The Apocalyptic Post

Volume 1:
Issue 5:
Winter/Spring

An Unofficial Gamma World E-zine

Includes original content by:

Derek Holland
Derek Winston
Kerry Jordan

Moses "Wolfy" Wildermuth
Randy Messick
Sean Kindred

The Apocalyptic Post

- **Volume 1: Issue 5: Winter/Spring**

Table of Contents; for both the lazy and the organized

Table of Contents

- The Mutant Menagerie

The Ecology of the Land Shark - Kerry Jordan	1 - 3
The Ecology of the Borer Beetle - Kerry Jordan	4 - 5
Various Mutant Plants and Animals - Derek Holland	6
Giant worms - Derek Holland	7-8

- Gamma Flora

Thorny - 4th ed. Plant critter - Derek Holland	8

- The Arms Race

New weapons for 1st edition - Randy Messick	9 - 11
Primitive Ranged Weapons - Derek Holland	12
GW5 Bio-Weapons - Sean Kindred	13 - 16
The Gamma World Shopper - Derek Winston	19 - 26

- Mutants, Martyrs, and Madmen

Easy NPC Creation for GW 5th ed. - Derek Winston	27 - 29

- Irradiated Errata

New Ability and House Rules - Derek Holland	26
Treasures of the Ancients Unofficial Errata - Moses "Wolfy" Wildermuth	29

Covering All Versions of the GAMMA WORLD® RPG

The Apocalyptic Post is an eZine dedicated to the **GAMMA WORLD®** roleplaying game. It is offered free of charge to all interested parties and is not to be sold in any form. It may be printed if distributed free of charge.

The Apocalyptic Post supports all six 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®, d20, etc**).

GAMMA WORLD®, **ALTERNITY®**, and **METAMORPHOSIS ALPHA®** are registered trademarks of Wizards of the Coast, Inc. This work is not authorized by, nor affiliated in any way with, Wizards of the Coast, Inc. Nothing herein is to be construed as a denial of, or challenge to, Wizards of the Coast, Inc.'s ownership of these intellectual properties. All original content herein are the intellectual properties of their respective author(s).

Apocalyptic Post
© 2000 Benjamen Hebert, et. al.

THE SLEETH SPEAKS

It seems that these days we are only three steps from living Gamma World. Problem is that when the bombs drop, we aren't going to be sprouting any wings. However the idea of humans with wings is something not so far fetched anymore anyways. Before Gamma World, we get to live in Cyberpunk, remember.

Already we have robots to fight our wars. A recent article in the New York Times talks all about the uses of robots in the combat field ranging from spotting to killing. Laser light weapons are not a thing of the future, but rather a reality today. Taking animal husbandry to the next level all together, we have found both the human genome code and the secrets to cloning.

Without the benefit of DNA level manipulation, people have done some pretty crazy things with our animals already. Look at the freakish assortment of our 'best friend' the dog. Most of these breeds have been cultivated by human hands. Now natural selection and evolution has its hand in the dogs look, but we are the reason for many of the more exotic (and helpless) versions. Now that we can go beyond the mating level and REALLY get in the works of these beasts, imagine the results that some of the fanatics create. It will be interesting.

Beyond pets, think of what people will do to themselves. Think of some of the folks we have today when their options are only piercing and tattoos. Now add gene manipulation to the mix. We'll have a very different society 100 years from now.

So as the saying goes, truth can be stranger than fiction. For the time being we get to retreat to our own varieties of our own shattered future. Cheery? Remember it is post-apocalyptic game, not post-picnic. This issue has some real cool stuff in it that I think will let your world shine.

For example, check out Derek's Plant and Animals feature, it is a great resource for 'flavor' to your campaign and setting. Also, you will find piles of weapons and charts to help flesh out a quick game or to answer the question, "What can I buy in this town? or "What is there to do here?" Enjoy.

Benjamen Hebert

Until next time. Send your comments, concerns, and submissions to gammazine@otherworldgames.com

The Ecology of the Land Shark - 5th - Kerry Jordan

"Ah, come to ol' Bram for information have ya? Well, you're smart for beginners, I'll give ya that. Of course, if you were really smart, you'd turn around, head back out that door, and try to 'prentice yourself to a useful trade. Not goin' to listen, eh? Guess I can't blame ya... I didn't listen at your age neither."

"Well, let's see... you're wanting to know about the Dead Zone? Dangerous place... not too many know about it since not too many ever return from it. Oh, I've been there - at least 'round the edges. I've never been real deep into it, but I have learned a few things. For instance... ah, the memory seems to escape me... I'm just so preoccupied with trying to make a living now. Perhaps I should have saved more of my wealth from my youth, but hind-sight is 20/20, or so they say... oh, you're so gen'rous... with an offer like this, I might be able to push back my money worries for a time..."

"First things first, if ya go too far into the Zone, you're goin' to need some protection from the Glow. Along the outskirts, it's not much different than anywhere else, but once inside, you'll get one heck of a sunburn - even at night."

"Second, and ya better be listening, boy, the place may seem desolate and lifeless, but the shifting sands hide deadly predators. One of the worst is land sharks. Never heard of 'em? Why am I not surprised? Land sharks are just what their name implies, sharks that swim through sand like water. They're large monstrosities, roughly 4 and a half meters long, with nasty bites and dark hides, but ya usually won't see too much of them before they strike; they travel below the surface of the sand, with only their large triangular fins visible. They tend to circle their prey before attacking, continuously spiraling in until ready to strike. I'm not real sure of the reason why they do this - perhaps some sort of hold-over instinct from their ancestors, or maybe they're trying to determine the strength of their prey. An ol' partner of mine and I use to argue about their intelligence... let's see... what was his name? Jimm? Jason? Bah, I guess you can tell age has robbed me of more than my good looks. Anyway, I always thought the bastards acted too damn smart for some blood-thirsty animal. They always seemed to know when we were at our weakest, and they never let up. Once, a group I was with was tracked by a pack until we reached solid ground, about 10 miles away from the dunes where we first encountered them. Oh, smart guy, huh? Yes, the width of the Dead Zone is less than 10 miles, but I never said that land sharks could only be found there, did I, boy? That particular group I was with was attempting to 'stablish a trade route through the Barren Wastes. It was a rather unsuccessful attempt and seeing as how it's not what ya paid for, I don't think I'll go into it. Now sit back and be quiet and ya might, and I mean might, learn something."

"The best way I know to harm a land shark is to target his back fin, preferably while he's still circling. (Those things are darn hard to hit coming in straight at ya.) Of course, if ya really want to press your luck, you can wait until he bursts out of the sand, but that's not an option I'd recommend. Well boys, it's been nice talking to ya <JINGLE, JINGLE>, but I really got to go... the Misses will be expecting me soon, and I've yet to find a weakness I can exploit of that vicious beast..."

The land shark's length ranges from 4 meters to 5.5 meters. Its hide is generally a dark tan or a light sand color (in order to more easily blend with its surroundings).

While prowling for food, a land shark's dorsal fin will be extended its full 1.5 meter length above the sand.

The dorsal fin of a land shark is actually composed of minute, filtered openings which act together to form a kind of nose. A land shark hunts by exposing the fin's sides (and thereby exposing his filtered openings) to the wind; thus, allowing it to track the scents borne by the air. When within roughly ten meters of its prey, the land shark will begin to spiral toward its intended prey in order to determine the prey's exact location.

Land sharks are not smarter than other animals; they are simply drawn to the smell of blood and are very tenacious once blood has been drawn.

The sand through which a land shark burrows provides him with extra protection against attacks (consult land shark description). The only instances a land shark is not protected by a layer of sand are when it attacks and when it is hunting with its dorsal fin exposed.

Land Sharks - 5th

These vicious mutated descendents of the tiger shark are the terrors of the desert.

Game Data

STR	15 (d4+12)	**INT**	2 (Animal 10 or d6+7)
DEX	13 (2d4+8)	**WIL**	8 (d6+6)
CON	13 (d4+10)	**PER**	1 (Animal 3 or d4)
Durability	13/13/7/7	**Action Check**	15+/14/7/3
Move	crawl 1; burrow 20 (sprint); 12 (run); 4 (walk)		
# Actions	2	**Reaction Score**	Ordinary/2
Mutations	Directional Sense, Life Detection*, Telekinesis* * These mutations differ from the norm; consult the land shark's description for detailed information.		
Attacks	Bite 15/7/3 d4+3w/d6+3w/d4+1m LI/O		
Defenses	+3 resistance modifier vs. melee weapons Thick hide: d4 (LI), d4-1 (HI), d4-2 (En)		
Skills	Stamina [13]; Awareness [8]-perception* [10]; Investigate [8]-track* [14]; Resolve [8]-physical resolve [13]. * These skill scores are based on the land shark's exceptional sense of smell, its life detection mutation, and its directional sense mutation.		

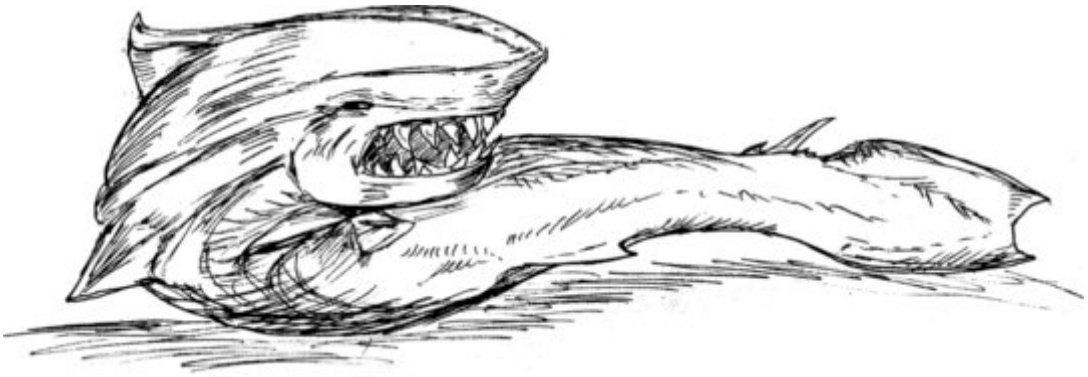
Description: Land sharks average 4-5.5 meters in length and have dorsal fins that normally extend 1-1.5 meters above their bodies. Their dark tan or light sand-colored hides are very thick and rubbery. The land sharks' pectoral fins have developed into short, stubby claws, while their eyes and ears have disappeared, leaving only slightly bulging nodes in their hides. Their gills are still functional, but are not used in the same manner as their ancestor's. Land sharks have developed respiratory systems that allow them to inhale and expunge air through their gills, which have developed a thin membrane to filter the dust out of the air. Additionally, the land sharks' dorsal fins have developed minute pores along the sides which allow the fins (when against the wind) to be used to scent potential prey. These pores are filtered like the gills and may be used to breathe fresh air while the land shark is burrowing through the sand.

