humanoids, and Mutant Animals) nearly destroyed the world. Individual groups interpret this philosophy differently. G.R.A.S.S. groups may be compared to the Knights of Genetic Purity (if intelligent meat is exterminated, then the sentient plants will flourish), The Created (meat intelligences are inferior, but need not be harmed or destroyed - however, pruning away undesirable individuals may be necessary), or The Ranks of the Fit (this type of G. R.A.S.S. group may wish to conquer the world and establish a government where sentient plants rule the inferior races).

Organization

G.R.A.S.S. groups are organized around charismatic leaders (each individual leader determines that group's focus). Depending on the leader (and its doctrine), a group may operate openly or secretly.

Symbol

Each G.R.A.S.S. group chooses a symbol based upon their doctrine and their leadership. A group lead by an intelligent oak might choose an acorn or oak leaf as their

symbol. Symbol recognition is usually limited to the area (and infrequently, the nearby areas) that a group operates within.

Benefits

Knowledge is freely shared among members of an individual G.R.A.S.S. group. As such, members of G.R.A.S.S. have access to a wide variety of "vegetables" (a slang term that indicates a skilled G.R.A.S.S. member).

Restrictions

Most members of G.R.A.S.S. are sentient plants. If meat intelligences are allowed to participate (a group that was similar to The Ranks of the Fit might allow such members), they will never attain the leadership of a G.R.A.S.S. group.

(Inspired by, and derived from, Derek Holland's original, which appears in *Apocalyptic Post* #2)

Characters study and practice their skills in order to improve. Each character is able to work on learning 3 new skills at any one time, a number that is modified by the character's INT resistance modifier. (A character with an INT of 11 would be able to train in 4 skills at a time).

Training in a skill is a complex skill test in that particular skill. If the character does not have the skill, then her test is made using the broad skill for that specialty skill (don't forget the +1 penalty for using a broad skill). If the character is trying to learn a broad skill, the test is = the appropriate attribute (still w/ +1 penalty) as if she were trying to use the skill without training

Teachers and tutors help a great deal (see below), but are required only for the initial skill level in skills which cannot normally be used untrained. (GM's may make exceptions to this if the character has some other resource for the skill -- a good manual or videos of "This old house", a "Complete Idiot's Guide to", etc.). Once the character has the initial training in the skill, he may strike out on his own and try to advance without a tutor, but of course that will be much more difficult.

The number of successes required to earn the new skill is equal to the number of skill points that level of the skill would cost (using the original skill point cost rules, not the optional rules). Characters may take a roll to advance in that skill once per week, and at the GM's discretion when the player rolls an amazing success with that skill.*

[*To offer this at every success would be a bit too much for combat skills in a combat-heavy game. It's tempting to overcomplicate this, to require that the tests be of at least a certain difficulty, so that characters won't get these advances for point blank shots at sleeping victims, but that's too much. If we leave this to the GM's discretion as the game is played, that's a bit simpler. I would recommend that for most skills, if the test was taken at average or greater difficulty (+d0 or greater penalty) then the GM should allow the advance roll on the complex test.]

At the end of a week of study (or after an approved amazing success) the character makes a roll on the complex skill test to learn that skill.

Result of Learning test roll:

Critical failure = fail test completely, start learning from scratch

Failure = nothing (three failures fail the test completely, start from scratch)

Ordinary = +1 success

Good = +2 successes

Amazing = +3 successes

It is not necessary for the character to actively dedicate time to the practice of the skill. We can assume that the character is practicing and learning in off times - reading before bed, some practice moves in the mornings, etc. As an option, the GM may apply condition modifiers to the tests - obviously a character sitting around a university library is going to have a better chance developing a INT skill than will a character who is on the run from the law, hiding out in sewers. The conditions will be at the GM's discretion, and should be evaluated on the whole for a given week - one day on the road doesn't make it terrible conditions all week for more academic studies, etc.

These conditions should be evaluated based on the setting and the requirements of the individual skill. The university library is a good or amazing place to study an ancient language, but it's a terrible place to learn to track deer.

Peer

Studying with a partner (must have a skill level + or - 2 of each other) = -1 (This bonus can only be taken once - additional peers do not help)

Level of Skill

(Higher level skills are more difficult. In addition to the greater number of successes required, the tests get harder as the levels go up).

Media

(bonuses for media may be combined with other bonuses, including teaching bonuses):

Note: books and other media usually are only useful for a particular range of skills - usually

one broad skill, or three levels of a specialty skill.

Media that apply to higher levels are more rare. If you want to randomize that determination, try the table on the following page.

Condition Modifiers	
Critical (worst)	+4
Extreme	+3
Moderate	+2
Slight	+1
Marginal	0
Ordinary	-1
Good	-2
Amazing	-3
Teacher w/3 level advantage	0
Teacher w/6 level advantage	-1
Teacher w/9 level advantage	-2
Teacher w/12 level advantage	-3
No teacher at all (making it up as you go)	+3

Skill Modifiers	
Broad Skill	0
Levels 1-3	0
Levels 4-6	+1
Levels 7-9	+2
Levels 10-12	+3

Media Modifiers	
Book on the Subject	-1
Media on the Subject (video, film, holos, etc)	-2
Completely interactive computerized instruction (AI or something close to it)	-3

D20	Media Availability For High Skill Levels
1-7	Broad Level (only the broad skill)
2-13	Marginal Level (levels 1-3)
14-17	Ordinary Level (levels 4-6)
18-19	Good Level (levels 7-9)
20	Amazing Level (levels 10 and higher)

Doubling up

A character that wants to focus more intently on a particular skill may devote more than one learning slot to that particular skill. At each point that the character would be allowed to make that roll she may take one roll per dedicated slot, and may use the best result she rolls.

Teacher Modifiers

Using a teacher has two effects on the skill test. To begin with, the teacher provides a bonus depending upon how advanced his skills are in the skill he is teaching. In addition, the teacher must make a roll on his TEACH skill for that particular skill (note: if the teacher does not have the particular teaching specialty skill, use the broad skill. Don't forget the +1 penalty).

The teaching skill test may be applied with the same condition modifiers as the learning test. The degree of success that the teacher earns provides an additional bonus for the student

Teacher Modifiers	
Critical Failure	+3
Failure	0
Ordinary	-1
Good	-2
Amazing	-3

Being a Teacher

A character that is teaching a student a particular skill must devote one of his learning slots to the teaching specialty skill while he is teaching. While teaching the teacher has the opportunity to improve on his teaching skills. Every time a student successfully completes a skill level, and for amazing success a tutor rolls while tutoring students, he may take a roll on the complex test to improve his teaching skill. For this test, use all of the same modifiers as the basic complex learning test (including those for the tutor having a teacher of his own, a book or video on teaching techniques, the conditions under which he is giving the instruction, etc.). Also note that if a tutor has several pupils studying

the same skill, he makes the test only once for each "class", not for every student, and only once every student in the class has completed the level.

In this way, someone who has no teaching skill but high Power Martial Arts skill would gradually learn about teaching, getting better the more she teaches.

Example

All right, for your reading pleasure, here's an extended example of the skill advancement rules in action. The one thing I have not tried to demonstrate here is the extra rolls a character gets when he gets an amazing success using the skill he is training with -- trying to simulate that would be too tricky. So here's a week-by-week example of about three months in a character's learning curve . . . I sat around and did all these rolls myself, and the results of the case study are interesting, and illustrate some interesting points of the system.

Sorry this is a little long, but I thought it would be interesting to try out the system.

Hiro Protagonist (with apologies to Neal Stephenson) is a young combat spec. (s11 d12 c9 i9 w11 p8) with these skills (among others): Unarmed Attack-power martial arts-1, Ranged Weapons-rifle-1, Knowledge-first aid-1.

He has selected three skills to study: power martial arts-2, pistol-1, and first aid-2. He has a teacher, Gomer Pyle, who has PMA-4, pistol-3, and the Teach broad skill (and one level in the appropriate specialty skills to teach pistol and PMA). He has a video on first aid, which provides instruction for basic first aid (levels 1-3), and the facilities to watch the video.

Gomer's teaching tests will be (12/6/3 -- he has an 11 will) and at +0

Hiro's PMA test will be (12/6/3) and be at +0 because he has a tutor with the 3 level advantage on him. Gomer's success on his teaching roll will modify this roll. He needs 5 successes.

Hiro's Pistol test will be (12/6/3) and be at +1, because he has a tutor with a 3 level advantage, but he is using the broad skill Ranged Weapons to learn the first level of this skill. He needs 4 successes.

Hiro's First Aid test will be (10/5/2) and be at +1 (+3 because he has no tutor, and -2 because he has a video). He needs 3 successes.

Week 1

PMA- Gomer rolls 2 (amazing). Hiro's test is now at -3. Hiro rolls 15-5=10, ordinary success. (1 success-0 failures).

Pistol- Gomer rolls 7 (ordinary). Hiro is now at +0. Hiro rolls 20, critical failure, Hiro must start from scratch. First Aid - Hiro rolls 19+3=22, fails (0-1)

Week 2

PMA- Gomer 10 (ord.) Hiro at -1. Rolls 4-4=0 (amazing) (4 - 0)
Pistol - gomer rolls 8 (ord.) hiro at 0. Rolls 12 (ord.) (1-0)
First Aid - Hiro rolls 7+4=11, fail. (0-2)

Week 3

PMA - Gomer 18 (fail) Hiro at +0. Hiro rolls 5 (good) so (6-0) Level Earned.
Pistol - Gomer 3 (amazing) Hiro at -2, rolls 4-6=-2, (amazing) so (4-0) level earned.
First Aid - rolls 1+1=2, amazing (3-2) level earned.
Lucky Hiro has earned all his levels, decides to continue to work on the same skills Here are the new tests:

PMA - Gomer may no longer be Hiro's tutor, as he no longer has a 3 level advantage. Gomer is interested in developing his own skills at PMA, so will work with Hiro as a peer. Hiro's tests, then are (13/6/3) and he is at (+3-1) +2. He needs 6 successes Pistol - Gomer may no longer be Hiro's tutor, as he no longer has a 3 level advantage, and Gomer is not interested in more practice on pistol, so Hiro is on his own. His tests are at (13/6/3) and he is at +3. He needs 5 successes. First Aid - Hiro is still able to use the video for one more level, so his tests are now (11/5/2) and at +2. He needs 4 successes.

Week 4

PMA - Hiro rolls 13+2 (fail) (0-1)
Pistol - rolls 12+2 (fail) (0-1)
First Aid - rolls 2+2 (good) (2-0)

Week 5

PMA - rolls 5+4 (ord) (1-1)
Pistol - rolls 8+6 (fail) (0-2)
First Aid - Rolls 15+3 (fail) (2-1)

Week 6

PMA - rolls 10+3 (ord) (2-1)
Pistol - rolls 1+5 (good) (2-2)
First Aid - rolls 11+2 (fail) (2-2)

Week 7

PMA - rolls 18 + 5 (fail) (2-2)
Pistol - rolls 11+1 (ord.) (3-2)
First Aid - rolls 15 + 2 (fail) (2-3; fails learning test, successes are lost)

Week 8

Hiro has decided to forget about the First Aid stuff for a while, and double up his concentration on his Pistol training.

PMA - 12+1 (ord) (3-2) Pistol - 11+5; 12 +3. best result is Fail. Progress is wiped out.

Week 9

Hiro is frustrated, and decides to focus all three slots on PMA. PMA - 2+6; 10+3; 8+2. Best result is ord. (4-2)

Week 10

PMA - rolls 19+2; 4+3; 3+6. Best=ord. (5-2).

Week 11

PMA - rolls 3+3; 11+5; 10+5 best = good (7-2) level earned.

I'll stop there. So after 11 weeks of training, Hiro has earned two levels of Power Martial arts, and one level each of First Aid and Pistol.

Here's what I think this shows us:

1. How much help having a teacher is -- the twofold advantage of the teacher's skill test modifying a character's learning tests, as well as the basic modifier for having a teacher. As much help as books and videos are, they don't get the additional test to help a character learn.
2. How important it is to be able to focus two or more slots on learning one skill -- otherwise characters working to learn in adverse situations, without a teacher, etc., won't have much chance of learning anything.

Therefore, GM's who are concerned that this system allows characters to advance too quickly, as it may appear Hiro did in the first three weeks (he was REALLY lucky, but still . . .) can exert controls on the availability of teachers and media for the characters, and in that way limit the rate at which they advance. Also, GM's who feel like this is too easy could also throw in condition modifiers that reflect the amount of time each week the character is actually spending on learning the skill -- from all day training (-3) to not thinking about it at all (+3) and all the gradations between. For characters that are actively adventuring, that should slow them down a great deal.

GM's who feel that this system is too slow, should first remember that there will be extra tests now and then for amazing successes, and also consider removing the three strikes rule -- the rule that states that if you fail the complex learning test three times you fail the test completely and must start again from scratch. That way characters will only loose their progress when they roll a critical failure.

Benjamin Hebert

I really enjoy mutations and so have changed the rules a bit. Things mentioned here are in addition to what races currently get unless noted. Please note these are rules, I use in my game, your game may be different.

Mutation Point Distribution

Mutant Humans get 10 total mutation points and must roll on the charts to distribute them between Physical and Mental and Ordinary, Good, and Amazing. They still have the 4 Drawback points. They also may have one Perk and one Flaw from the Alternity Players Handbook.

Pre Existing Races (Dabbers, Sleeth, and Weren) get to roll on the following chart to see if they get more mutations

d20 Roll	New Mutation Points	New Drawback Points
1-10	No New Mutations	No New Drawbacks
11-15	4 Mutation Points	1 Drawback Point
16-18	6 Mutation Points	2 Drawback Points
19-20	7 Mutation Points	4 Drawback Points

They may not select any Perks or Flaws.

Mutant Animals get the standard 7/4 and are allowed 1 Perk and Flaw. They also get reasonable free mutations based on original stock.

Androids do not exist because the invaders don't either. No aliens in my Gamma World. However if they did, they would get no mutations.

PSH may take up to 4 Perks and Flaws for 1 point less than listed.

In my game there is no such thing as the DNA lockout, but items designated for Androids and Humans (a) give a +1 penalty to non-humans when they use them. Items designated Human only (h) give a +2 penalty.

These penalties will always apply, no matter how skilled the non-human PC is.

Mutation Strength

After some hardcore 4th edition gaming, finding out that 5th doesn't give mutants a bonus (or penalty) for their mutation based on a mutation score I was a little distraught. The more I look over it the more I'm thinking something along the lines of:

Use this rule for activated mutations that don't already clarify their activation result. These mutations get a Mutation score based on their at-

tribute. Prior to using the mutation roll a Feat check against the mutation score. Modify the opponent's resistance check by Crit. Fail = -1 F = 0, O = +1, G = +2, A = +3. That'd cover a lot of the mutations with one basic house rule...got to go through and see which ones it doesn't. The higher the mutation score the better the chance for a good or amazing check, giving the opponent a larger disadvantage.

On a case by case basis I also make the mutations that cause damage or have variable effects rise in potency by adding a little bit to the total (d6s to d6s+2 for example) if the players spend XP on them (I know the correct wording is Achievement Points, but I don't care.) To raise a mutation score a player just follows the guidelines for raising an attribute.

Derek Holland

Character Generation

Base 60

+5 to physical abilities for most animals*
+10 to mental abilities for humans and mutant humans
+10 to physical abilities for hard-bodied arthropods and other animals known for "toughness"

*Animals start with 60 and they can add to their stats as desired. In an attempt to simulate the 4th edition physical ability score variations for animals each physical attribute gets a set bonus. Here are 12 common mammals found the Northeastern US:

Name	STR	DEX	CON
White-tailed Deer	+1	+3	+1
Cougar	+2	+2	+1
Black Bear	+3	-	+2
Opossum	-	+1	+4
Raccoon	+1	+3	+1
Wolverine	+2	-	+3
Wolf	+2	+2	+1
Grey Fox	+1	+4	-
Lynx	+1	+3	+1
Red Squirrel	-	+5	-
Cottontail	-	+4	+1
Beaver	+2	+1	+2

There has been some debate on the use of FX in the 5th edition Gamma World game. Although some are excited by the prospect, others have voiced concerns about game balance and genre blending. This article gives a few ideas on how to use some of the FX included in the Beyond Science supplement and tips on how to control these new powers to keep your campaign under control.

Scenario: Judgement Day

The End Times have come and gone. The Savior of Mankind came to separate the Righteous from the Wicked, and carried those he found worthy to his Eternal Kingdom to live forever.

The Wicked did not rejoice at the coming of the Rapture. Nuclear fire burned the earth, battlesuits mobilized, and chemical weapons poisoned the air as governments around the world attacked the "invaders." It was not much longer before weapons were unleashed on enemy nations as well, as old hatreds flared anew and accusations flew across the floor of the United Nations. The Rapture came to an end as the world tore itself apart.

This version of the Gamma World setting takes place centuries after the End Times. Demons and rogue angels roam the blasted wastelands and ruined cities, and sorcerers and the New Faithful beseech their patrons for magical power.

Arcane Magic - Diabolism is the obvious choice for evil characters and NPCs, although other Arcane Magic FX skills can play a lesser role. The practice of magic is generally considered evil by most religions, and in this campaign should be linked to bargains with demons.

Faith Magic - Monotheism is the only appropriate skill from this category. Individuals with this skill have rediscovered a particular religion, and follow it fervently enough to produce miracles.

FX Creatures - Obviously, Angels and Demons are appropriate to this version of Gamma World. Some angels feel that the Savior was wrong to turn his back on all humanity, and work to benefit those that remain on Gamma Terra (perhaps as the PC's mysterious benefactor?). The activities of demons range from killing Gamma Terrans for sport to amassing armies to conquer earthly kingdoms for themselves. Other demons and angels can be converted from the AD&D game through the use of the "From Dungeons to Drivespace" article, authored by James Wyatt, which appeared in Dragon #262.

Gelugon Game Data (Greater Demon)

STR 15 (2d4+10)
INT 13 (2d4+9)
DEX 6 (2d4+1)
WIL 13 (2d6+6)
CON 18 (2d4+13)
PER 12 (2d4+7)

Durability 18/18/9/9

Move: Sprint 22, Run 14, Walk 4

Action Check 10/9/4/2 # Actions: 3

Reaction Score: Marginal/1 Last Resorts: 2

FX Energy Points: 15

Attacks	Skill Roll	Damage	Type
Claw	18/9/4	d4+3w/d4+4w/d4+5w	LI/O
Pincer Bite	15/7/3	d4+4w/d4+6w/d4-1m	LI/O
Tail	13/6/3	d6w/d4-1m/d4m	LI/O
Fiend Spear*	20/10/5	2d4+3w/2d4+7w/2d4m	LI/O

*damage as above, opponents struck suffer from Hemomancy - Runs Cold (16) spell, at rank 3)

Defenses

+3 step bonus vs. melee attacks
 -1 step penalty vs. ranged attacks
 +2 step bonus vs. mental attacks
 +3 step bonus vs. magical FX
 Chitinous Hide: 3d4 (LI)/ 2d4 (HI)/ d6+1 (EN)

Skills:

Athletics (15), Melee Weapons (15)- blade (20), Unarmed Attack (15)- brawl (18); Stamina (18)- endurance (22); Knowledge (13)- ancient language (Infernal) (18), Tactics (13)- infantry tactics (16); Awareness (13)- intuition (17), Resolve (13)- physical resolve (18); Culture (12)- infernal (15), Interaction (12)- intimidate (15)

FX Skills:

Diabolism- Binding (12), Black Warding (13), Command (15), Hellfire (13), Rend the Weave (13), Summoning (greater baatezu and lower) (15), Tongue of the Damned (12); Mesmerism- Emotion (Fear only) (12), Hypnotize (12); Necromancy- Animate Dead (13); Chi- Healing (17); Movement- Teleportation (16). Gelugon also have the equivalent of the Contact mutation.

Description - Gelugons are the most alien of the baatezu. These fiends have towering 12' tall mantis-man bodies and heads bulging with huge, multifaceted eyes. Their hands are tipped with sharp claws, and at their mouth sharp insectoid pincers gnash menacingly. When they deign to speak to lesser creatures, gelugons communicate telepathically.

Encounter - Gelugons are normally only encountered in Caina, the frigid eighth layer of the Nine Hells, but they

can also be encountered on special missions away from their frozen hell.

Gelugons are terrifying opponents. Besides their personal might, they wield a wide array of Arcane Magic powers, usually starting a battle by casting their Emotion (Fear only) spell and using Black Warding and Rend the Weave to protect itself from harm and destroying Faith Magic effects. Gelugons wield Fiend Spears in battle to slow down their opponents, and will cast Animate Dead on fallen opponents to raise them to attack their former comrades. If seriously wounded, Gelugons will make use of their Healing spell to bolster his defenses. In addition, gelugons are rarely encountered alone; they sometimes command lesser baatezu, and have also been encountered in groups of two or more.

Scenario: The Stars Are Right!

Similar to Judgement Day, the end of the world came about when the stars aligned, releasing the Elder Gods of the Cthulhu Mythos from their prison to destroy the world. The people of the Earth fought back, but to no avail; the entities from the Outer Reaches and their servants were much too strong.

As with Judgement Day, this version of Gamma World takes place years after this world-shattering event. The Elder Gods have left this world to prey on others, but many of their servants have remained behind.