Land sharks move by burrowing through loose sand or gravel. Their pectoral claws only assist them with this movement; they could not move in this manner without the aide of a special form of telekinesis. Land sharks mentally provide themselves with "air bubbles" by creating an empty space, centimeters in width, between the upper body and the sand. These air bubbles allow the sharks to breathe for a limited time even when completely covered by sand (via the gills), and by moving the bubble along with their bodies, land sharks can travel swiftly through the sand. The land sharks' telekinesis is limited: it is only strong enough to allow travel through sand or loose gravel and even then, only to a depth of four meters before the weight of the sand becomes too great to shift. Additionally, their telekinesis cannot be used for any other effects other than those described above.

Encounter: Like most desert inhabitants, land sharks usually hunt for prey during the hours surrounding dawn and dusk. They hunt by burrowing just below the surface of the sand, allowing their large dorsal fins to extend above the sand's surface in an attempt to catch the scent of prey. They can smell most living creatures several kilometers away, and the smell of blood can draw them from up to five kilometers away! They do not burrow the entire time they are hunting, but instead, intersperse their movement with rest periods where they remain motionless. During these rest periods, land sharks are careful to keep the scent openings along the sides of the dorsal fin oriented against the wind.

The sand through which a land shark burrows provides it with extra protection against attacks. The sand acts as armor with the following defense values: d6+1 (LI), d6-3 (HI), and d6-3 (En). (For those of you skeptical of these values, just remember that sand, in the form of sand bags, is used as an effective defense by most militaries.) This protection does not extend to the dorsal fin if it is raised above the sand's surface, nor to the shark's body during the combat phase when it leaves the sand to strike. A character attempting to hit an approaching land shark's dorsal fin with a ranged weapon (i.e., when only the leading edge of the fin can be targeted) suffers a +3 step penalty. There is a chance that if the land shark's dorsal fin is damaged, it will burrow away to seek easier prey. If wound or mortal damage is caused to the dorsal fin, the land shark should make a Resolve-physical resolve skill check. If the land shark fails, he will submerge below the sand's surface and burrow away from the attack for 2d4 combat rounds before raising his dorsal fin to hunt again.

When land sharks scent potential prey, they do not burrow directly toward their next meal, but instead, tend to travel at an angle (usually only 10 degrees), crisscrossing the direct route as needed, in order to keep the prey's scent on their fins' pores. When land sharks determine from the strength of the prey's scent that their prey is roughly within 10 meters, they will begin to make large spirals toward it, slowly determining the exact location of their potential next meal. When their prey comes within five meters, it has entered the range of the land sharks' life detection mutation. This mutation is slightly different than the one described in the "GAMMA WORLD Campaign Setting." It automatically detects living beings within five meters.



Once their prey has been located with this mutation, land sharks burrow deeper into the sand (causing their dorsal fins to lower below the surface of the sand) and move directly toward their target. The next time they appear will be to attack with their vicious bites. This is the only time that a character may have a clear attack at a land shark's body without interference from surrounding sand. After making their bite attacks, they will burrow away if able on the next action phase, coming back the next action round for another attack (from a different direction!). Their directional sense mutation compliments their life detection mutation so well that once land sharks have locked on a target, they rarely lose him or her.

If a victim succumbs to his or her wounds during an attack, the attacking land shark quickly takes its meal below the sands; however, it will not end its attack with only one victim if other prey is available. As long as the land shark has at least half of its wound points left and all of its mortal points, it will continue to attack, storing the bodies of its victims beneath the sand for later meals.

Habitat/Society : Land sharks can be found in most large deserts and beaches across the Knighted States (including those separated from any oceans), which has lead some to speculate that these beasts were not randomly mutated creatures but were once engineered, perhaps as military watch-dogs. Whatever their origins, they are now only commanded by their hunger, threatening any who attempt to cross their territory. Fortunately, land sharks are solitary hunters, although the scent of blood may bring others to a battle.

All land sharks have a scent bladder which leaves a faint scent in the sand as they travel, making it easy for them to recognize each other's territories. Land sharks rarely harm each other, but occasionally, over particularly good territory, land sharks will battle for dominance. These battles do not normally end in serious harm, but are more of a display of power and telekinetic maneuverability.

When ready to mate, female land sharks will momentarily rise to the surface of the sand to spray their scent to the wind, informing any nearby males of her willingness to mate. Once mating has occurred, both sharks will leave the area: the male in search of food and the female in search of preferred birthing territory. After several months, the female normally gives birth to two live young, with abilities proportional to an adult.

When sleeping, land sharks burrow roughly 3-4 meters beneath the surface of the sand. Their telekinesis works even while asleep so there is no danger from the sand's weight or lack of air. Even when asleep, land sharks may awaken if their life detection mutation detects life above them (requiring a successful Awareness skill check). Note that the Awareness-perception specialty skill is not used since the land shark's amazing sense of smell is not a factor.

The Ecology of the Borer Beetle - 5th - Kerry Jordan

"Running... must keep running..."

The thought echoed through Marc's mind. He could hear the baying of his pursuers' mounts as they followed his trail. They were huge dogs, mutated mastiffs, bred to act as riding beasts for their masters during a hunt such as this. He knew they were getting closer, but he also knew he was close to his destination, a place he had been warned away from as a child. He raced on...

"Running... must keep running..."

Marc ran past half-remembered land-marks he had not seen in years, not since becoming a slave to the Knights of Genetic Purity. The Knights were a hate organization dedicated to keeping the human race "pure" - meaning that mutated humans like Marc were either killed on sight or captured and turned into slave labor. Marc was one of the lucky ones; he was strong and young when the Knights came. His parents and grandparents were not so lucky.

"Running... must keep running..."

Marc stumbled, and in his weakened state, could not catch himself in time to stop a slide into a nearby ravine. His body was stopped by the corpse of a large deer. The deer had been dead for several days, yet had not been preyed upon by any scavengers. Its body was coated in a milky, translucent substance, and a small hole was bored into the skull. The accidental find caused a grim smile to appear as Marc continued on; he was very near now...

"Running... must keep running..."

His once-masters and their mounts were near; the baying had died out. Marc could hear crashing of the beasts through the forest's undergrowth and the shouts of their riders. The men knew their prey was close.

"Running... must keep running..."

The pain in Marc's side was almost unbearable as he raced into a small clearing. He had to stop. He had to rest. He could go no further. He was almost doubled-over as the armed men burst into the clearing behind him. They quickly dismounted and leveled their rifles at the mutant who's only crime was to escape slavery. They demanded Marc face them for punishment. He knew there was only one punishment for his crime, but he smiled as he faced them; he had noticed that several dark green beetles had suddenly appeared on the surrounding tree trunks. He believed it was better to die a free man than die a slave... and he would be avenged…

The mutant's body crumpled as Jimm and the rest of the hunting party unleashed the deadly power of their rifles. After the smoke had cleared, Jimm walked over and examined the body as Lor tied their podog mounts to a nearby tree. Meanwhile, Skeeve and Rex congratulated each other on the successful hunt. Jimm looked down on the quickly cooling corpse and thought how it had been too easy; the altered scum deserved to die a slower death for daring to defy the Knights. Had he not been spared his life and allowed to work for the greater good of the human race? Idly, Jimm counted the various bullet wounds as he scanned the body: one... two... three... five... seven. A smile crept onto Jimm's face as he noted the wounds his rifle had created. A puzzled expression soon replaced the smile when he reached the slave's strange death-grin. What kind of person would smile when he was about to die? Obviously, these sub-humans did not have the same emotions as real men.

At that instance, the podogs went into hysterics, breaking free of their leashes and racing away. Before Jimm and the others could determine what had happened, streams of milky fluid shot from the nearby vegetation. Two struck Lor and Skeeve in the head, causing them to limply drop to the ground before their rifles were even raised. Rex managed to lift his rifle, but promptly dropped it after a stream hit his arm. Jimm, being the most combat experienced of the group, managed to dodge the streams arcing toward him and even find one of the sources of the attack: a large, dark green beetle. However, before he was able to fire his rifle, the beetle disappeared in a flash of light. That was when Jimm realized what his opponents were, and real fear set in. He raced past Lor, who seemed to be having problems with a leg that had been hit by the dangerous, numbing liquid. Lor's call for help was cut short when another stream hit him in the back of the head. Jimm didn't pause, but ran on with only one thought clear in his mind:

"Running... must keep running..."

The brush crackled as the huge mastiffs pushed their way out of the dangerous forest. They did not stop once they had left the forest twilight, but continued on until arriving at their masters' home, many miles away. Several minutes after their departure, a scream of frustration and rage echoed from the forest, but the source never appeared...

---

1. Although rare, there are mating areas to which borer beetles return every year (never in consecutive mating seasons). These areas are plentiful with animal life to act as hosts for borer beetle eggs.

2. The poison of the borer beetle is white and slightly transparent. After the female has implanted an egg in a host (by boring a small hole into the base of the skull), she will coat the victim in a thin layer of her poison. The poison has a particular scent which keeps scavengers and other borer beetle females away for several days.

Borer Beetle - 5th

These small, but extremely deadly bugs will scare you stiff.

Game Data

STR	2 (d4)	**INT**	1 (Animal 6 or d4+3)
DEX	12 (d8+6)	**WIL**	10 (d6+6)
CON	7 (d4+4)	**PER**	1 (Animal 4 or d4+1)
Durability	6/6/3/3	**Action Check**	12+/11/5/2
Move	sprint 12; run 6; walk 3		
# Actions	2	**Reaction Score**	Ordinary/2
Mutations	Dermal Plating, Poison Attack (contact paralysis), Teleportation* * Consult the borer beetle's description for detailed information.		
Attacks	Poison 11/5/2 n/a LI/O		
Defenses	Dermal Armor: d4-1 (LI), d4-2 (HI), d4-2 (En)		
Skills	Awareness [10]-perception [11]; Stealth [12]-hide [14]		

Description : In their adult form, borer beetles are normally 30 centimeters in length with a dark green exoskeleton and brown legs. Although they can use their legs to scurry across the ground, their main form of locomotion is Teleportation. This mutation allows them to instantly move from one location to another as long as the target location can be seen and is within 10 yards of the origin.

These mutated beetles only reach a length of 30 centimeters, but are one of the most feared insects in the Knighted States. Their paralytic contact poison can affect even the largest denizens of Gamma World.

Encounter : Borer beetles rarely attack creatures larger than 1 meter. (Their demeanor changes for a short time during mating seasons. Consult the Habitat/ Society description for more details.) If startled or threatened however, borer beetles will defend themselves with a paralytic contact poison. Borer beetles expel the poison in a stream that jets out up to 5 meters from a small opening below their mouths. This poison works very quickly and has an onset time of only 6 seconds (roughly 2 combat round phases). It does not instantly paralyze the entire body, but only affects the particular region of the body struck by the poison. To determine the region of the body affected after a successful attack on a humanoid creature, roll on the following table.