Faith FX - Alienism. This Faith skill is used both by the servants of the Elder Gods and also by their human and mutant followers, to beseech power from their otherworldly masters. Gamemasters can make up other Alienism FX skills using any of the Call of Cthulhu rulebooks as references.

FX Creatures - The Beyond Science supplement does not have many creatures appropriate to this variation of Gamma World, offering only the Gardhyi (pg 86) and the Methrahn (pg 89). Gamemasters can convert other creatures from the Call of Cthulhu game or by using an old copy of Deities and Demigods (the early version that had the "Cthulhu Mythos" section) in conjunction with the "From Dungeons to Drivespace" article, authored by James Wyatt, which appeared in Dragon #262.

Deep One Game Data (Cthulhu Mythos)

STR	14	(2d4+8)
INT	9	(2d4+4)
DEX	9	(2d6+2)
WIL	10	(2d4+5)
CON	12	(2d4+7)
PER	9	(2d4+4)

Durability 12/12/6/6

Move: Sprint 18, Run 12, Walk 4, Swim 20, Easy Swim 8

Action Check 10/9/4/2 # Actions: 2

Reaction Score: Marginal/1

Last Resorts: 1

Attacks	Skill Roll	Damage	Type
Claw	16/8/4	d6+4s/d4+2w/d4+4w	LI/O
Weapon appropriate skill as weapon (+2 STR bonus) as weapon			

Defenses

+2 step bonus vs. melee attacks

Scaly Hide: d6 (LI)/ d4-1 (HI)/ d6-2 (EN)

Skills

Athletics (14), Melee Weapons (14), Unarmed Attack (14)- brawl (16); Movement (12)- swim (15), Stamina (12)- endurance (15); Knowledge (9)- ancient language (Deep One) (10), Navigation (9)- water navigation (11); Awareness (10)- intuition (12), Resolve (10); Culture (9)- deep ones (10), Interaction (9)

Description - Deep Ones are amphibious fish-men, cold-blooded creatures of great strength. These worshipers of Father Dagon live near the land on ocean shelves, the most notorious colony being somewhere off the coast of what was once Massachusetts. They have been known to interact with evil humans and interbreed with them, producing human-looking children who undergo a gradual transformation after the age of 21 to become Deep Ones. Deep Ones are soulless and apparently immortal unless killed by an outside force (slain by another, accidents, etc.).

Encounter - Deep Ones rarely leave their watery homes, but do come on land in service of their god or the various cults dedicated to him. They are able to travel on to land and remain there as long as they wish without penalty. They fight with terrible claws, although a rare few make use of man-made weapons. A favored tactic against air-breathers is to hold a victim with their strong arms and drag them back to the sea to drown.

Primitive Magics

Particularly appropriate to the Gamma World game is primitive magic. Many races cannot use Shadow Age artifacts or regard them with superstitious fear. Their cultures have turned inward toward their particular religions and away from technology to find answers, and have found spirits and ghosts to guide them.

Magic, or belief in it, is common amongst primitive humanoids. Nearly every tribe has a shaman or witch-doctor to ward off evil spirits and insure a good harvest. Although not every shaman can perform magic, there should be enough true practitioners to keep PCs on their toes.

Faith FX - Druidism is the Faith FX of choice for small nature cults living in the deep woods far from civilization. Shamanism and Voodoo are good for tribal witch-doctors. Hatire seems custom made for the Seeker cryptic alliance- the beliefs of the alliance exactly matches the beliefs of Hatire.

FX Creatures - Primitive magic has strong links to a spirit world, and many different entities can be summoned by practitioners of these arts. Elementals, spirits, familiars, ghosts, and genius loci are all appropriate creatures in this variant of the Gamma World game. Gamemasters may also wish to include various Demons (evil spirits) and allow voodoo priests to make FX zombies as well as zombi that can be created by the Negate the Spirit spell (pg 56 of Beyond Science).

Necromancy

The corpses of the dead play a large part in this variant of the Gamma World game. Whether raised by necromancers or occurring as a side effect to the weapons of the Social Wars is up to individual GMs.

Arcane FX - The Necromancy skill is useful here, although not absolutely necessary- the GM could rule that all undead creatures are a result of a comet passing, microorganism infestation, radiation, a side effect to a particularly horrible chemical or biological weapon, etc.

Faith FX - Voodoo or Shamanism are useful here, if the Animate Dead subskill from the Necromancy skill is added to their subskill lists. They are not absolutely necessary, for the reasons noted above.

FX Creatures - Any of the Undead FX creatures can be used, but zombies and skeletons are the most appropriate as mindlessly destructive animated dead. Vampires can also exist, and rules for PC and NPC vampires can be taken from the "Legacy of the Dragon" article, written by Sean Reynolds and appearing in Dragon #264, pg 92.

Zombies and skeletons in the Beyond Science rulebook assume that the creatures were once normal, unaltered humans. As noted in the rules, mindless undead can make use of any cyberware that does not require an active mind to use (such as an extended battleclaw). Mutant zombies cannot use mental mutations, and can only use physical mutations that are simple body alterations (i.e. Oversized Limbs, Natural Attacks, Dermal Armor, etc). Other, non-human zombies can have minor statistical changes based on the advantages of their race (such as a weren's STR and CON bonus) and other modifications approved by the GM.

Ghoul Game Data (Degenerate Flesh-Eating Humanoid)

STR	9	(2d4+4)
INT	5	(2d4+1)
DEX	8	(2d6+1)
WIL	10	(2d4+5)
CON	10	(2d4+5)
PER	5	(2d4)

Durability 10/10/5/5

Move: Sprint 14, Run 10, Walk 4

Action Check 7/6/3/1 # Actions: 3

Reaction Score: Marginal/1

Last Resorts: 0

Attacks	Skill Roll	Damage	Type
Claw*	10/5/2	d6+2s/d4w/d4+2w	LI/O
Bite*	8/4/2	d6+3s/d4+1w/d4+3w	LI/O
by weapon appropriate skill as weapon as weapon			

*Successful attack causes paralysis in those who fail a Resolve-physical resolve check at a +1 step penalty. Paralysis lasts 1d4+1 rounds.

Defenses

Corrupt Flesh: d6-1 (LI)/ d6-2 (HI)/ d4-2 (EN)

Skills

Athletics (9), Melee Weapons (9), Unarmed Attack (9)- brawl (10); Stealth (8)- sneak (10); Stamina (10)- endurance (13); Knowledge (5); Awareness (10)- intuition (12), Resolve (10)- physical resolve (12); Street Smart (10)- ruins knowledge (12); Interaction (5)

Description - Ghouls are once-human creatures who feed on the dead. Although the change from human to ghoul has driven them insane, ghouls have an animal cunning that make them efficient predators. Ghouls are vaguely humanoid, but now have beastly features that mark their change to the ghoul form. Changes include, but are not limited to- elongated incisors, long tongues, cloven hooves, and/or evil, gleaming eyes.

Ghouls are filthy creatures, carrying with them the carrion scent of their foul diet.

Encounter - Ghouls prefer to attack from ambush and in numbers. Their tactics are simple- they swarm their prey, biting and gouging, paralyzing as many as they can and attempting to drive off the rest. A few wield weapons, but most prefer to rely on their effective paralyzing attacks.

Martial Artists

Although the Gamma World game has rules for Power and Defensive martial arts, some players may wish to duplicate feats they see in video games such as Street Fighter and anime such as Fist of the North Star and Dragonball Z. This group of FX skills is brought together to simulate these skills.

Super Power FX - The Martial Arts Super Power FX skill-set has been created to simulate the fantastic powers possessed by martial artists. The initial skill costs 12 points, and the specialty skills listed below can be purchased as part of this skill (None of these skills can be used untrained. Page numbers all refer to entries in the Beyond Science supplement).

the natural talent or access to training required for these skills.

Flaw limitations: Skills are available to the PCs, but PCs taking these skills will suffer from GM imposed Flaws from the Beyond Science supplement and/or Alternity Players Handbook. PCs will receive no bonus points for taking on these flaws.

Skill level limitations: The skills are available to the PCs, but are limited in the maximum point value that the character can achieve. The GM can set a maximum level of points that can be spent on certain skills, or he can state that the skills can only be bought at the time of character creation and cannot be improved afterward.

Martial Arts Specialty Skills Cost			
Body Armor (61)	3	Power Climb (63)	2
Impact Conversion (61)	4	Power Strike (63)	2
Invulnerability (61)	3	Energy Blast (64)	4
Super Constitution (62)	4	Energy Resistance (65)	2
Super Strength (62)	4	Super Will (67)	4
Danger Sense (62)	4	Superior Senses (67)	3
Focus (62)	2	Fusillade (68)	4
Healing (63)	2	Lightning Speed (69)	3
Mighty Leap (63)	2	Super Dexterity (69)	4

Game Balance

There are some concerns about the effects of FX on game balance. Listed below are a number of ideas on keeping an FX-enhanced game under control.

NPCs only: The FX skills listed above are unavailable to PCs. This is a completely viable option, as players can have as much fun fighting against demons or wicked sorcerers as they can against mutants or killer robots. The skills can either be so rare that the PCs only know one or two practitioners of that skill in the whole campaign setting, or the GM can simply state that the PCs do not have

The Apocalyptic Post

Problems and Possibilities Shadows (For 1st - 4th Editions) David Little

This is an adventure which can be incorporated into any campaign, possibly as a random encounter.

This adventure can be very deadly! DO NOT use it as an introductory module for beginning characters! You may even want to reduce some of the security systems if you wish. (IE: Some of the turrets could be low on ammo, out of ammo, or inoperable). OR reduce the amount of Specimens. Characters should have some heavy firepower/mutations.

The Specimens in this adventure are based on the "Aliens" from the movies! If you use this adventure in your campaign, make sure that the characters win, or at least that the Specimens do not escape the complex! Otherwise, the specimens could cause big trouble for your campaign world.

I have only the most basic of descriptions. You may embellish this all you want! You can even throw out what I have done and do your own. I have tried to keep everything as generic as possible so GMs running other editions of GAMMA WORLD ® can use it with minimal conversion.

The maps used in this adventure were originally a small board game called Underground base for Shadow Command (Mekton Zeta). This was a public file, which I have converted into an adventure for GAMMA WORLD ® 1st/2nd editions. All of the descriptions for rooms and encounters were done by me.

Unfortunately, I cannot remember where I found these map files, so I am unable to give the appropriate credit.

Statistics for the Weapons are from B.J. Johnson's GAMMA WORLD ® "The New West" site. This is one of the best Gamma World sites on the net! You can contact the owner at bigfellamachine@mediaone.net

It seems that every time I look at this, I make some kind of addition or change...

If you have suggestions / improvements or comments about this adventure, EMAIL ME at david.little@us.army.mil

Background

This installation was designed and built during the shadow years. It was a small military genetics research station disguised to appear as a weather station, keeping the true nature of the installation secret and preventing it from becoming a target. It also had two fighter aircraft for protection.

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During the time of it's operation, the geneticists

were attempting to create the "ultimate" killing machine, which would obey orders without question and continue the mission until either the mission was complete or it was dead. Unfortunately, they succeeded beyond their wildest dreams as far as the killing machine went, but failed miserably on the "taking orders" part. Upon release, the specimens would not listen to a word and tried to kill everything in sight. The "creatures" only possessed an animal intelligence, and actually seemed to hate all other life, other than their own kind.

The first test resulted in four researchers and two soldiers killed, plus one security bot heavily damaged before the specimen was killed.

The researchers worked day and night on finding a solution to this problem.

However, something went drastically wrong (as it always does in GAMMA WORLD ®). Several of the specimens escaped killing all personnel (within the yellow area of the map), before the base A.I. was able to contain them.

The A.I. closed the main corridor doors to prevent an escape of the creatures and after evacuating personnel which happened to be working in the white area of the map (west of the hallway doors), placed the elevators in the "up" position. These lucky personnel fled into the wilderness, never to be seen again. To make matters worse, it was at about the same time as this was occurring, that the outside world "blew-up"; causing the A.I. to lose contact with higher authority and having to rely on it's own resources.

The A.I. has been fighting the specimens for the entire time when the PCs show up. Somehow, the specimens' reproduced, but are at an all-time low at this time. There are a total of eight (8) specimens remaining. They have learned to stay out of the corridor! (# 9). The number of specimens can be adjusted to suit the party.

Needless to say, the A.I. is quite PARANOID. It will shoot first and then ask any questions.

There are only two entrances into the complex; the elevators at locations # 25 and 26.

Weapons

The statistics for these weapons come from B.J. Johnson's Gamma World Wild West Site.

Light Machine Gun (LMG)

These are the heavier man-portable machine guns, like the M-60/7.65 mm machine guns used by the army. They can only fire in bursts, hitting anyone in a 90% firing arc

for 4d6 damage per target. This uses 5 rounds per action round, which depletes a magazine by 25%, or a 100 round belt by 5%. These weapons are found either as magazine fed, or belt fed. They cannot do both. Belt fed LMGs are more numerous than magazine fed LMGs.

These weapons are usually equipped with a bipod, or mounted for firing on vehicles, but a man-sized being of average strength can carry the weapon and fire it. They must make a Strength check for every round they use it in this fashion, or else they cannot move and fire. Fire can be concentrated on single targets, but if the weapon is being carried this imposes a -3 penalty to a second Strength Check. This sort of attack does 32 points of damage to a target.

Heavy Machine Gun

These are the big bruisers, the .50 cal chainguns that can usually only be fired from a tripod or vehicle mount. They do 6d8 with a burst to all targets in a 90% firing arc. Damage can be concentrated if the weapon is mounted, with a Strength check minus -2. This does 70 points of damage. Critters with Strengths over 16 can carry these weapons and fire them. A Strength check is necessary each round, and it is impossible to concentrate fire.

Note: For the purposes of this adventure, each turret contains 500 rounds of ammunition. Over the years of combat, this is all that remains of the original supply.

The GM must pay close attention to the amount of ammo for each turret.

Conclusion

Once (if) the specimen menace has been taken care of, the A.I. will cooperate with the players. It will maintain the base for them and will direct the maintenance robots from # 26 to restore the areas ransacked/destroyed by the Specimens. This will take several months of work to complete. The A.I. will also open the main hallway doors and turn-off the Quarantine alarm.

The remaining food supply will feed 50 people for 10 years. The autogalley cannot create "rations" for adventuring. Once dispensed, it must be eaten immediately.

The complex is powered by a fusion reactor, which will last another 100 years. This reactor is underground, beneath the A.I. complex.

I figure that the complex, A.I., robots and anything found should be more than enough of a reward for surviving this!

If you think it is too much of a reward, you may want to have the reactor shut-down (or worse), forcing the characters to use conventional /

available technology to light the complex (torches/lanterns/light cubes).

Naturally, if this is done, the autogalley, showers, toilets, etc. will no longer operate, and the A.I. and robots only have enough back-up power to last 1d10 days. Then they only have the complex, which is still a great reward!

Maps

Each Square on all maps equals 5 feet. The maps have been color-coded:

White areas of the map are under the control of the A.I.
Yellow areas of the map are controlled by the Specimens

25. Air Traffic Control Station with elevator: Contact with the Security Office at # 8 for visitor control can be done here. Unfortunately, the person requesting clearance must be listed in the station database. (All of the listed personnel are now dead). Or, they must possess a Stage III (or higher) ID.

This area contains the personnel elevator to # 7. There are only two buttons in this elevator (1 & 2). If they cannot get the elevator to grant access, they can force the doors and enter the elevator. Inside the elevator is a concealed panel in the rear. Once this panel is opened, it will reveal an emergency ladder leading down 30'.

Forcing the doors to the elevator will alert the A.I. to their presence in the complex.

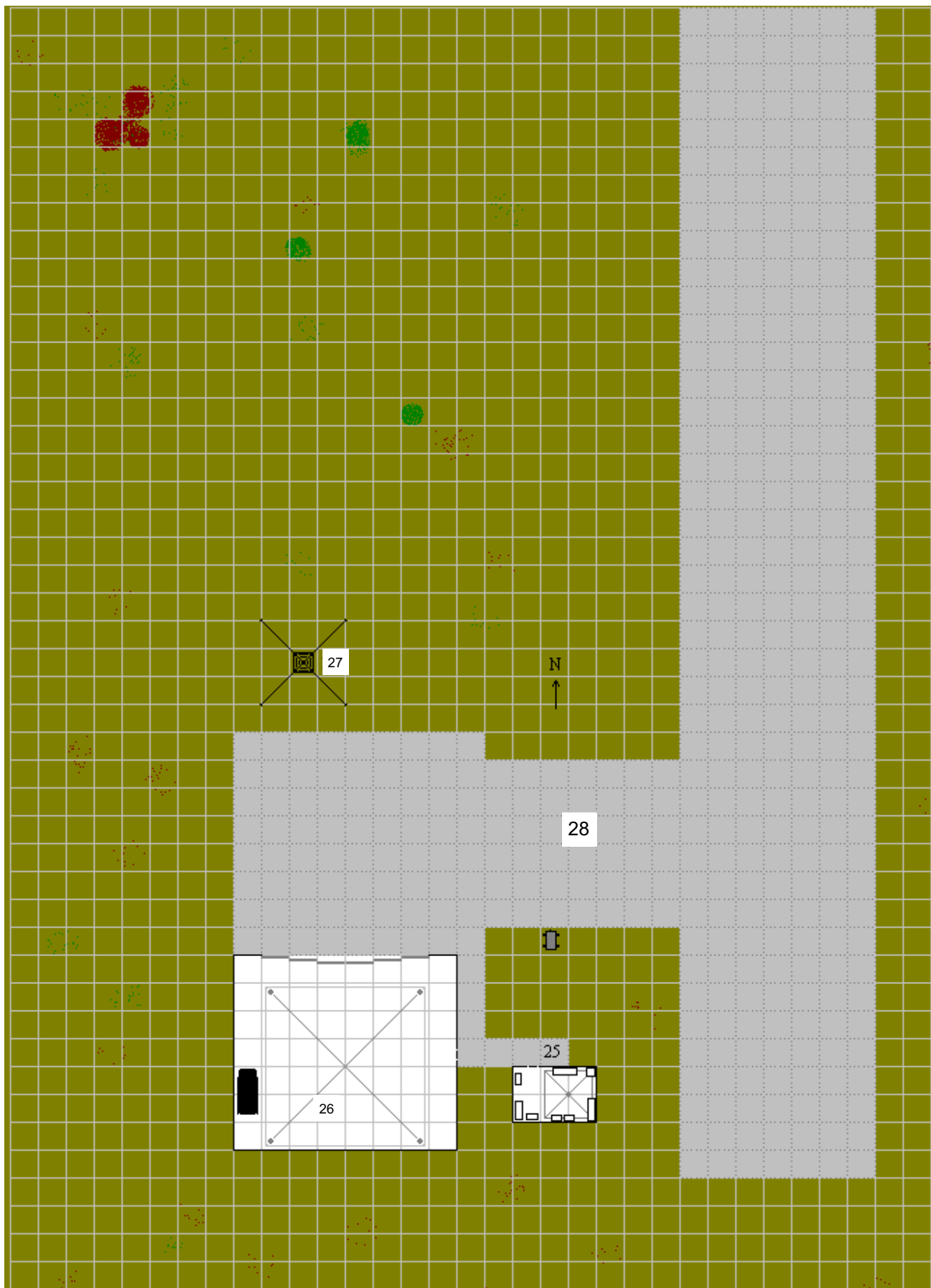
PCs can find up to 3 items using the loot table.

26. Surface Hangar with elevator: This is a hangar which conceals the main aircraft elevator. The elevator sits flush with the floor. A yellow stripe painted on the floor outlines the surface area of the elevator. The elevator ascends/decends at a rate of six inches per second. The level below is 30'. Thus, the elevator takes one minute to complete the journey. It ends at location # 5. Located next to the east door is the control panel for the elevator. It uses a simple "up-down" switch.

Parked along the west wall of the hangar, is an ancient internal combustion military cargo truck. The truck is inoperable, but a little work will get it to run (a couple of days of tinkering). The fuel was removed, but some can be found in location # 3.

Also inside, is a maintenance robot which maintains the landscape. Another maintenance robot is outside, near the taxiway. (# 28)

27. Communications / Sensors Tower: This is the broadcast tower which supplies power to all of the robots



in the complex. The communications and sensors no longer function.

28. Taxiway / Runway: This area has been kept in good condition by the station maintenance robots.

Area Under AI Control

The area under A.I. control is kept clean. These areas are maintained by maintenance robots. All lights are functional, but there are also red, rotating lights in every area. The audio alarm indicating a security breach was turned-off by the A.I. long ago.

1. Flight Operations & Installation Maintenance: This area contains two fork-lifts (operable) and two flit-cars (roll 45% or less to be operable) all are hooked-up to maintenance stations. Also hooked up to one of the maintenance panels, is a general maintenance robot.

This area also has a small office and toilet facilities for the persons working in this area. Laying next to an access terminal on the desk inside the office, is a Stage III security ID. If the PCs enter the complex using the hangar elevator (# 5) they can use this ID to clear the security checkpoint at # 7.

2. Hangar: Empty

3. Fuel & Ammunition Supply Point: This area supplied the aircraft with fuel and ammunition. It has three fuel cylinders standing from floor to ceiling and several racks of missiles for the aircraft. There are 1000 gallons (roughly 4000 liters) of gas remaining in the fuel tanks. GMs may want to have one or two missiles still in the racks.