Habitat/Society : Borer beetles can be found in the many temperate forests of the Knighted States. Although normally solitary, borer beetles do congregate twice a year during their mating seasons: once in spring and once again in summer. During these times, they are highly aggressive and will attack any creatures entering the area.

Each female normally carries 3 eggs, and each egg is fertilized by a different male. After fertilization, the female will search for host creatures in which to implant the eggs. Additionally, she will begin to release a pheromone that causes other borer beetles in the area to become agitated and aggressive. A pregnant female produces more paralytic poison than normal and has enough poison for 5 attacks. After paralyzing a host, a female will bore into the victim's head at the base of the skull, causing 1d4+2 points of wound damage, and implant an egg. The egg cannot be removed from the host without surgical assistance and will hatch within 48 hours. After implanting the egg, the female will coat the host with more of her poison. This coating has an odor which keeps scavengers and other females away from the host.

After 48 hours, each egg produces two blood-colored grubs that immediately begin consuming the brain of the host, causing excruciating pain and death within 30 seconds. The grubs do not have the poison or other mutations that they will posses as adults. They will continue to live off the host's corpse until reaching 30 centimeters in size (shedding their skins roughly 10 times during this growth process). As they approach their adult size, they will slowly begin to resemble the next stage in their development: the pupa.

The pupae of the borer beetle resemble the adult form except that their exterior shells have not hardened and they are a dark orange in color. Borer beetle pupae do not have the adult poison attack, but soon after entering this stage, they begin to produce the poison and store it internally, rendering them deadly to ingestion on any result other than "no effect" on TABLE GW28: POISON. They also quickly gain the ability to teleport as the adult. When the pupae have completed their development, they shed their skins and emerge as adult borer beetles with all abilities available.

d8 Roll	Location
1-2	Leg
3-5	Arm
6-7	Chest
8	Head

A successful poison attack that hits the head or chest will result in unconsciousness for the duration of the paralysis. After attacking with its poison, a borer beetle will quickly teleport away for his next action in an attempt to avoid retaliation. A borer beetle will have enough poison for 1d4-1 streams when encountered.

Various Mutant Plants and Animals - Any Version - Derek Holland

To really bring out the alien nature of Mother Nature on Gamma Terra, GMs usually have a list of small, non - combative mutant plants and animals to use on random encounter charts. Here are some that I have come up with over the years:

Field Voles - these critters are dangerous only to greenfolk and farmers. They seem to be able to reproduce at a rate of 3 -4 young per 2 weeks.

House Frogs - these amphibians are a major pest to those who store food in large amounts. They can change color and have and sticky feet.

Steel Rats - they are named so because they can chew through metal and nest in such areas. The Created are terrified of them.

Nauga - these weasels are immune to radiation. The power is due to their hide, so anyone wearing a cloak of naugahide is immune to R0 -R3, and R4 is treated as R2. In the 4th edition, reduce the radiation intensity by 3/4.

Log Dwellers - these giant hermit crabs have adapted themselves to forests and use snags as homes.

Gliding Cat - these felines have evolved the skin flaps that make flying squirrels famous. They can be "domesticated".

Lake Cow - these genemod cows were used to eat weeds and are now used as cattle by lake dwelling peoples.

Walking Trees - giant walking sticks that now look like entire trees. The largest can grow to 30 meters. They feed on the surrounding vegetation.

Stickies - plants that have sticky seeds. They germinate, grow and die in 3 days, all on the object the seed lands on (if it is organic). It causes damage to organic matter (living or formerly living material) and has weakened leather and hide armors.

and a few by William Wood

Mule Beetle - Giant mutant beetles, that have been domesticated by farmers. These beetles are quite docile, and have no natural attack. They can perform basic hauling and plowing functions, but are not very bright.

Flutterfly -(Giant Mutant Butterfly), these mutant insects are quite beautiful. They are harmless and feed upon the nectar of various mutant flowers. Attempts have been made to domesticate them but have so far failed. It is considered bad luck to kill a Flutterfly.

Steak Wurms - A type of mutant worm. The meat of which is quite tasty, larger specimens can feed a small village. Some Seekers have become Steak Wurm farmers (ranchers).

Moonbat - Mutant Albino bats, these bats are similar to normal bats, except under the light of a full moon (or similar light source), their fur takes on an eerie glow, this light attracts insects that the bats feed upon.

and a few from Ben Hebert

Tangle (or Terror) Berry - A strain of blackberry, kudzu, and who knows what else that grows rampantly across many northern temperate forests. The berries will accelerate healing, however the plants have been known to lash out from time to time doing sometimes very serious damage to the unwary.

Brightfish - Many pre-war goldfish had been modified to glow and produce various colors and intensities of light. These fish are their direct descendants and are often put to the same service if they aren't too large.

Ambient Critter Campaign Roles

	edible	labor	tame	pest	use
Brightfish			L		
Field Voles	E			P	
Flutterfly					
Gliding Cat		L	T		
House Frogs				P	
Lake Cow	E	L	T		U
Log Dwellers	E				
Moonbat				P	U
Mule Beetle		L	T		
Nauga			T		U
Steak Wurms	E		T		
Steel Rats				P	
Stickies				P	U
Tangle Berry	E			P	
Walking Trees	E			P	

E - edible
L - labor or other useful function
T - tame
P - pest
U - useful product

Giant Flatworm

Game Data

STR	12 (d4+10)	**INT**	1 (animal 1)
DEX	9 (d6+3)	**WIL**	5 (d4+3)
CON	14 (d8+10)	**PER**	1 (animal 1)
Durability	14/14/7/7	**Action Check**	8+/7/3/1
Move	swim 3		
# Actions	1	**Reaction Score**	Marginal/1
Mutations	Redundant vital organs, gills, improved senses, regeneration (see below), new body part		
Defects	Light sensitivity, slow reflexes		
Attacks	Bite 6/3/1 d4w/d6w/d6+2w (LI/O)		
Defenses	d4-1 (LI), 0 (HI), 0 (En); +1 vs melee, -1 vs ranged		
Skills	Movement- swim 3; Awareness- perception 2		

Description : The giant flatworm is jet black, except for 2 large eyespots on the head. It is about 5 meters long, 1.5 meters wide and .3 meters tall. The head is arrow shaped and is covered with a tough leathery skin (armor d4 (LI,) d4-2 (HI)). The mouth is halfway down the underside of the animal and has a feeding tube that extends 1 meter.

Encounter : Giant planarians feed on decomposing animals that died in the water. The only way to incite an attack is to try and drive one from its food. It will then bite the aggressor until it is dead or has a new source of food. They have amazing regenerative powers. If one is broken up by low or high impact weapons, each chunk has a 75% chance of becoming a new worm. The only way to stop this is to use energy weapons or burn the body (acid or fire).

Habitat/Society : Giant flatworms are found in large bodies of water - slow rivers and lakes.

Flatworms have a first come first serve attitude toward food. If there is room, more than one will feed on a corpse, but they will not fight over it. They reproduce several time a year and have 1000-10000 young. Only 1-2 will survive to adulthood.

Biome Large bodies of water
Encounter Probable
Group 1-3
Organization None
Niche Scavenger
IQ Low Order animal

Giant Earthworm

Game Data

STR	13 (d6+10)	**INT**	1 (animal 1)
DEX	10 (d4+6)	**WIL**	3 (d3+2)
CON	15 (d6+12)	**PER**	1 (animal 1)
Durability	15/15/7/7	**Action Check**	14+/13/6/3
Move	burrow 3		
# Actions	1	**Reaction Score**	Ordinary/1
Mutations	Redundant vital organs, Dermal Reinforcement, Toxin Tolerance		
Defects	Light Sensitivity, Thermal Intolerance, Phobia (deep water)		
Attacks	none		
Defenses	Dermal Skin d4+1 (LI), d4 (HI), d4-1 (En); +2 vs melee, 0 vs ranged		
Skills	Stamina- endurance 4, resist pain 4; Awareness- perception 8		

Description: Giant earthworms are segmented, about 12 meters long and are brown. They have small hairs used to detect motion and to help in moving about. Their castings are valuable to farmers and they are sometimes hunted for food and leather.

Encounter : The only times a worm is encountered is when it is eating dead plant material on the surface, during a downpour that lasts more than half an hour and when making a casting mound. They always retreat when attacked.

Habitat/Society : They are found anywhere there is unfrozen, moist soil.

No society. They are hermaphrodites and produce 20-50 eggs every 3 months.

Biome Any Non-Desert/Arctic
Encounter Probable
Group 1-10
Organization None
Niche Scavenger
IQ Low Order animal

All worms listed here are based on real world creatures.

Giant Arrow Worm

Game Data

STR	11 (d6+8)	**INT**	1 (animal d3)
DEX	12 (d4+10)	**WIL**	4 (2d4)
CON	11 (d6+8)	**PER**	1 (animal 1)
Durability	11/11/5/5	**Action Check**	15+/14/7/3
Move	swim 6		
# Actions	2	**Reaction Score**	Good/2
Mutations	Gills, Increased Precision, Toxin Tolerance, Electric Aura, Hyper Senses		
Defects	Weak Immunity, Photo-Dependent, Phobia (energy attacks), Thermal Intolerance		
Attacks	Bite 14/7/4 d6s/d4w/d6+1w (LI/O)		
Defenses	d6-3 (LI), d4-2 (HI), 0 (En); +2 vs melee, +3 vs ranged		
Skills	Stealth- hide 6, shadow 5; Awareness-perception 9		

Description : These marine worms are 4 meters long. They have eyespots and hardened bristles used to "bite" prey. They have a 2 sets of "fins"- flaps of skin used for swimming, as does the tail. They are transparent and hide right in front of their predators and prey.

Encounter : A hungry arrow worm will attack a small human or new animal that is smaller than .8 meters. They try to engulf the prey and do so on a Amazing hit. Swallowed prey can only use natural weapons (claws and such) and must deal with being shocked. Only the death of the worm frees the food. After swallowing a creature, a arrow worm will swim off to find a place to rest while digesting.

Habitat/Society : Marine- mostly above continental shelves and within 5 meters of the surface.

No society. They are found in huge numbers, but do not interact.

Biome Marine
Encounter Probable
Group 50-100
Organization School
Niche Medium level carnivore
IQ Low Order animal

4th Plant - Thorny - Derek Holland

Game Data

Number: 3-30
Percept: 14
ST/RU: +8
AC: 18
MD: 11
Health: 11
Speed: 1
Level: 1
HD: 4
THAC +1
Attacks:
Thorn d6+2
INT: Non-
Morale: 20
Size: Tiny (.5 m)
XP: 35

Freq: C
Act. Cyc: Day
Tech lvl: -
Cl/Terr:

Org: Cluster
Diet: Photo
Artifacts: -
Temperate Forest

Phy/plant mutations:
Thorns (15), Full carapace (17), Photodependent (D), Diminished senses (sight and sound)

Special Powers: None

Description: Thornies are small, circular plants. They are .5 meters in diameter and are covered with .3 meter long thorns and a thick bark. They do not have a developed sense of sight or hearing but can detect an approaching creature via its eye spots. They do nothing but sit in the sun and only move when the soil is exhausted.