4. Hangar: Empty

5. Elevator: This huge platform elevator took the aircraft up to the surface hangar at # 26.

6. Hangar: Empty

7. Security Checkpoint & Personnel Elevator: This room has two turrets mounted in the North & South walls. Each turret has 3 Light Machine Guns (LMG) (Slug Thrower B). The dotted line on the map indicates the "safe zone" for the particular turret. **However, that area IS NOT safe from the opposite turret!** The Security Checkpoint requires a Stage III ID to pass without activating the hallway turrets. Or, Visitors could be cleared for access through the Security Office at # 8. Contact can be made from the Air Traffic Control Station at # 25. To gain access, PCs must insert a Stage III (or higher) ID into the terminal located at # 25.

8. Security Office: This office has two Security Robots ready to respond to emergencies. All

other security robots were destroyed over the years by the Specimens.

9. Hallway: The main doors have been closed to prevent the specimens from getting into the western portion of the complex. The doors will only open one at a time (similar to an airlock). Once the outer door has sealed, Red lights will start flashing, an audio alarm will start, and a female voice will be heard stating,

"WARNING.... COMPLEX AREA PAST THIS STATION HAS BEEN COMPROMISED... THIS SECTION IS QUARANTINED UNTIL PROTECTIVE MEASURES ARE COMPLETE.....YOU ARE UNDER QUARANTINE"

This will be repeated several times, and then the inner door will open long enough for all party members to leave the airlock. The outer door will not re-open! Once past the inner door, it will not re-open until opened by the A.I., or by using a Stage V Security Override ID (found in room 17). **THE PARTY IS NOW IN THE YELLOW AREA!** Once the inner door closes, the PCs will see piles of some type of mangled critter all over the floor of the corridor. The stench of decaying matter is almost unbearable. (see below) The yellow section of the hallway has a turret equipped with a Heavy Machine Gun (HMG) (Slug Thrower C). If any character moves, the turret opens fire! Usually, the PCs will jump into the first door on the left to get out of the line-of-fire of the HMG (# 17, below).

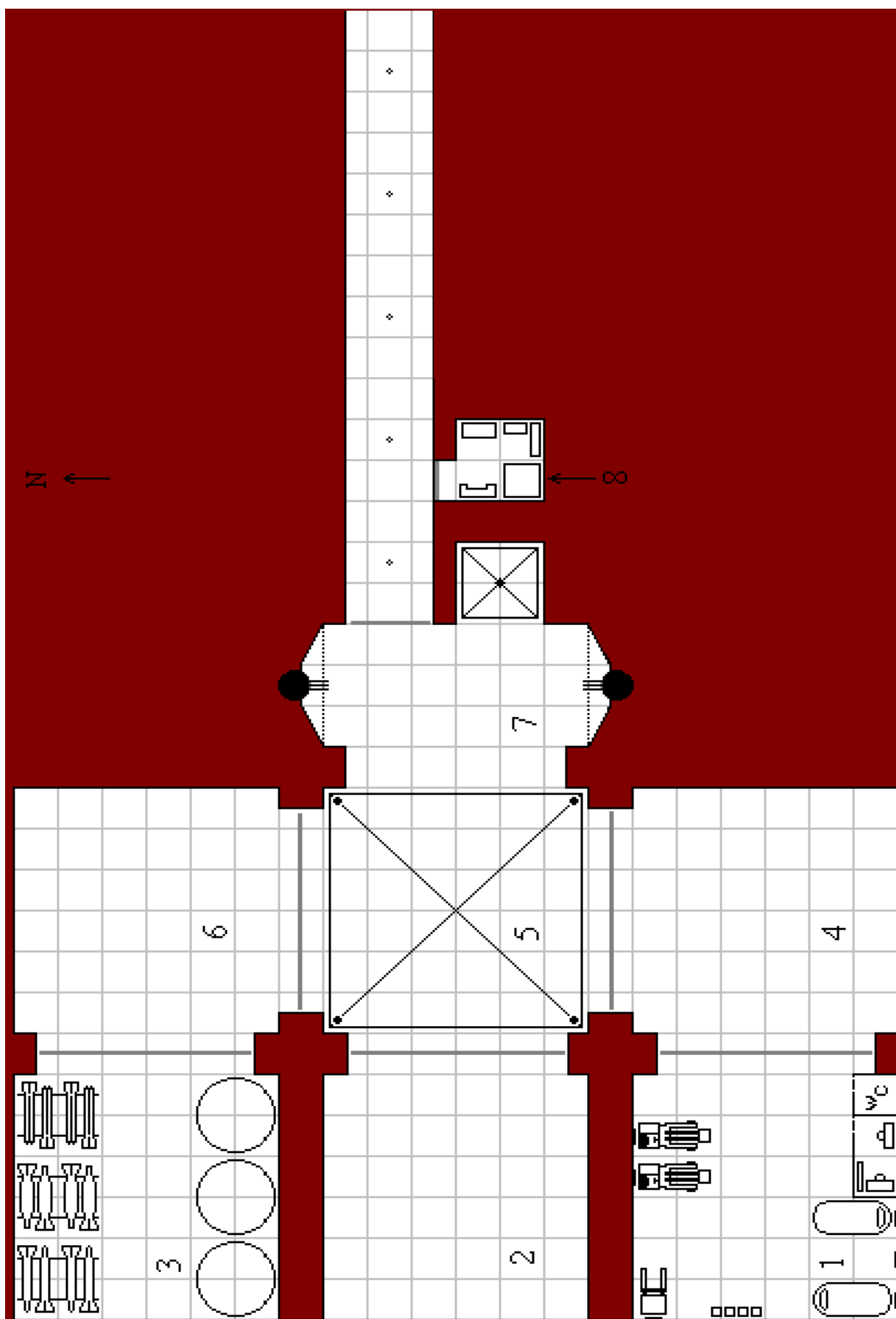
10. Main Computer Complex (A.I.): This is the room containing the A.I. If PCs get this far, the A.I. will finally believe that help has arrived. It will ask the PCs to help destroy the specimen menace. In return, the PCs may use this complex for a base of operations. It will also stop the turrets from attacking the players. Unfortunately, most of the personal equipment in the complex (laser pistols, rifles, etc..) has been used to fight the specimens or destroyed.

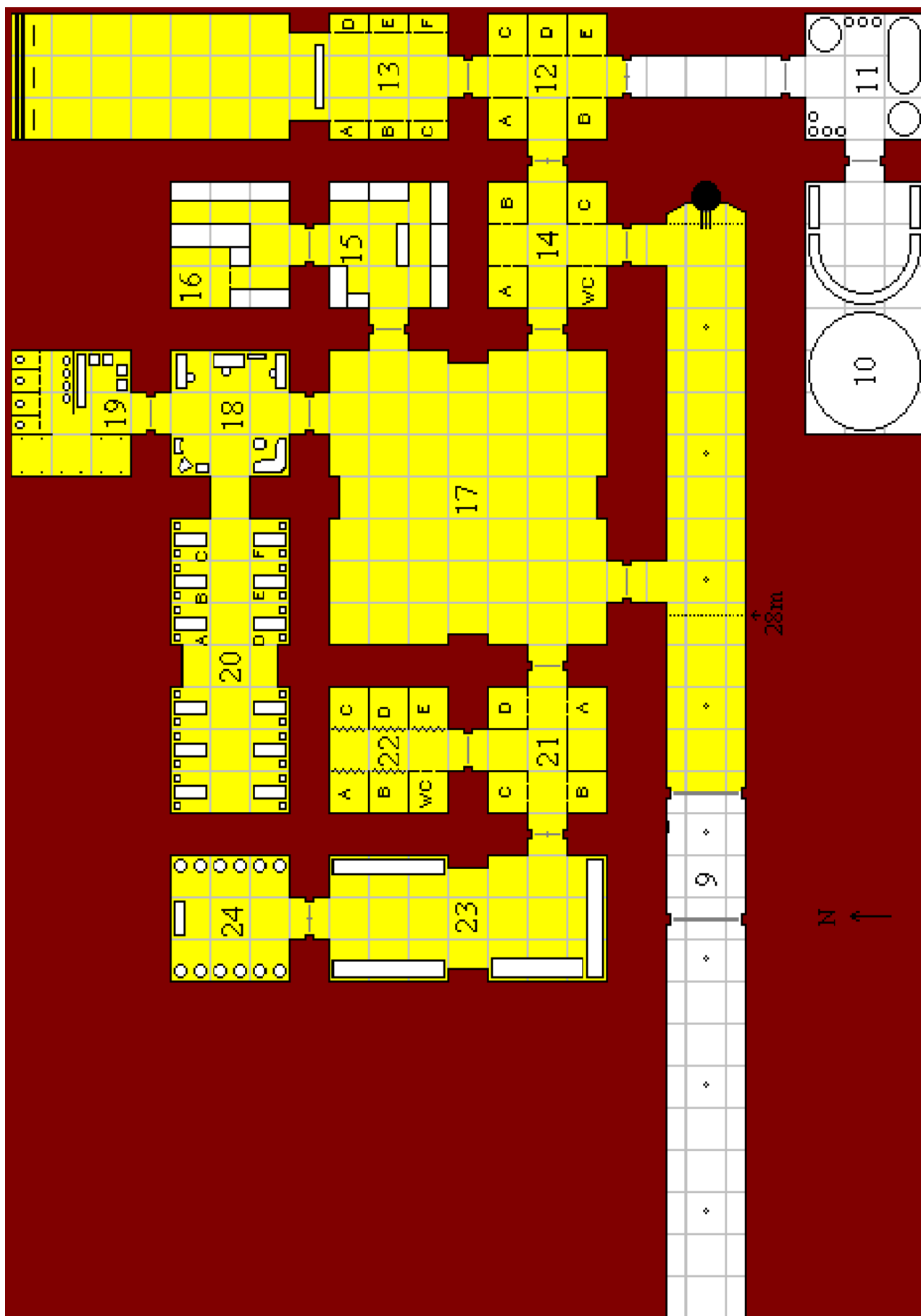
11. Command Center: Consoles, chairs, communications section, etc..

AREA UNDER SPECIMEN CONTROL

This entire area has been ransacked by the Specimens.

The floor, ceiling and walls have been covered with a dark, resinous substance giving it a "biological" atmosphere. Only the yellow portion of the main hallway (# 9) is free of this substance. NOTE: Give this a dark and forbidding feel to it. The stench of decaying matter (flesh?) is almost unbearable. Only the rotating red alarm lights still operate. This portion of the complex is dark except for the light given off by the red lights.





All PCs must make a saving die roll vs. CON at -2. Failure to save indicates that the PC becomes sick to his stomach due to the stench and is at -2 to all actions for the next 3 action rounds. This is only when the PCs first encounter this area. After being in the area for several action turns, they will become used to the smell.

12. Living Cubicles: These are very basic, containing a fold-down bed, desk, chair and built-in entertainment system. 30% chance of finding treasure from loot table. 05% chance of finding random Artifact (per cubicle).