Combat : When attacked a thorny will try to ram the aggressor. If it can not detect the attacker (e.g. it is being hit with arrows), it will continue to move towards the point of the strikes against it until death.

Habitat : Thornies are very shade tolerant and hide among the undergrowth of the northern forest. If it not in the undergrowth for some reason, its ST/RU is reduced to +3.

Society : Thornies are a very common plant and as they need the same kind of soil, they are usually found in large groups.

New weapons for 1st edition - Randy Messick

Journal entry:
Second Day in the Month of Harvest, 2471 AD:

Working in the old section of the Archives, my small team worked diligently to uncover a large black box buried deep in the rubble. When they freed the object, they opened it and discovered a cache of ancient schematics and design specifications.

"Tal Shiar will be pleased!" stated the first worker as he stared wide-eyed at the ancient writings.

"Indeed, our leader will surely reward our efforts today." responded another.

"Let's get this to him at once!"

Below is the first of the translations I have made of these documents. It's been a long night and my eyes grow weary of the tongue of the Ancients, so I will rest for the night. I will translate more of these mysterious writing in the morning...

Tal Shiar,
Guardian of the Archives of the Ancients

Ranged Weapons (Pistols)

Mini-Laser Pistol

Maximum Range	100 meters	**Damage Inflicted**	5d6
Effective Range	50 meters	**Power Source**	Chemical energy cell
Projectile	Beam	**Battery Life**	15 shots

Description : This pistol is a compact version of the standard laser pistol. Its size allows it to be concealed, so as not to be detected by potential targets. It has a longer battery life, but a shorter range, due to it's reduced size. Class 2 armor will deflect the first hit from this weapon; Class 1 armor will automatically deflect the first TWO hits. Subsequent hits, however will do full damage.

Ranged Weapons (Pistols)						
	Max Range	**Range**	**Projectile**	**Damage**	**Power Source**	**Battery Life**
Mini-Laser Pistol	100 meters	50 meters	Beam	5d6	Chemical energy cell	15 shots
Laser Pistol MK II	200 meters	100 meters	Beam	1d10 per charge (1 - 10 charges per shot)	Hydrogen energy cell	20 shots
Gyrojet Pistol	150 meters	75 meters	Miniature self-propelled rocket	2d10	10 shot clip	N/A
Electrostunner	30 meters	15 meters	Beam	3d10 or stun	Chemical energy cell	20 shots
Sonic Pistol	100 meters	50 meters	Beam of coherent sound	3d6	Hydrogen energy cell	20 shots
Flare Pistol	500 meters	250 meters	Magnesium Flare	* See description	Chemical energy cell	10 shots
Ranged Weapons (Rifles)						
Laser Rifle MK II	600 meters	300 meters	Beam	1d10 per charge (1 - 20 charges per shot)	2 Hydrogen energy cells	20 shots
Gyrojet Rifle	300 meters	150 meters	Miniature self-propelled rocket	3d10	15 shot clip (or 10 shot pistol clip)	N/A
Stasis Ray Rifle	50 meters	25 meters	Ray	* See description	Atomic energy cell	4 shots
Trek Rifle	200 meters	100 meters	Disintegrating Ray	Disintegration (*see description)	Atomic energy cell	4 shots

Laser Pistol MK II

Maximum Range	200 meters	**Damage Inflicted**	1d10/ charge (1-10 charge per shot)
Effective Range	100 meters	**Power Source**	Hydrogen energy cell
Projectile	Beam	**Battery Life**	20 shots

Description : This weapon is a modified version of the standard laser pistol. Unlike its predecessor, however, the MK II Laser Pistol has a unique feature, which allows the user to increase or decrease the energy expended. On the lowest setting, 1, the unit uses one shot. Each setting higher uses an additional shot (2 = 2 shots, etc.). Along with the higher power drains, higher damage is also inflicted. Each additional shot adds one die (d10) of damage to the base (1d10), so a shot fired on a setting of 3, for example, would yield a total of 3d10 (1d10 + 1d10 + 1d10 = 3d10) points of damage to the intended target. In every other respect, the MK II is the same as its predecessor and conforms to same armor class adjustments for damage as the regular laser pistol.

Gyrojet Pistol

Maximum Range	150 meters	**Damage Inflicted**	2d10
Effective Range	75 meters	**Power Source**	10 shot clip
Projectile	Miniature self-propelled rocket	**Battery Life**	N/A

Description : This weapon differs from every other weapon in that it shoots miniature rockets as it projectiles. These little rockets (about 10 cm long) are self-propelled and do not require a power cell to function. Once the jet clip is empty, the weapon is useless until it is reloaded. The rifle version uses a 15-round clip, but can also use the pistol's 10-round magazine. The pistol, however, is limited to its own 10-round clip size. These weapons are exclusively medium to long range devices and are fairly accurate despite their crude design and heavy weight.

Adapted from the Star Frontiers® Role-Playing Game

Electrostunner

Maximum Range	30 meters	**Damage Inflicted**	3d10 or stun
Effective Range	15 meters	**Power Source**	Chemical energy cell
Projectile	Beam	**Battery Life**	20 shots

Description : This short-range weapon resembles a large pistol. It fires an arc of electrons that look like a flash of lightning. Because of this characteristic, coupled with the noise it makes when it is fired, the electrostunner is commonly referred to as a 'zap gun'. It has two settings, stun and blast

Stun setting - Stuns target for 1d10 rounds; target cannot attack, defend, move or use mutations;
Blast setting - Target takes 3d10 points of damage. Mutants with the Radar/Sonar mutation take an additional die of damage due to the intensity of the noise the gun makes.

Sonic Pistol

Maximum Range	100 meters	**Damage Inflicted**	3d6
Effective Range	50 meters	**Power Source**	Hydrogen energy cell
Projectile	Sonic Beam	**Battery Life**	20 shots

Description : This weapon uses a beam of coherent sound to inflict damage. It resembles a small pistol and is easily concealed. A single charge fired from a sonic pistol deals 3D6 points of damage to animate and inanimate objects. Mutants with the Radar/Sonar mutation take triple damage due to their sensitivity to sound. Due to its compact size, battery life is much longer than in similar weapons. A rifle version of this is rumored to exist, but so far, it has not been discovered.

Flare Pistol

Description : Flare pistols were used by the 'Ancients'

Maximum Range	500 meters	**Damage Inflicted**	* See below
Effective Range	250 meters	**Power Source**	Chemical energy cell
Projectile	Magnesium Flare	**Battery Life**	10 shots

as signaling devices, warning beacons, or to search for incoming intruders. Only one magnesium flare can be loaded and fired at a time. However, the battery has enough power for 10 such shots before it needs to be replaced. When the flare is discharged, it explodes overhead, illuminating an area over a 1-kilometer radius for 30 seconds (3 rounds). If it is used as a weapon, a flare does 4d6 points of heat damage to its target upon impact. Mutants susceptible to heat will take an additional die of damage.

Ranged Weapons (Rifles)

Laser Rifle MK II

Maximum Range	600 meters	**Damage Inflicted**	1d10/ charge (1-20 charge per shot)
Effective Range	300 meters	**Power Source**	2 Hydrogen energy cells
Projectile	Beam	**Battery Life**	20 shots

Description : Except for its larger size, the above statistics and range modifiers, this weapon's features and functions are identical to the Laser Pistol MK II.

Gyrojet Rifle

Maximum Range	300 meters	**Damage Inflicted**	3d10
Effective Range	150 meters	**Power Source**	10 or 15 shot clip
Projectile	Miniature self-propelled rocket	**Battery Life**	N/A

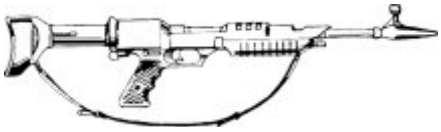
Description : Except for its larger size, the above statistics and range modifiers, this weapon's features and functions are identical to the Gyrojet Pistol above.

Adapted from the Star Frontiers® Role-Playing Game

Stasis Ray Rifle

Maximum Range	50 meters	**Damage Inflicted**	* See below
Effective Range	25 meters	**Power Source**	Atomic energy cell
Projectile	Ray	**Battery Life**	4 shots

Description : This weapon vaguely resembles a rifle. This heavy, awkward weapon was developed and in the experimental stages in the year 2309, prior to the Shadow Years. It was invented to be used as a non-violent attack deterrent, but it never made it into mass production. The rifle fires a stasis beam, which freezes a subject into a state of suspended animation for 2-8 (2d4) hours. Due to its massive energy requirements, it can only run on atomic power cells, and even then, it's only good for 4 shots. These weapons are extremely rare and only a few are known to have existed. They are highly valued by those fortunate enough to own one.



Trek Rifle

Maximum Range	200 meters	**Damage Inflicted**	Disintegration (*see below)
Effective Range	100 meters	**Power Source**	Atomic energy cell
Projectile	Disintegrating Ray	**Battery Life**	4 shots

Description : This is the ultimate weapon of destruction. The device is similar in style and appearance to the Black Ray Rifle, which it was modeled after, but is much heavier than its smaller cousin. Damage caused results in the total destruction of everything within 30 meters of the impact area. Everything within the blast radius not protected by a force field is instantly disintegrated. All force fields sustain 30 points of damage. These weapons were experimental devices and are extremely rare. Most scholars speculate that the few that did exist were destroyed in the holocaust, but so far have no basis of proof from which to state such a claim.

Primitive Ranged Weapons - 5th - Derek Holland

Many places in Gamma Terra have lost the technologies necessary to build even matchlock firearms. This forced many communities and peoples to reinvent primitive ranged weapons for hunting and combat. Many of these weapons need their own specialty skill - treat the skill cost as the same as the sling.

N

Atlatl - This weapon allows the wielder to throw javelins farther with greater force.

Great sling - This weapon, also called the huaraca in Central America, gains 15 meters in each catagory if sling bullets are used. The clip size and cost are for sling bullets.

Sling, mud shot - To stun a target instead of killing it, sling "stones" made of mud can be used.

Hurlbat - These stats also work for the handax when thrown. The hurlbat is a very short halberd with a point at the base of the handle (thus any hit causes damage).

Javelin, corded - These have the same stats as the standard javelin, but the range is increased by 100%, not 50%.

Throwing sticks - This weapon, based on the lipan of Egypt, was a large curved stick. Its range is reduced to that of an object not meant for throwing.

Pilum - This large metal javelin was used by the Romans. It is corded, but due to its weight, can only be thrown as per the Athletics- throw rule.

Blowgun - The blowgun is a hollow tube that is used to fire small needles via air pressure by blowing into one end of it. If any primary damage is inflicted, any poison or drug on the needle has a chance of affecting the target.

Most of these weapons are weapons are based on G. W. Detwiler's article Before the Bow in Dragon 268. It also has many more and I would suggest finding this issue if possible.

Weapon	Skill	Acc	Md	Range	Type	Damage	Actions	Clip sz	Clip cost	Hide	Mass	Cost
Atlatl	Ranged Weapons- Atlatl	2	F	20/40/65	LI/O	d4+1w/d4+2w/ d4+3w	1	-	-	-	0.5	25
Great sling	Ranged Weapons- sling	2	F	30/60/90	LI/O	d6s/d8+1s/ d6w	1	20	3	3	0.5	10
Sling, mud shot	Ranged Weapons- sling	1	F	10/20/40	LI/O	d3s/d4s/ d4+2s	2	-	-	-	0.5	10
Hurlbat	Athletics- throw	3	F	per STR	LI/O	d4w/d4+2w/ d2m	1	-	-	-	2	30
Javelin, corded	Athletics- throw	0	F	20/40/120	LI/O	d4w/d4+1w/ d4+2w	1	-	-	-	1	25
Throwing sticks	Athletics- throw	2	F	per STR	LI/O	d4+2s/d6+1s/ d4w	1	-	-	-	1	5
Pilum	Athletics- throw	3	F	per STR	LI/O	d4+1w/d6+2w/ d4m	1	-	-	-	4	30
Blowgun	Ranged Weapons-b'gun	0	F	10/25/40	LI/O	1s/d2s/1w	3	100	1	1	0.5	5

Biological Warfare in 5th Edition Gamma World - Sean Kindred

These are rules that cover potential bioweapons that adventuring Heroes might face in Gamma World. Modifications to the disease rules given in the Gamma World rules, pgs. 55-56, were necessary to accommodate the dangerous nature of these diseases.

While it is unlikely that the Heroes will face an enemy with a weaponized Smallpox aerosol bomb, they might encounter these diseases in the aftermath of the use an ancient bioweapon, or even the remnants of biowar from the Shadow Age.

Some of these diseases are or were naturally occurring, and given that widespread biological warfare was a likely facet of the Apocalypse, many will be found in the wild. Like radioactive deathlands, areas contaminated with Anthrax spores are one possible hazard. Finding ancient artifacts that may be contaminated from exposure during biowar is another possible scenario.

"Modern" bioweapon agents are shown below, and a description of each is given, as well as the game stats for the disease. Some new medical artifacts are outlined, to assist the Heroes in coping with the horrors of biological warfare.

New Disease Rules

Agents are shown with four relevant stats. Strength indicates the danger represented by the disease in question. Values from Marginal to Amazing correspond to the table on pg. 56 of the "Gamma World" rules, and modify the CON check accordingly. A new value, Hopeless, was added to represent a 100% mortality rate. For Agents with a Strength value of Hopeless (such as Inhalation Anthrax and Pneumonic Plague), there is no chance of a natural recovery. Make CON checks at +3 (as per Amazing), and ignore any recovery results. Only medical aid can possibly help someone infected with such a lethal agent. The Incubation value operates as per the standard disease rules, and represents the length of time after infection until symptoms arise. A third stat has been added, to represent the possibility of infection resulting from exposure to the agent - Virulence. This is the result level needed on a CON check after exposure to avoid infection. If that check is successful (i.e. a result is rolled that is equal to or higher than that shown in the Virulence column for the indicated agent), then infection is avoided and the Hero can go about his or her business as normal. Otherwise, the Hero is now infected with the agent in question. CON checks are now made as per the normal rules for disease on pg. 56 of the "Gamma World" rules, using the Strength

Bacterial Agents				
Disease Name	**Virulence**	**Strength**	**Incubation**	**Contagious?**
Inhalation Anthrax‡	Good	Hopeless*	Good	No
Brucellosis	Amazing	Marginal	Marginal	No
Cholera	Ordinary	Any†	Good	Yes
Dysentery	Amazing	Marginal	Good	Yes
Pneumonic Plague	Amazing	Hopeless*	Amazing	Yes
Typhoid Fever	Good	Marginal	Marginal	Yes

Viral Agents				
Disease Name	**Virulence**	**Strength**	**Incubation**	**Contagious?**
Encephalitis	Amazing	Any†	Ordinary	No
Influenza	Amazing	Marginal	Good	Yes
Smallpox	Amazing	Any†	Marginal	Yes
Yellow Fever	Amazing	Any†	Ordinary	No

* = this agent has a 100% mortality rate, see text for details

† = the strength of this agent can be anything from Marginal to Amazing, GM's decision

‡ = Anthrax treatment is a special case, see text for details

value indicated for the agent, to determine the progress of the disease. Finally, the last value, Contagious?, indicates whether or not the disease is communicable from one infected host to another. If the value is 'No', then infection can only result from exposure to the initial vector and not from an infected host, no matter how ill.

A Note about Anthrax

Anthrax treatment is a special case. Antibiotic therapy is only effective if begun before symptoms begin. This means that Ancient Age antibiotics are useless once the incubation period is over. Once symptoms set in, only Shadow Age antibiotics, or super antibiotics, have any chance of helping the victim. Even then, those advanced medicines only function as standard antibiotics, granting a -3 bonus to CON checks.

New Artifact Items

Pharmaceutical, antibiotics - super (S): These pharmaceuticals are used to cure bacterial infections. They are administered by injection only, coming in sealed, pre-measured injectors. Unless the victim suffers from Anthrax, or an antibiotic-resistant strain of a known bacteria (GM's discretion - normal antibiotics are useless in that case), then the super antibiotics operate as normal antibiotics, granting a -3 bonus to CON checks. The treatment lasts for only 3 days, with one injection required per day. Like normal antibiotics, super antibiotics are useless against viral infections.

Pharmaceutical, antiviral (S): These pharmaceuticals are used to treat viral infections. Administered orally or by injection, antiviral drugs grant a -3 bonus to CON checks, greatly improving the patient's chances of fighting off the disease. Standard treatment lasts for 10 days, with the entire treatment time necessary, even if the patient recovers early, to insure complete eradication of the virus. The drug must be taken once per day.

Pharmaceutical, vaccine (A): This is a whole class of injections, each tailored to promote resistance to a specific disease. The injection grants immunity to a specific agent, viral or bacterial. Duration is typically several years, with boosters (i.e. more injections) usually required periodically. See the disease descriptions for specific vaccine information. Of the listed agents, vaccinations are available for all of them with the exception of dysentery.

Disease Descriptions

Inhalation Anthrax: Anthrax is caused by the bacterium Bacillus anthracis. While anthrax commonly affects hoofed animals such as sheep and goats, humans may acquire this disease as well. Historically, the main risk factor for acquiring inhalation anthrax is breathing in "aerosolized" anthrax spores from industrial processes such as tanning hides and processing wool. Inhalation anthrax can also be used as a biological weapon. The making of a fatal anthrax biological weapon, where spores must be aerosolized in order to cause the inhaled form of the disease, requires advanced biotechnology. Inhalation anthrax develops when anthrax spores enter the lungs. There are usually two stages of inhalation anthrax -- the first stage can last from hours to a few days and is similar to a flu-like illness with fever, malaise, headache, cough, shortness of breath, and chest pain. The second stage often develops suddenly and is notable for shortness of breath, fever, and shock. This is highly fatal. Vaccination has been developed and is given in a 6-dose series.

Brucellosis: This disease is caused by contact with farm animals carrying the Brucella bacteria. Brucella bacteria infect cattle, goats, dogs, and pigs. Transmission of the disease to humans occurs by contact with infected meat, placenta of infected animals, or ingestion of unpasteurized milk or cheese. People working in occupations requiring frequent contact with animals or meat, such as slaughterhouse workers, farmers, and veterinarians, are at high risk. Acute brucellosis may begin with mild flu-like symptoms or with fever, chills, sweating, muscle aches, joint aches, and malaise. Characteristically, fever spikes every afternoon to levels around 104 degrees Fahrenheit. Advanced symptoms include: fever, chills, excessive sweating, weakness, weight loss, fatigue, headache, abdominal pain, enlarged liver, back pain, loss of appetite, joint pain, muscle pain, and swollen glands.

Cholera: An infection of the small intestine caused by the bacterium Vibrio cholera. Cholera is an acute illness characterized by watery diarrhea. The toxin released by the bacteria causes increased secretion of water and chloride ions in the intestine, which can produce massive diarrhea. Death can result from the severe dehydration brought on by the diarrhea. Cholera occurs in epidemics when conditions of poor sanitation, crowding, war, and famine are present. The infection is

acquired by ingesting contaminated food or water. A type of vibrio also has been associated with shellfish, especially raw oysters. Risk factors include residence or travel in endemic areas and exposure to contaminated or untreated drinking water. A vaccine is available that gives short-lived, limited protection against the cholera bacteria. Booster doses are given every 6 months for people who remain in an area where cholera is a risk. When outbreaks of cholera occur, efforts should be directed toward establishing clean water, food, and sanitation because vaccination is not very effective in managing outbreaks. Symptoms can vary from mild to severe, and include: sudden onset of watery diarrhea with a "rice-water" appearance and a "fishy" odor, up to 1 liter per hour; rapid dehydration, rapid pulse, dry skin, dry mouth and mucous membranes, excessive thirst, "glassy" or sunken eyes, inability to generate tears, lethargy, low urine output, abdominal cramps, nausea and vomiting.

Dysentery (Amoebic dysentery; Intestinal amoebiasis): Amoebiasis is an infection caused by the parasite Entamoeba histolytica when it infects the intestine. The parasite can live in the large intestine without causing disease; or it can invade the colon wall causing colitis, acute dysentery, or chronic diarrhea. The infection may also spread through the blood to the liver and rarely, to the lungs, brain, or other organs. Transmission occurs through ingestion of cysts in fecally-contaminated food or water, use of human excrement as fertilizer, and person-to-person contact. Cockroaches and house flies can also spread the cysts. Typical symptoms of intestinal amebiasis consist of frequent diarrheal bowel movements with cramps or colicky abdominal pain. Pain on defecation is common, as is fever, vomiting, fatigue, weight loss, and intestinal gas. The diarrhea may contain blood or mucus, and may occur from to 10-20 times per day.

Pneumonic Plague: An infection caused by the organism Yersinia pestis which occurs in wild rodents and is transmitted to humans. Plague is transmitted among rodents and to humans by flea bite or ingestion of the feces of fleas (causing Bubonic plague). It can also be transmitted human to human when a plague victim develops pneumonia and spreads infected droplets by coughing. In weaponized form, Pneumonic plague can be distributed via aerosol. Symptoms include severe cough; frothy, bloody sputum, and difficulty breathing. Almost all victims of pneumonic plague die if not treated.