13. Galley & Dining Area: This area has been ransacked by the specimens. They have figured out how to get food from the automats.

14. Living Cubicles: These are very basic, containing a fold-down bed, desk, chair and built-in entertainment system. 30% chance of finding treasure from loot table. 05% chance of finding random Artifact (per cubicle).

15. Supplies: This area held regular office supplies and general supplies for the complex. For ideas, see the Albuquerque Starport Mini-Module.

16. Equipment Room & Arms Room: This area was for the soldiers only. Research personnel were unauthorized. This area has been totally ransacked due to the heavy fighting.

17. Gymnasium / Entertainment / Ready Room: This was the "heart" of the complex. Most of the individual free-time was spent in here. Now, it is the main room for the specimens.

When the PCs enter this room, they will find 30-40, 1-meter-tall cylindrical objects spaced evenly apart across the floor. The objects appear to be made of cast iron, but a resinous substance glues them to the floor. Attached to the walls of the room, they see the desiccated, mummified remains of humans. Closer inspection reveals that each of these remains has a look of agony/terror on it's face and has a large hole in it's chest. One of the corpses is the previous station commander (# 18). Let them look at the bodies, but not enough time to search/loot them.

By this time, the players (but not necessarily the PCs) should have figured-out that they are in BIG TROUBLE! (heh-heh). Give them a few minutes of babbling terror, then have the PCs notice the movement of multiple critters surrounding them!

Remember that the Specimens want them for hosts and will not kill them unless absolutely necessary. (All damage done to them is stun damage; when they reach 0 or less hit points, they are unconscious.) If they decide to run, remind them of the turret in the hallway! (# 9). There are 8 specimens remaining.

If this is too deadly (or not deadly enough), adjust for what is right for your party, or just keep throwing a couple of specimens at them until they get really mauled and the players are fearing for the lives of their PCs. Then "allow" them meet the A.I. in # 10.

ALTERNATE: You could set the scenario to where all of the specimens are dead. Then one of the NPCs (or PC if you're really mean) gets a "Facehugger" from one of the eggs. (Uh Oh!) THEN the players can panic! But then, most PCs if they are smart would just waste the poorhapless NPC, eliminating the problem. If they do that, then have several of the eggs hatch (at least one per party member) and send face huggers against them!

18. Commander's Office: This is where the station commander spent the majority of his time. His corpse is in room 17. The corpse has a Stage V Security Override ID. To prevent misuse of this card by the PCs, you could have the card coded only for this complex... The office has been ransacked. Nothing of value remains.

19. Latrine/Locker>Showers: For the soldiers. 10% Chance of finding loot; 05% for finding functional artifact weapon.

20. Barracks/Bunkhouse: This is where the soldiers maintained their quarters. 30% chance of finding treasure from loot table. 05% chance of finding random Artifact (per bunk).

21. Living Cubicles: These are very basic, containing a fold-down bed, desk, chair and built-in entertainment system. 30% chance of finding treasure from loot table. 05% chance of finding random Artifact (per cubicle).

22. Privacy/Entertainment Booths: These booths contain individual "holodecks". The holodecks can be programmed. These are similar to the "holodecks" from the Star Trek series. These have also been ransacked by the specimens. Use the "Artifact Condition Chart" for each booth to determine condition.

23. Laboratory: This is where all of the research for the Specimens were conducted. If the PCs have the time, it is possible to retrieve the original data for the creature from the database. Also in the database is information concerning a special virus for destroying these creatures. Unfortunately, the information was not completed before the Specimens escaped.

24. Specimen Container Room: This is where the original Specimens were developed/stored. The container units have been destroyed.

The man tousled his long, blond mane trying to shake off the early afternoon drowsiness. The caravan had just started its slow moving again after a quick repast and gotten under way for yet another day. P'ter was impatient, he felt like he had been traveling for years. He betrayed his employers in thought many times but a man lived and died by his word, especially someone that hired out like him. Rumors, like in any other society and any other time, traveled very fast, "Faster than this dam caravan, that's for sure", the humanoid mumbled.

The warm wind on his face and his full gut reminded him just how he had gotten himself into this mess. P'ter wanted to get to the Lantic coast; he had heard that a man with his skills could do very well in that part of Meriga. He had just finished a small fetch in a 'droid infested forest and he longed for a change. The closest path to Lanta was across the deadlands and then through the grassy plains. He had been warned that it was a dangerous journey by an old trapper he met at an inn. For one, the deadlands offered no food or water. Everything in there was 'tainted' or 'cursed' and there was supposed to be some sort of 'living metal' worshipping cult to watch out for. He needed food both for himself and his mount so latching on to a caravan seemed the next best option. He remembered the old man again, "Then after the deadlands, come the plains. Them plains is fine, good game to be had and water too but problems is the Giant Kang Raiders." P'ter smiled, "The what raiders?"

The old man seemed annoyed, "Don't yee laugh at me boy. Ain't you ever seen a Giant Kang? No, I guess yee ain't? Well, let me tell yee. They is big, big enough to be ridden. I'd say about as tall as a brutorz but meaner! Them kangs have fangs and claws and..." P'ter interrupted him, "OK, I got it, They are big and mean but so is everything else out there in the wilds. So what else is new? Tell me 'bout them raiders." It was the old man's turn to smile now, "I see I got yer attention. Good. It just may keep yee alive. Yee just do what I tell yee. You see there is no way to get away from them raiders. They even got some ancient weapons and artifacts and they be a bloody bunch. They is smart though and are in it for the money it seems. I heard that they won't bother a lone rider unless he looks really rich." The man looked P'ter over and snickered, "You be fine out there, boy." The trapper's belly trembled with laughter and tears trickled down his weathered face. The humanoid didn't seem to mind and let him have his fun, "So what is yer recommendation then?"

"Oh, yeah that. Well, yee get yourself hired as an outrider. I take it that green bitch out there is yer podog right? Well, after yee crosses the deadlands then yee breaks the contract and continues on by yerself towards Lanta, got it? I'd go with yee but they won't hire me." It was P'ter's turn to snicker, "I wonder why old man? I wonder why?"

40

A soft growl from Britny brought P'ter out of his

daydreaming. He extended his hand to pet the podog reassuring her. "It's all right girl. You are young and it'll be your first litter but you'll be fine, I promise." The mutant had taken advantage that his mount had entered in heat and the availability of both a male and female podog with the other outriders. His bitch had started driving the male podog crazy and P'ter was persuaded to let Britny have her first pups. They should be reaching Lanta in a few days and a litter of podogs always brought good money. He should know, he paid dearly for his mount. She was not them telephatic dogs and that suited P'ter just fine. He didn't want his dog in his brain and Britny had proved her worth many times already. Her excellent smell and hearing were also something that the hunter learned to trust from the onset.

The other two podogs started a soft growling that suddenly turned to a high pitched howl. The last and fourth outrider's mount, a large brutorz, stomped his front hooves nervously and shook his mane. Shila calmed him down and stood up on the stirrups scanning the horizon for any trouble. It took P'ter some time to become comfortable with a woman in charge. But Shila made sure that everyone knew who was in command and P'ter found it hard to say no to a 6' tall amazon. Shila was dressed in a kevlar vest, her tanned arms writhed with muscles and her long legs were taut but not overly so. Her brutorz was outfitted with hardened leather barding with metal strips on the front and Shila made it clear that she could throw her heavy spear as well as swing her battle axe either mounted or on the ground. Although outfitted for war, P'ter found himself attracted to her right after he got past her strong front. Her voice was strong and oozed command, "All right. I can't see nor hear anything yet but my bet is that's it's not friendly. We're in Kang Rider country so let's prepare for the worst."

Slowly but surely everyone felt rather than heard the rhythmic thumping that signaled death. Shila yelled while patting her mount, "Get missile weapons, bows, spears whatever you have and be prepared to fight." She turned to address those riding inside the wagon, "Last time I checked, it was all able-bodied men in there so you six better help us out if need be." She dug her heels into her mount's rump and sprinted ahead, "Outriders, let's flank the wagon and take some distance; I want them to have some time should the raiders get past us. The kangs are coming from yonder, I can hear them now." P'ter took the right flank next to the woman while the other two men made their final adjustments to their slug-throwers. P'ter didn't trust them things, he had seen them jam and became useless countless of times so he trusted his own musket. He took pride in his weapon and made damn sure that it was always clean. His 'power' bag hung around his neck and his bag with ammunition weighed down on his side. "Yes it was old and yes it slow loading it up but no, it never jammed!"

Shila just took her heavy spear and cocked it back. P'ter knew her style from fighting off them critters back in the deadlands. She would throw her spear, and then get close with her large mount to swing down with her heavy axe. P'ter checked his own spear and patted his long knife. He would try to stay on Britny but he had a trick or two literally up his sleeve should things go otherwise. Unfortunately, the tall grass covered everything not on the road; somehow no grass ever grew on that hard surface the ancients built their roads with. There was no more time to speculate as the kang's bounded clear from the grass and showed their ugly faces.

Four riders bounded in unison as the giant kang's muscular hind legs sped them on. The kang's broke formation and turned to a series of short leaps and bounds that made them very hard targets indeed. Nevertheless, shots were fired. P'ter's own shot buried itself in one of the kang's but the beast never slowed down even though the hunter could see blood seeping from the wound. One of the smaller slug-throwers from the outriders hit with even less of an effect than P'ter's and a scream of rage and disgust was heard from the other outrider as he threw away his jammed rifle. The raiders fired their own volley of missiles and P'ter was mesmerized for a second just thinking how they could hit anything with the untimely gait of their mounts. They had slug-throwers and theirs didn't jam at all. One of the outriders was hit as he struggled with his jammed rifle.. P'ter moved Britny away from the line of fire hoping to draw one of raiders for him. That he did, unfortunately a precise shot from the man's rifle yanked a yelp out of his bitch.

Shila yelled at the top of her lungs, pulled her arm back and let her spear fly at close range. Her throw was true and the raider was thrown off his kang from the force backing the metal shaft. He writhed in the ground with 4' of steel protruding from his gut. The kang continued on its path and closed in with Shila and her mount. The beast lashed out with its front claws that had been fitted with metal blades for added slashing power. Her brutorz was well protected and kicked out with its powerful hooves. Crunching noises culminated the colt's kicks and Shila added her own by swinging down with her large battle-axe. Her horse snickered as the kang slashed out with its muzzle and ripped part of the brutorz's muscular neck. The stretch of the kang's head to bite at her mount brought it within close range. That was all Shila needed to split the beast's head with a mighty two-handed swing. Her mount kicked the animal one last time to help dislodge it of its rider's axe and then the brutorz continued on towards the other kang's. Shila reached down and felt the horse's neck for any significant wounds; she breathed easier as she felt that no major arteries were ripped apart by the kang's fangs.