Typhoid Fever: Typhoid fever is a bacterial infection characterized by diarrhea, systemic disease, and a rash -- most commonly caused by the bacteria Salmonella typhi. Salmonella typhi are spread by contaminated food, drink, or water. Following ingestion, the bacteria spread from the intestine to the intestinal lymph nodes, liver, and spleen via the blood where they multiply. Early symptoms are generalized and include fever, malaise and abdominal pain. As the disease progresses, the fever becomes higher (greater than 103 Fahrenheit), and diarrhea becomes prominent. Weakness, profound fatigue, delirium, obtundation, and an acutely ill appearance develop. A rash, characteristic only of typhoid and called "rose spots," appears in some cases of typhoid. Rose spots are small (1/4 inch) red spots that appear most often on the abdomen and chest. Other symptoms include: severe headache, fever, malaise, abdominal tenderness, constipation followed by diarrhea, bloody stools, nosebleeds, chills, confusion, agitation, mood swings, and hallucinations. Typically, children have milder disease and fewer complications than adults. A few people can become carriers of Salmonella typhi and continue to shed the bacteria in their feces for years, spreading the disease, as in the case of "Typhoid Mary".

M

Encephalitis: Encephalitis is an inflammation of the brain. Encephalitis is most often caused by a viral infection. The specific viruses involved may vary. Exposure to viruses can occur through insect bites, food or drink, or skin contact. In rural areas, arboviruses that are carried by mosquitoes or ticks, or that are accidentally ingested, are the most common cause. In urban areas, enteroviruses are most common, including Coxsackie virus, poliovirus, and echovirus. Other causes include herpes simplex infection, varicella, measles, mumps, rubella, adenovirus, rabies, West Nile virus (another potential bioweapon), and only rarely, vaccinations. Once the

virus has entered the blood stream, it can localize in the brain causing inflammation of the brain cells and surrounding membranes. White blood cells invade the brain tissue as they try to fight off the infection. The brain tissue swells and can cause destruction of nerve cells, bleeding within the brain, and brain damage. Symptoms include: sudden fever, headache, vomiting, photophobia, stiff neck and back, confusion, drowsiness, clumsiness, irritability, loss of consciousness, stupor, coma, seizures, muscle weakness or paralysis, sudden severe dementia, amnesia, and impaired judgment. Permanent neurologic (such as memory, speech, vision, hearing, muscle control, and sensation) impairments can occur in people who survive severe cases of encephalitis.

E

Influenza: A viral infection of the respiratory tract that causes fever, headache, muscle aches, and weakness. There are three types of influenza virus. All are spread from person to person by inhaling infected droplets from the air. Type A is usually responsible for the large outbreaks and is a constantly changing virus. New strains of Type A virus develop regularly and result in a new epidemic every few years. Types B and C are fairly stable viruses. Type B causes smaller outbreaks, and Type C usually causes mild illness similar to the common cold. Symptoms include: fever, cough, nasal discharge, headache, muscle aches and stiffness, shortness of breath, chills, sweating, fatigue, malaise, stuffy nose, sore throat, clammy skin, nosebleed, nausea and vomiting, diarrhea, joint stiffness, elbow pain, loss of appetite, and an impaired sense of taste. In rare cases, influenza may cause a severe pneumonia that may be fatal even in healthy adults. Vaccines are available in nasal or injectable form, have a 60-70% success rate, and must be administered yearly.

Smallpox: Smallpox is a viral disease characterized by a skin rash and a high death rate. Risk factors for smallpox include being a laboratory worker who handles the virus, or being in the environment where the virus was released as a biological weapon. Smallpox can be released by aerosol, and it would spread easily because the virus remains very stable in aerosol form. Smallpox is highly contagious from one person to another. It is most contagious during the first week, and is spread from saliva droplets. It may continue to be contagious until the scabs from the rash fall off. It may also be spread from bed sheets and clothing. The smallpox infection (if released in aerosol form, under favorable conditions, without sunlight) could remain viable for as long as 24 hours. In unfavorable conditions, the virus may only remain viable for 6 hours. There is clear evidence that shows that the virus can remain viable on bed linens and clothes for significant periods of time. The symptoms of smallpox infection are: high fever, fatigue, severe headache, backache, malaise; Rash raised and pink on the skin, starting centrally and spreading outwards (First the mucosa of the mouth and pharynx, then face, forearms, trunk, and legs. Rash turns to pus-filled lesions that become crusty on the eighth or ninth day.); delirium, vomiting, diarrhea, and excessive bleeding. If the smallpox vaccination is given within 1-4 days of exposure to the disease, it may prevent illness, or at least lessen the degree of illness associated with the disease.

Yellow Fever: Yellow fever is a viral infection transmitted by mosquitoes characterized by fever, jaundice, kidney failure and hemorrhage. Yellow fever can be divided into three stages:

- **Early stage:** headache, muscle aches, fever, loss of appetite, vomiting and jaundice are common.
- **Period of remission:** fever and other symptoms resolve -- most individuals will recover at this stage, yet up to 15% may move onto the third, most dangerous stage.
- **Period of intoxication**: characterized by multi-organ dysfunction -- liver and kidney failure, bleeding disorders/hemorrhage, brain dysfunction including delirium, seizures, coma, shock and in up to 20-30% individuals, death.

Other symptoms include: red eyes, face, and tongue; jaundice, bleeding, decreased urination, arrhythmias and heart dysfunction, and bloody vomiting. Yellow fever is a severe infection which may result in death in up to 40% of affected individuals

The Gamma World Shopper - 5th - Derek Winston

When Gamma World PCs enter a town or settlement, the very first question the players will inevitably ask is where they can find the "good stuff." However, allowing characters to simply purchase ancient artifacts raises the same problems as allowing AD&D characters to buy magic items- where do all of these items come from? Who owns them, and why are they selling such valuable equipment? How much is the item, and who else wants it? Will selling these items destroy the game, with players more interested in shopping than adventuring?

This article gives the GM an alternative to just saying no. The players may find just what they are looking for, but should have a difficult time acquiring it- the perfect situation for an adventure.

Notes on Shopping for Equipment and Ammunition

Most Gamma Age equipment can be found readily available in nearly any settlement. Minor Ancient Age equipment not found on the lists below can be available as well, at the GM's discretion.

As PCs acquire and use Ancient and Shadow Age weapons, the question of the availability of ammunition will arise. Some ammunition is common or easily manufactured by civilians, while other weapons use more exotic munitions only available from military sources.

To find ammunition for various weapons, the players should locate the weapon on Table 5 or 6, as applicable. Behind every weapon entry will be a (O), (G), or (A), standing for a level of success on a skill check. The players will have to make a skill check (one of the skills from Table 1: Recommended Skills for Artifact Shopping, as determined by the GM) in order to locate ammunition for their weapon and succeed at the minimum level indicated. The number after the success level indicates the number of clips/rounds that are found. All energy cells are (G) 1d4, but can only be searched for once.

Ammunition can only be searched for in a Gamma Age or higher-level culture. Modifiers from Table 2: Search Modifiers apply to this roll.

Step 1: Finding What's Available

In a strange city, it will take some legwork and bar-talk to find what the PCs are looking for. The PCs will need to make a skill check (determined by the GM) in order to discover the location and owners of certain artifacts. The GM determines the kind of skill check involved based on who has the artifacts in this area. After all, it takes a much different set of skills to contact an underworld arms dealer than it does to communicate with a scientific research facility.

Table 1: Recommended Skills for Artifact Shopping		
Knowledge-*Deduce*	Awareness-*Intuition or Perception*	Investigate-*Interrogate*
Street Smart-*Criminal Elements*	Culture-*Etiquette*	Interaction-*Bargain, Charm, Interview, Intimidate, or Seduce*

Table 2 gives modifiers to the roll to locate items based on the settlement's location, population, trade status, etc. Keep in mind that a + step is a penalty, and a - step is a bonus-.

Step Two: Acquisition

Just because the item is found doesn't mean it's there for the taking. The item must still be acquired from it's owner, in one way or another. Suggested methods are detailed below.

1) Buying. Probably what the PCs were looking to do in the first place, this is the easiest way to handle the situation. Prices are the same as in the Gamma World rulebook for artifacts from that source, modified by any skill checks performed by either side during the bargaining process. Prices for equipment from other sources should be converted over to Gamma World's gold standard.

2) Theft. Many artifacts are prohibitively expensive, have owners that don't wish to sell, or have caught the eyes of greedy PCs who simply don't wish to plunk down the cash to purchase them. In this case, the item can be stolen. The GM should determine where the item is, who guards it, etc., turning such an endeavor into a mini-adventure unto itself. Keep in mind the value of the artifact; a functioning automobile will be guarded by more than a peasant with a flintlock, and a cheap pistol doesn't warrant protection by well-armed super-mutants.

3) Other means. Perhaps the town bully has an empty magnum strapped to his side, for which he has no bullets. Or the item is not readily available, but known to be in the lair of a nearby monster. Or found in a pile of junk, needing only the skilled hand of a Tech Op (and a couple of spare parts) to fix it. The possibilities are endless, and can be used by the GM as an adventure hook.

Prior to using these tables, the GM should have a few short , generic scenarios ready to go involving the transfer of the item.

Step Three: Condition of the Item

Just because the PCs finally acquired the item doesn't necessarily mean that it is in pristine condition. Artifacts can change owners many times, who may or may not take care of them. Roll d100 on Table 4 after an artifact is acquired to determine what kind of condition the artifact is in.

Table 3: Results

Critical Failure	The PCs find no artifacts. In addition, some mishap befalls them during their search, such as being robbed, run out of town by the locals as troublemakers, or receiving a beating at the hands of the local crime syndicate. The GM determines the exact result.
Failure	The PCs find no artifacts.
Ordinary	The PCs are able to locate one Ancient Age artifact.
Good	The PCs are able to find 1d4 Ancient Age artifacts. In addition, they find additional artifacts based on the following factors: • High Population +1 Ancient Age Artifact • Very High Population +2 Ancient Age Artifacts • Nearby Ancient Ruins, Picked Over +1 Ancient Age Artifacts • Nearby Ancient Ruins, Irradiated, No Way In +2 Ancient Age or +1 Shadow Age Artifacts • Nearby Ancient Ruins, Irradiated, Access Available +3 Ancient Age or +1 Shadow Age Artifacts • Amazing- The PCs are able to locate 1d3+3 Ancient Age artifacts and 2 Shadow Age artifacts. .

To determine the exact artifact found, roll on the Ancient Age or Shadow Age artifact list, as applicable

Table 2: Search Modifiers

Settlement Population	Step	Other Modifiers	Step
Sparsely Populated (less than 50 inhabitants, max result Ordinary)	+2	Townsfolk are Xenophobic (max Ordinary)	+2
Low Population (50-100 inhabitants, max result Good)	+1	Townsfolk are Suspicious of Strangers (max Good)	+1
Average Population (100-200 inhabitants)	0	Area Suffers from Raids/ Warfare	+1
High Population (200-500 inhabitants)	-1	Area has Industry or Manufacturing	-1
Very High Population (500+ inhabitants)	-2	Area has Trade (trading post, large open market, etc.)	-1
Nearby Ancient Ruins, Picked Over	-1	Stone Age Culture (max result Ordinary)	+2
Nearby Ancient Ruins, Irradiated, No Way In*	-2	Pre-Gunpowder Culture (max result Good)	+1
Nearby Ancient Ruins, Irradiated, Access Available**	-3	Gamma Age Culture	0

*There is no way to safely enter the ruins on a regular basis. Extracting artifacts from the ruins depends on unreliable sources, such as adventurers, radiation-resistant mutants, etc.
**The ruins are accessed on a regular basis by someone who has means to protect himself from the radiation, such as Radiation Resistance mutations, radsuits, etc.+
Examples would be a Genetic Knight community's attitude toward mutants, people hiding a gold mine, etc.
max results - An entry marked with a max results indicates the maximum level of success allowed on the roll.