The kang that had been wounded was in a nervous wreck and it was all its rider could do from keeping the beast from bolting. The out-

rider that still had his slug-thrower kept shooting with mixed success. It was hard to hit as the beast jumped erratically about and when he did hit, it wasn't always the rider. Still, slowly but surely, its rider was brought down and the maddened kang run away into the brush. The outrider whose rifle had jammed had to deal with his own nightmare. And it had fangs, sharp claws and shot lead slugs at him. His podog had gone down from a couple of shots from the kang's rider and now the man stood his ground. His kevlar vest protected him from the shots while he kept low to present the smallest target. Now that the kang was close, he stood up and thrust its spear at it. The kang swapped the point aside with one hand while the other slashed at the man's body. The man was as if frozen from the proximity of the large beast and could only stare at his own blood seeping out. Thankfully, he was put out of his misery soon when two sharp fangs bit through half his face. The kang pulled back its bloodied muzzle with a piece of the man's mouth hanging from one of its fangs. Its rider laughed and turned the beast to face another enemy.

Another shot from the kang rider and this time Britny buckled. The podog yelped in agony and her front dipped; she could no longer stand on her left leg. P'ter jumped off and cursed his luck; he wanted to heal his mount but there was no time. He threw his spear in a vain attempt to even the odds as the rider approached. The shaft flew wide of its mark just as P'ter prepared to sell his life dearly. His bloodshot eyes filled with tears as the hunter looked upon his prize mount. Britny yelped in unison with the other podogs and snarled at the coming enemies.

Two arrows hummed near P'ter's head coming from the wagon behind him. The first shaft bit deep into the kang's side while the other one buried itself in the side of its neck. Blood tainted the brown-striped yellow fur and the kang started to bolt. It seemed the rider could handle the beast's rage but then the kang leaped and jumped throwing his rider off. The man landed deftly on his feet and looked for another mount. He brought three fingers to his mouth and issued a long, ululating whistle. P'ter could not believe his eyes and he felt his heart skip a beat, there were more riders within view, about eight more coming down the road towards them.

The raider wasted no time, whipped out his stun-stick and rushed the humanoid. P'ter saw the gloved hands handling the meter-long numb-stick with great ease. He had felt the sting of them before; the mere touch of the stick would give you a jolt up your spine that threatened to stop your heart cold. He had heard of that happening but the most common effect was the numbness and lack of control of whatever limb the stick touched. It also left a good-sized burn mark wherever the wielder 'kissed' you. One outrider was down; Shila and her mount were battling the last raider mounted among them while the other

raider had retreated back to the wagon. Britny growled defiantly as a loose kang closed in on her after it had made short work of one of the podogs. The raxoken bellowed in pain as the slow-moving wagon started to pull away from fray. P'ter shrugged his shoulder and yelled at the top of his lungs.

The man strode confidently up to him, the stun-stick never stopping in one place and his hands danced in front of him. The afternoon sun glinted off P'ter's long blade and the mutant pulled out another item from up his sleeve; it was round, about 10 cm long and fit snugly in the palm of his hand. The stun-stick's throbbing was heard as the two men got closer and P'ter's blade came to life. A thin, vibrant red light shimmered and beat much like a heart; the light formed a thin stiletto. The raider closed in swinging his energy stick in a two-handed overhead chop as if he possessed a battle-axe. P'ter raised his metal blade and stepped aside trying to disembowel the man with his energy stiletto. Sparks flew from the contact between the stick and the metal long knife and the numb-stick continued down P'ter's naked arm. The humanoid yelled and dropped his metal blade; his arm hung limply by his side. P'ter's vibro dagger cut the man's armor as a hot knife sliced butter but it barely touched his flesh.

The raider looked about and smiled as the rest of the kang raiders closed in on the scene. He spat a curse towards the humanoid and charged again wary of the energized weapon. P'ter waited for him and plunged his pulsating stiletto deep into the man's midsection. The raider deftly stepped aside and lightly touched P'ter with his stun-stick. The hunter's hand unconsciously opened letting go of the man's last chance for survival. The raider grinned showing a gaping hole where his front teeth should have been and closed in for the kill just as P'ter tried backpedaling out of the way. The hunter had a sudden vision of Shila galloping towards him ahead of four kang raiders but she was much too far away to affect the certain outcome of the battle.

On hindsight, P'ter would have never call it bravery since there really wasn't much more for him to do. He taunted the raider with curses inviting him on for the kill. Unfortunately, the man kept his cool amidst and slowly closed in. P'ter welcomed him and rushed forward to hug him with his good arm. The mutant bit hard while willing forth his strongest power. Electricity coursed deep from within his body and shook both men for a couple of seconds. The mutant almost passed out from the strain; he had a sudden vision of the grass coming up to meet him.

The mutant must have been out for only a couple of seconds; he woke up just in time to see his podog bitch go under the onslaught of two giant kangas. He grabbed the stun-stick but dropped as soon another discharge jolted his hand. At least six more kangas with riders were heading

his way and towards the wagon but Shila kept ahead of them. The huge brutorz was actually widening the gap. The amazon woman raised her weapon and yelled for P'ter. The horse's white pelt soiled red-brown with the amazon woman brandishing a bloody, two-handed axe galloping at full speed towards him looked like a scene from hell. Shila slowed down just enough to help P'ter up. A muscular arm lifted him from the floor while the mutant screamed and complained about his weapons, his dog and his promise to protect these people. It was useless, Shila picked him and the two thundered away towards Lanta leaving the carnage behind. The mutant left many things he treasured back in the battlefield; some he would replace or forget with time except a promise he would take to his grave. He mumbled through smashed and bloody lips, "They is gonna pay, gonna pay for Britny and her pups, my weapons and these here people. They is gonna pay for all of this...in blood."

M a r c h 2 0 0 0 .
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The Apocalyptic Post

Rumors Amid The Ruins I Saw My World Crumble Moses "Wolfy" Wildermuth

My name was Michael Thomas Jacobson, I am now known as The Old Sage Mike. I was born into a world that has fallen into the realms of legend, but that legend has strayed far from the truth, and so I write this account so that others may know. I saw my world crumble and then explode.

The world began to die many years prior to the Last Day. For nearly a century prior to my own birth, war, famine and deadly diseases had become obsolete. Law and order was enforced by the United World Government, the world's weather was controlled by sophisticated system of satellites, and genetic researchers had developed ways to feed and immunize increasingly larger populations around the world. As a result, people lived longer, richer lives. For a while, many thought they had created paradise on earth, but they were wrong. The civilization built by the hand of man could no longer sustain its own growth. Over 60% of the world's land masses and 17% of the world's waters were covered by concrete, asphalt and duralloy. The newest housing and development projects for the wealthy took precedence over maintenance of existing infra-structures in the cities where generally poor and elderly citizens lived. These areas of the old cities were in constant state of disrepair- roads, homes and businesses either abandoned or looking like they should be, while only moments away via hover bus stood a brand new multi-million dollar government complex paid for by those people's tax.

The accelerated use of robots and androids in manufacturing and office work was at first seen as a boon to both employers and employees alike, but as these mechanical workers became more and more adept at their tasks, employers were quick to see that the employees themselves were no longer necessary. This resulted in millions of layoffs and massive unemployment world wide, causing a major economic collapse. The United World Government intervened, requiring at least one human worker per three robots or androids on the job-site. The remaining displaced workers were given training and stipends, but in the end, hundreds of thousands more swelled the ranks of the poor and homeless. Abandoned homes and businesses became makeshift apartment complexes for many until local law enforcement agencies forced them out, back into the cracked and ruined streets.

I saw my world crumble. People were living longer but most would grow to hate nearly every moment of it. Protests and demonstrations began to become commonplace. At first, the United World Government ignored the scenes, but after a while, the media were persuaded to portray the demonstrators as anarchists and malcontents. People with jobs and security and homes saw the United World Government as the source of their prosperity and could not fathom why anyone would want to criticize the system.

Protests turned into riots when "loyalists" would clash with "anarchists" on narrow decaying streets. These riots were then suppressed by the world military, sometimes in extreme fashion destroying entire blocks of the old cities, killing many and creating even more homeless.

I remember the Last of Days which was followed by the Long Night very clearly. I was one of the privileged few, a supervisor over many robots and androids. I was driving my hover-vette from Omaha to Des Moines. While discussing plans for the day with my top supervisory borg, Giff, the transmission was suddenly cut, replaced by static and white noise and snow on the vid. Looking ahead to the east, I saw the sight I can never forget. There on the horizon, approximately 30 miles away, a big red cloud formed into the tell-tale mushroom shape. My heart stopped and my foot hit the decelerator. Spinning around the way I came, I saw the other red mushroom engulfing the west. I pulled off to the side into a field of gen-enhanced corn-mato plants and threw up. A short while later I was joined along the side of the road, by other drivers, some not nearly as lucky as I. The advanced design of my hover-vette had protected me from the worst of the radiation. Of those that pulled off into the field with me that day only five survived the burns and radiation poisoning. Those remaining five were sick for many weeks. We built a shelter from our various vehicles and survived on corn-matos while waiting for the sun to reappear. It did not. When the other survivors recovered, they had been changed. Alex could start a fire just by thinking about it, and his wife Jan slapped me in the face twice before I realized she could hear my thoughts. Their son's bones were turned rubbery and he was able to twist his body into improbable shapes and stretch his arms and legs for many feet. We thought we had lost his little 3 year old sister, until it was discovered she could become invisible. The fifth survivor, Gus, was a hover-trucker, big and burly before, he actually seemed to grow in size as he recovered from the radiation sickness and he had gained the strength of 10 men. I had seemed totally unaffected by the radiation, and for many years that is what I believed.

Then the ghouls came. We think they were survivors from the outskirts of the cities. They came to look for food and they were not very particular about where the meat came from. Alex, Gus, Jan and I fought them off, but we realized we could not stay in the field forever. We decided to part. Each taking our own vehicles in different directions; each vowing to contact the others if we discovered any traces of civilization. I never heard from them again, nor did I ever discover why the nukes were dropped, and now 337 years later, I doubt I ever will.

I have been running a campaign (of sorts) at Pentacon conventions for the last 10 years. This convention meets in Ft Wayne IN every November, usually on the second weekend of the month. Most of my scenarios have been set in or around Vegaz (Las Vegas). About the only common material is the background; I get new players, new characters, new storylines, and new NPCs each year. I use the v4 rules (more or less).

This year, Pentacon was scheduled a bit early - the weekend after Halloween - so I decided to have a spooky feel to the scenario. As I usually have a wild-and-wahoo style game, the spooky part kind of fell apart in a hurry. Oh, well. I took a suggestion from the WotC message boards, and printed a copy of the Deadlands: Hell on Earth adventure "The Shape of Things A-Coming" from their website. Then I went to work modifying it.

The PCs (a partial list of what became important)

- 1) Humanoid. PS 24 DX 5. Heightened PS, Antlers, Taller(+80%), Photosynthetic Skin, Telekinetic Flight, Gamma Eye. Enforcer - makeshift weapon/armor 6
- 2) Mutated Cactus. Razor-Edged leaves, Saw-Edged Leaves, Dissolving Juices, Telepathy, Mechanical Genius, Fear Generation(16), Total Healing(17), Thorns and Spikes. All humanoid traits. Esper.
- 3) PSH. Examiner
- 4) Mutated Macaw. IN 23 DX 19. Light Generation(17), Radar, Duality, Military Genius, Stunning Force(16), Beguiling, Heightened IN. Anti-stealth (brilliant colors). Scout - Wilderness Survival 6
- 5) Humanoid. Partial Carapace, Radiating Eyes(14), Psychometry, Confusion(8), Cyrokinesis(16). Esper.
- 6) Humanoid. Partial Carapace, Heightened Balance, Horns/Antlers, Radiated Eyes (16), Plant Control(17). Classless (merchant).

The NPCs

15 Goons - All have 1 mutation. All use stats of 10 unless I had a reason to do otherwise. I used two mutated Plants, 7 Humanoids, and one each: Coyote, Armadillo, Camel, Termite. 5 were armed with 6 Spears each. The rest had a Club. One Plant rolled Poisonous Thorns as his mutation, so I gave him a Blowgun and let him pull 1d10 thorns off himself (that smarts) to use as ammo.

Eyebiter - the leader. PSH Carries a Revolver (15 bullets) and wears Studded Leather Armor (AC 16). Has an IR Laser Pistol w/battery hidden away for tough cases. Due to PS and DX bonuses,

has a +3 bonus "to-hit" for all combat. Book describes his nickname as being derived from his favorite melee tactic.

The PCs began as the survivors of an ambush against a merchant caravan. The caravan was supposed to be going from Vegaz to Fenix. Fenix (which is barren nasty desert) is the Zona nomads' traditional political center. Nobody wants to live there - no grass for animals - so it makes a good place to meet and settle disputes on 'neutral ground'. Sore losers can be dumped in the nearby Sonoran Desert (which is like Dune IMC). The merchants in the city-state of Mead (Lake Mead, near Vegaz) found out about this arrangement and decided it would be the best place to meet the nomads and conduct some trading. So off they went. Along the way, they met somebody tough enough to take out an escorted caravan. (I haven't decided who; maybe one nomad clan wanted the really good stuff for themselves and for free.) The PCs, waking up and finding themselves alone in the desert, decided it might be a good idea to scavenge what they could from the wreckage. This took the form of rolling on the standard equipment tables. They found some chain, some rope, a map, a compass, and a little food. I permitted them to make Spears out of shards of wood. This allowed them to have weapons of a sort. PC#1 decided to try to make a makeshift weapon. He rolled a '1' - perfect success! Checking the TL1 weapon charts, I decided he had made a Morning Star (most damage) with automatic double-damage. Given his PS modifier, this worked out to $(2d6+3) * 2$ HP of damage to target each swing!

The Macaw, meanwhile, had decided it might be a good idea to take a look around. The caravan was in a valley, going uphill, with hills to left and right. He saw a dust cloud coming from the left. The Telepathic Cactus rolled successfully to Scan the area, and confirmed a dozen or so minds coming their way. The Macaw also saw a storm front coming up out of the Desert and over the mountains. Movement away from the wreck and towards shelter suddenly seemed like a good idea.

After a few hill-and-valley crossings, the PCs saw a huge building in neo-cube architecture. They also saw that the chasers were not gaining, but the storm was. They chose to find a way in the building. This fortified structure had had its front gate forced open by a vehicle crashing through it and into a wall. They found that the smashed vehicle had not really damaged the wall, but had broken a single window. Except for the Taller guy, everybody fit in. He took 1d6 from sharp glass shards on the way through the window frame. Inside they found tables and benches bolted to the floor. They concluded they were in a jail. (I later was told that one PC had played the scenario in Deadlands format; oh well. Teach me to steal other games' ideas!)

Inside the dark building, they set a trap for the pursuers.

The Apocalyptic Post

Mutants, Martyrs, and Madmen New Physical Mutations (For 5th Edition) Colin Chapman

To no avail; the pursuers (who by now were in the storm) were let in the building by the back door, so says the script. After a little bit the PCs set out to explore the building. They went through one floor of the front office complex, then found a passage to the next building. Off they went.

In the next building - a cell block - they were to get their first clues as to the horrible Abomination that lives in the jail. They looked carefully around and found the second passage into the cell block. They went through and ran into the pursuers in the passage. Exit, stage rear! Back in the cell block they barred the door closed and set up a battle plan. The macaw flew up to the second floor balcony over the door and held his Stunning Force at ready. The Tall Humanoid set up for a charge with his Antlers. Two other Humanoids took up spear-launching positions, one to left and one to right. The PSH was standing in the middle of the room, all his spears in hand.

The pursuers rushed down the hall and into the cell block, 1d6 at a time. On the first turn of battle, not a lot happened; spears were thrown all around at the leader. This did not kill him. PC#1 set out on his charge.

On the second turn, PC#1 continued his charge. (Due to his low DX, his action came last.) More foes came out the door. Confusion and Fear Generation were used on the foes, successfully - two tried to run back out the door. This stalled the mob's momentum RIGHT IN THE DOORWAY. The PSH threw another spear at whoever was closest. Then PC#1 arrived. He rolled well (a 2, I think) and impaled his target. Ouch! Due to the size of his rack of antlers, he also swept up two more guys with him. Because of momentum and low DX, I ruled that he would take a full turn to stop and turn around.

On turn 3, more Fear Generation and Confusions. Spears actually were fired at the PCs. The charge ran out of steam with (I finally thought to do a head count) PC#1 vs 6 foes, 1 of whom was impaled. The impaled foe failed his DX roll to get off the rack (and PC#1 failed his DX roll to get him off); he was still impaled, blocked PC 1's sight, AND was laid across so as to block weapons blows, too. The other foes all swung at PC#1 but hit their own guy, killing him.

By turn 4, it had become obvious that our PSH had a problem: he was outnumbered 10-to-1 (or thereabouts) and we had no more effective fire support. The Macaw took this opportunity to remember that he had been doing nothing all this time, he was a Military Genius, he had surprise, and he had Stunning Force. He used the latter. It succeeded. The whole mob, and our PSH too, fell down flat. The other two PCs in the cell block hopped down and charged the prone crowd, planning to deliver coup de graces. They knew they would have at least 1 minute of free hits. PC#1, in the hall-

way, and his crowd were not affected. They did have to make morale rolls. Half passed; half failed. I ruled that the ones nearest the door away from the fight were the ones who failed; they ran away. Without telling the players about it, I checked which people had just run away. Eyebiter (there goes his bossmanship), the Poisonous Thorns plant (darn), and a Clubman. The other two foes fought on. They swung but missed, striking the dead body of their companion. PC1 got out his makeshift Morning Star and swung. He hit. This blow halfway-killed one opponent. Our Cactus (who had been out to see the restroom) came back into the battle and charged into one of the Fearful. This set off his fresh Dissolving Juices (5d6 - SPLAT). That nearly killed the unfortunate fellow. Then the Cactus rolled for the Razor-and Saw-Edged leaves. When all that was done, the Fearful one was, in fact, dead.

The next turn or two saw the Macaw delivering coup de graces (two at a time - Duality) while the Cactus and the Humanoids ran down to help our Taller friend. Not that he needed much help. After taking a turn to pull the dead guy off his Antlers (and taking a few blows), he was ready with the Morning Star of Death again. WHACK and the wounded foe went down. The Cactus decided it might be fun to use the remaining fellow as 'home plate' and slid into him (fortunately making his to-hit roll for a charge attack), knocking the fellow off-balance. The Cactus succeeded, and the foe failed, to make a DX roll. This put the poor guy on top of some Leaves (again). The wounded fellow now made a Morale Check, and failed. He just lay there, blubbering.

Meanwhile, back in the cell block, all the foes had been coup de graced by the Macaw. The PSH, who takes double effect from Stunning Force, was still nowhere near recovering. The Macaw moved him into an open cell. Just in time - the Abomination had heard the ruckus and flowed over the floor, looking to see what was up. It had time to absorb two of the fallen foes as the other PCs came back into the cell block. A quick conference - what do we do about that THING?! First, let's get the GM to give us a description...

I have a skill for the anticlimactic, and it came through again - at this point, the house loudspeaker came on and announced that the Gaming Session would be over in 10 minutes. Darn, this is just the wrong time! We took names all around, and began packing up our stuff. I hope to see these guys again.

PENTACON 16 is scheduled for the weekend of 2-4 Nov 2001, at the Ft Wayne Grand Wayne Center / Hilton Hotel. All readers are invited to attend. I will be running something that Saturday morning (if I get my request for a slot).

The Apocalyptic Post Webpage

Download the .pdf or read The Post online.

<http://otherworldgames.com/apocpost/>

Alternity Mass Battle Conversion

Savoy has been hard at work on a fantastic conversion of BattleSystem for Alternity. Be sure to also look at his campaign on the main page.

http://members.nbc.com/savoylen/massbattle/mass_battlesystem.htm

Gamma World Product List

For a list of all GAMMA WORLD® Products ever produced, look to Scott Kent's site at

<http://www.pcisys.net/~sfkent/gammawld.htm>

and check out the Product List link.

GAMMA WORLD® Web Ring

There are many great sites in the GAMMA WORLD® Web Ring. You can get a list of links to the sites at:

<http://www.webring.org/cgi-bin/webring?ring=gammaring>

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<http://www.ringsurf.com/netring?ring=gammaring;action=list>

E-Mail Lists

There were two unofficial mail lists dedicated to GAMMA WORLD®, and one WOTC-hosted mail list. But alas, one of the unofficial lists has fallen, the Saranxis group is now no more. But do not despair, the Egroups list and the WOTC list are more than capable of helping you out.

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gammaworld-subscribe@egroups.com

Or go to this EGgroup's home page at

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To subscribe, send a message to:

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Newsgroups

There is a newsgroup on Usenet dedicated to GAMMA WORLD®: alt.games.frp.gammaworld.

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Since this is a fan-based magazine, submissions are more than welcome. There are not many guidelines but there are some.

> Please send all submissions to (gammazine@egroups.com) an ASCII .txt file if you can. That means notepad style or whatever, ending in a .txt format, without fancy stuff. If you have tables that must be formatted otherwise, send them as a Word doc if you can, otherwise we can make do. When submitting anything, please put "submission" in the subject line to make mail sorting easier.

> Picture files such as .gif and .jpg (no .bmp please) are accepted, but we may impose a file size limit if we find things getting to large. When thinking about size, be reasonable, you know how large the thing is if you printed it. The webpage may have a larger pic if you wish, just make sure we know.