Table 4: Artifact Condition

01-03	*Broken and useless*. The PCs have bought/stolen/ otherwise acquired a turkey. This item cannot be repaired and will never work.
04-10	*Broken and repairable*. The item is broken, but can be repaired by someone with time, the right skills, and spare parts.
11-15	*One or more functions useless*. If the item has multiple functions, one or more of the functions will not work. The GM determines if the function can be repaired.
16-20	*Functional, ready to break*. The item does work, but the first time a critical failure is rolled when using it, the item breaks and ceases to function. It is 75% likely that the item cannot be repaired.
21-95	*Fully functional*. The artifact works precisely as described.
96-00	*Extra functions*. The artifact is fully functional, and in addition has further useful functions (for example, a gun may have a built-in laser sight).

Table 4: Ancient Age Items

01-02 Armor- roll 1d6
- **1** Bulletproof Vest
- **2** Khe! Burund (SAE 78)
- **3** Protective Wear- roll 1d6
  - **1-2** Hood (DMAE 49)
  - **3-4** Gloves (DMAE 49)
  - **5-6** Sleeves (DMAE 49)
- **4** Riot Gear- Roll 1d6
  - **1** Assault Gear
  - **2-3** Riot Helmet
  - **4-6** Riot Shield
- **5-6** Sports Gear- roll 1d6
  - **1-2** Headgear- roll 1d8
    - **1** Football Helmet (AP#1)
    - **2** Hockey Goalie Mask (AP#1)
    - **3** Motorcycle Helmet (AP#1)
    - **4** Lacrosse Mask (AP#1)
    - **5** Baseball Batter's Helmet (AP#1)
    - **6** Baseball Catcher's Mask (AP#1)
    - **7** Skiing Helmet (AP#1)
    - **8** Bicycle Helmet (AP#1)
  - **3-4** Upper Body- roll 1d6
    - **1-2** Hockey Pads- Shoulder and Full (AP#1)
    - **3-5** Football Pads- Shoulder and Chest (AP#1)
    - **6** Lacrosse Pads- Shoulder and Chest (AP#1)
  - **5** Lower Body- roll 1d4
    - **1-2** Hockey/Football Pants (AP#1)
    - **3-4** Misc. Knee and Shin Pads (AP#1)
  - **6** Supporter (cup)

03-04 Assault Rifle- roll 1d6
- **1-2** Assault Rifle (Clip, (G) 1d6)
- **3** 5.45mm Assault Rifle (russian) (Clip, (G) 1d6) (DMAE 58)
- **4** 7.62mm Assault Rifle (russian) (Clip, (G) 1d6) (DMAE 58)
- **5** 5.56mm Assault Rifle (nato) (Clip, (G) 1d6) (DMAE 59)
- **6** 7.62mm Assault Rifle (nato) (Clip, (G) 1d6) (DMAE 59)

05 Bicycle

06 Binoculars

07 Enviro-suit or Biohazard Suit (DMAE 19) (50/50)

08-09 Boots, Steel-Toed (DMAE 7)

10 Camouflage Clothing (DMAE 8) or Camouflage Pack (DMAE 48) (50/50)

11 Carrying System- roll 1d4
- **1-2** ALICE System Pack (DMAE 10)
- **3-4** MOLLE System Pack (DMAE 10)

12-13 Cartridge Firearms- Roll 1d6
- **1** .32 Pocket Guns- roll 1d4
  - **1-2**.32 cal. Pocket Revolver (DR 249) (.32 round, (O), 1d10)
  - **3-4**.32 cal. Two-Shot Derringer (DR 249) (.32 round, (O), 1d10)
- **2** Revolvers- Roll 1d6
  - **1-2**.38 cal. Double-Action Revolver (DR 249) (.38 round, (O), 2d10 rounds)
  - **3-4**.45 cal. Single-Action Revolver (DR 249) (.45 round, (O), 2d10 rounds)
  - **5-6**.57 cal. Single-Action Revolver (DR 249) (.57 round, (O), 2d10 rounds)
- **3** Carbines- Roll 1d4
  - **1** .45 cal. Trap-Door Carbine (DR 249) (.45 round, (O), 2d10 rounds)
  - **2** .56 cal. Repeating Carbine (DR 249) (.56 round, (O), 2d10 rounds)
- **4** Rifles- Roll 1d4
  - **1** .30 cal. Lever-Action Rifle (DR 249) (.30 round, (O), 2d10 rounds)
  - **2** .44 cal. Lever-Action Rifle (DR 249) (.44 round, (O), 2d10 rounds)
  - **3** .45 cal. Trap-Door Rifle (DR 249) (.45 round, (O), 2d10 rounds)
  - **4** .50 cal. Buffalo Rifle (DR 249) (.50 round, (O), 2d10 rounds)
- **5** 12-Gauge Repeating Shotgun (DR 249) (12 gauge shell, (O), 2d6 rounds)
- **6** .50 cal. Gatling Gun (DR 249) (**1** burst of .50 cal shells, (G), 1d3 bursts)

14 Communications- Roll 1d10-
- **1-2** Telephones- roll 1d8
  - **1-2** Telephone Call Router (DMAE 26)
  - **3-4** Telephone Line Tap (DMAE 24)
  - **5** Telephone Line Tracer (DMAE 25)
  - **6** Tap Detector (DMAE 25)
  - **7** Caller ID Defeater (DMAE 24)
  - **8** Lineman's Buttset (DMAE 25)
- **3** Cell Phones- roll 1d2
  - **1** Cellular Interceptor (DMAE 24)
  - **2** Cellular Phone (SAE 33)
- **4** ECM- roll 1d6
  - **1-2** Jammer (DMAE 26)
  - **3-4** Scrambler (DMAE 26)
  - **5-6** Analyzer (DMAE 26)
- **5** Automated Dialer (DMAE 36)
- **6** Black Box (DMAE 25)
- **7** Chaff (DMAE 36)
- **8** Multiband Comm Gear (SAE 33)
- **9** Communications Pack (SAE 34)
- **10** Laser Comm Pack (SAE 34)

15 Computer- Roll 1d6
- **1-3** Desktop or Desktop (SAE 41)
- **4-6** Notebook

16 Computer Programs- roll 1d10-
- **1** Virus (DMAE 34)
- **2** Logic Bomb (DMAE 34)
- **3** Sniffer (DMAE 34)
- **4** Firewall (DMAE 35)
- **5** Data Bug (DMAE 35)
- **6** Worm (DMAE 34)
- **7** Trojan Horse (DMAE 34)
- **8** Antivirus Software (DMAE 34)
- **9** Tracer (DMAE 35)

10 Smoker (DMAE 35)
17 Crash Cart (DMAE 19)
18 Cryptography Machines- Roll 1d6
1-2 Encoder (DMAE 36)
3-4 Decoder (DMAE 36)
5-6 Code-Breaker (DMAE 36)
19 Cutting Torch
20 Explosives- roll 1d6
1 1d4 Block Charges (SAE 23)
2-3 2d10 sticks of Dynamite
4 1d2 Plastic Explosives
5 1d4 Satchel Charges or Satchel Charges (SAE 23)
6 2d6 Land Mines
21 Demolition Gear - roll 1d8
1 1d4 Magnetic Casings (SAE 23)
2 2d10 meters of Detcord (SAE 23)
3 1d10 Command Detonators (SAE 24)
4 1d6 Spike Caps (SAE 24)
5 1d4 Serrated Casings (SAE 23)
6 1d10 Fused Detonators (SAE 23)
7 Sequencer Box (SAE 24)
8 Timer (SAE 24)
22 Detector- roll 1d4
1 Bug Sweeper (DMAE 31)
2 Life Detector (DMAE 32)
3 Metal Detector (DMAE 32)
4 Trajectory Detector (DMAE 32)
23 DIY Manual- roll 1d6
1-2 Ordinary Quality (DMAE 17)
3-4 Good Quality (DMAE 17)
5-6 Amazing Quality (DMAE 17)
24 Evidence Kits- roll 1d6
1 Standard (DMAE 12)
2 Drug & Narcotics (DMAE 12)
3 Photographic (DMAE 12)
4 Fingerprint (DMAE 12)
5 Casts & Molds (DMAE 13)
6 Arson & Explosives (DMAE 13)
25 Fire Extinguisher
26 Flamethrower (Canister, (A) 1d2)
27 Flare Gun (Flare, (O) 1d4)
28-29 Flintlock Firearms (Technically Gamma Age, but from Dragon)- Roll 1d8
1-2 .32 cal. Four-Barrel Pistol (DR 249) (Gamma Age flintlock ammo)
3 .50 cal. Duelling Pistol (DR 249) (Gamma Age flintlock ammo)
4 .38 cal. Plains Rifle (DR 249) (Gamma Age flintlock ammo)
5 .52 cal. Long Rifle (DR 249) (Gamma Age flintlock ammo)
6 .69 cal. Musket (DR 249) (Gamma Age flintlock ammo)
7 Weren Flintlock Musket (Alien Compendium, pg 20) (Gamma Age flintlock ammo)
8 Weren Flintlock Pistol (Alien Compendium, pg 20) (Gamma Age flintlock ammo)

30 Gas Mask
31 Geiger Counter
32 Generator, Portable
33-34 Goggles- Roll 1d4
1 Imaging
2 Protective
3 Infrared
4 Thermal (SAE 37)
35 GPS Receiver (DMAE 11)
36-37 Grenade Launcher- roll 1d6
1-2 Grenade Launcher (Grenades, (G) 1d2)
3-4 Single-Shot Under-Barrel 40mm Grenade Launcher (Grenades, (G) 1d2) (DMAE 65)
5-6 Rotating Barrel 40mm Grenade Launcher (Grenades, (G) 1d2) (DMAE 65)
38-40 Grenade, Dumb or Smart (50/50 for either), finds 1d6 of type rolled- Roll 1d4
1-2 Lethal - roll 1d6
1-2 AP (SAE 66)
3-4 Fragmentation
5-6 HEAP (DMAE 67)
3-4 Other- roll 1d12-
1 Concussion
2 Gas (SAE 66)
3 Incendiary
4 Smoke
5 CS Gas (DMAE 67)
6 EMP (DMAE 67)
7 Sticky Bomb (DMAE 67)
8 Stingball (DMAE 67)
9-10 Stun (DMAE 67)
11 Thermite (DMAE 67)
12 Tranquilizer (DMAE 68)
41 1d4 pairs of Handcuffs
42 Hand Mortar
43 Hazmat Kit- roll 1d6
1-2 Chemical Spill Kit (DMAE 15)
3-4 Biocontainment Kit (DMAE 15)
5-6 Radiation Leak Kit (DMAE 15)
44 Hoffmann Institute Scientific and Technological Gear- roll 1d4
1 Chemistry Lab (DMAE 13)
2 Astronomical (DMAE 13)
3 Meteorological (DMAE 13)
4 Hacking (DMAE 13)
45 Hoffmann Institute Special Assignment Gear- roll 1d8
1 Haunting (DMAE 13)
2 Vampires (DMAE 13)
3 Werewolves (DMAE 14)
4 Monsters (DMAE 14)
5 Demons (DMAE 14)
6 Abductions & Encounters (DMAE 14)
7 Magic (DMAE 15)
8 Miracles (DMAE 15)
46-47 Hunting Rifle- roll 1d6
1-2 Hunting Rifle (Clip, (O) 1d6)

3-4 Deer Rifle (Clip, (O) 1d6) (DMAE 61)
5-6 Safari Rifle (Clip, (O) 1d6) (DMAE 61)
48-49 Lockpick Set- roll 1d6
1-2 Ordinary (DMAE 16)
3-4 Good (DMAE 16)
5-6 Amazing (DMAE 16)
50-51 Machine Gun- Roll 1d6
1 Light (Belt, (A) 1)
2 Heavy (Belt, (A) 1)
3 7.62mm Machine Gun (nato) (Belt, (A) 1) (DMAE 64)
4 5.56mm Machine Gun (nato) (Clip, (A) 1) (DMAE 64)
5 7.62mm Machine Gun (russian) (Belt, (A) 1) (DMAE 64)
6 5.45mm Machine Gun (russian) (Belt, (A) 1) (DMAE 65)
52-53 Machine Pistol- roll 1d6
1-2 9mm Machine Pistol (Clip, (G) 1d2) (DMAE 55)
3-4 .32 ACP Machine Pistol (standard) (Clip, (G) 1d2) (DMAE 55)
5-6 9mm Machine Pistol (uzi) (Clip, (G) 1d2) (DMAE 55)
54 Nav Gear- Roll 1d4
1 Celestial Navkit (SAE 38)
2 Gyrocompass (SAE 38)
3 Inertial Navkit (SAE 38)
4 Satellite Receiver (SAE 38)
55-56 Non-Lethal Weapons- roll 1d20-
1-3 CS Gas Fogger (DMAE 69)
4 HERF Weapon (DMAE 69)
5-6 Ketch-All Pole (DMAE 69)
7 Laser Blinder (DMAE 69)
8 Liquid Metal Embrittlement Sprayer (DMAE 69)
9-10 Net Launcher (DMAE 70)
11-12 Pepper Spray (DMAE 70)
13 Sticky Foam Sprayer (DMAE 70)
14 Strobe Light (DMAE 70)
15 Subsonic Nauseator (DMAE 71)
16 Superlubricant Sprayer (DMAE 71)
17-18 Water Cannon (DMAE 71)
19-20 Combustion Alteration Technologies (DMAE 71)
57-59 Non-Powered Melee Weapons- Roll 1d4
1-2 Blades- roll 1d20-
1 Chuurkhna (SAE 50)
2 Dait'sya (SAE 50)
3-4 Katana
5-7 Combat Knife
8-9 Butterfly Knife (DMAE 72)
10-13 Shiv (DMAE 72)
14 Sickle (DMAE 72)
15 Spetsnaz Entrenching Tool (DMAE 72)
16 Kukri (DMAE 72)
17 KGB Umbrella Drug Injectors (DMAE 72)
18 Straight Razor (DMAE 73)
19 Switchblade (DMAE 73)
20 Sword Cane (DMAE 73)
3-4 Blunt Weapons- roll 1d8
1 Collapsible Baton
2 Tong Fe (SAE 50)
3 Brass Knuckles ((DMAE 71)
4 Garrote (DMAE 72)
5 Metal Baton (DMAE 72)
6 Night Stick (DMAE 72)
7 Nunchaku (DMAE 72)
8 Three-Section Staff (DMAE 73)
60-61 Odd Weapons- roll 1d12
1 .22 cal Fountain Pen (DMAE 68)
2 .22 cal Knife (DMAE 68)
3 .38 cal Cigar (DMAE 68)
4 Air Pistol (DMAE 68)
5-6 Air Rifle (DMAE 68)
7 Blowgun (DMAE 68)
8 Coffee Can Projector (DMAE 68)
9 Harpoon Gun (DMAE 69)
10 Pipe Bomb (DMAE 69)
11 Trash Can Mortar (DMAE 69)
12 Zip Gun (DMAE 69)
62-63 Percussion Cap Firearms- Roll 1d8
1 .22 cal. Pepperbox (DR 249) (.22 round, (O), 2d10 rounds)
2 .36 cal. Navy Revolver (DR 249) (.36 round, (O), 2d10 rounds)
3 .44 cal. Army Revolver (DR 249) (.44 round, (O), 2d10 rounds)
4 .41 cal. Derringer (DR 249) (.41 round, (O), 1d8 rounds)
5 .52 cal. Carbine (DR 249) (.52 round, (O), 1d8 rounds)
6 .36 cal. Revolver Rifle (DR 249) (.36 round, (O), 2d10 rounds)
7 .58 cal. Rifle-Musket (DR 249) (.58 round, (O), 1d8 rounds)
8 12 ga Double-Brl. Shotgun (DR 249) (12 gauge shell, (O), 2d6 rounds)
64 Personal Alarm (DMAE 9)
65-66 Pharmaceutical- Roll 1d12
1 Anesthetic
2 Antibiotic
3 Antivenom
4 Atropine (DMAE 21)
5 Cyanide (DMAE 22)
6 First Aid Kit
7 Hallucinogens (DMAE 22)
8 Immunization Booster (SAE 20)
9 Sedative
10 Steroids (DMAE 22)
11 Stimulant
12 Tranquilizer (SAE 20)
67 Police Scanner- roll 1d6
1-2 Handheld (DMAE 30)
3-4 Desktop (DMAE 30)
5-6 Mobile (DMAE 30)
68 Powered Weapons- roll 1d6
1-2 Chainsaw (Energy Cell (G) 1d4)
3-4 Shock Stick (Energy Cell (G) 1d4) (DMAE 72)
5-6 Stun Prod (Energy Cell (G) 1d4) (DMAE 73)
69 Primitive Missile Weapons- Roll 1d6
1-2 Apache LX Reflex Bow (SAE 60) (Arrow, (O) 2d10)

3-4 Commando 3000 Crossbow (SAE 61) (Bolt, (O) 2d10)
5-6 Cobra F77 Dart Gun (SAE 61) (Dart, (O) 1d4)
70-71 Radio- Roll 1d4
1-2 Personal
3-4 Transmitting
72 Raft, Inflatable
73 Recorder- roll 1d4
1 Audio Tape (DMAE 31)
2 Video Tape (DMAE 31)
3 Recordable CD (DMAE 31)
4 Recordable Mini-Disc (DMAE 31)
74 Remote Robots- roll 1d4
1-3 Police Remote- roll 1d6
1-2 Surveillance (DMAE 17)
3-4 Bomb Disposal (DMAE 18)
5-6 Tactical (DMAE 18)
4 Military Remote (DMAE 18)
75-77 Revolver- Roll 1d8
1 Light (Clip, (O) 1d6)
3 Heavy (Clip, (O) 1d6)
2 Medium (Clip, (O) 1d6)
4 Magnum (Clip, (O) 1d6)
5 .38 cal Revolver (Clip, (O) 1d6) (DMAE 50)
6 .357 Magnum Revolver (Clip, (O) 1d6) (DMAE 50)
7 .44 Magnum Revolver (Clip, (O) 1d6) (DMAE 51)
8 454 Casull Revolver (Clip, (O) 1d4) (DMAE 51)
78 Rocket Launcher (Rocket, (A) 1d2)
79 Rockets- Roll 1d4
1 Antiair (SAE 66)
2 Antipersonnel (SAE 66)
3 Antivehicle (SAE 66)
4 CHE (SAE 66)
80 SAM, Handheld (SAM, (A) 1)
81 Scanner- Roll 1d4
1-2 Imaging (SAE 38)
3-4 Weapon Detector (SAE 38)
82 Scuba Gear
83-84 Semi-Automatic Handguns- roll 1d10
1 Pistol, Semiautomatic (Clip, (O) 1d2)
2 .22 cal Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 51)
3 .22 cal Semi-Automatic Pistol, Silenced (Clip, (O) 1d2) (DMAE 52)
4 .32 ACP Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 52)
5 .380 ACP Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 52)
6 9mm Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 52)
7 Silenced 9mm Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 53)
8 10mm Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 53)
9 .45 cal Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 54)
10 .50 cal AE Semi-Automatic Pistol (Clip, (O) 1d2) (DMAE 54)
85-86 Shotgun- Roll 1d6
1-2 Regular (Clip, (O) 2d6)
3 Heavy (Clip, (O) 2d6)
4 12 Gauge Pump Shotgun (Clip, (O) 1d6) (DMAE 59)
5 12 Gauge Automatic Shotgun (Clip, (O) 1d6) (DMAE 60)
6 10 Gauge Pump Shotgun (Clip, (O) 1d6) (DMAE 60)
87 Sniper Rifle- roll 1d6
1-2 7.62 Sniper Rifle (nato) (Clip, (G) 1d4) (DMAE 61)
3 .300 Win Mag Sniper Rifle (Clip, (G) 1d4) (DMAE 62)
4 Benchrest Railgun (Bullet, (G) 1d4) (DMAE 62)
5 7.62mm Sniper Rifle (russian) (Clip, (G) 1d4) (DMAE 63)
6 .50 cal Sniper Rifle (nato) (Clip, (G) 1d4) (DMAE 63)
88 Specialized Ammo- Roll 1d20
1 MightyMite (SAE 68)
2 B-Mace Gel (SAE 68)
3 Birdshot (DMAE 60)
4-5 Buckshot (DMAE 60)
6 Rifled Slug (DMAE 60)
7 40mm Foam Rubber (DMAE 77)
8 AP (DMAE 77)
9 Beanbag Round (DMAE 78)
10 Dart w/ Chemical Load (DMAE 78)
11-12 Flechette (DMAE 78)
13-14 Frangible (DMAE 78)
15 HE (DMAE 78)
16 Pepper Balloon (DMAE 78)
17 Rubber (DMAE 78)
18 Subsonic (DMAE 78)
19 Tracers (DMAE 78)
20 WP (DMAE 78)
89 Still Camera- roll 1d6
1-2 Ordinary (DMAE 27)
3-4 Good (DMAE 27)
5-6 Amazing (DMAE 27)
90-91 Sub-Machine Guns- roll 1d8
1-2 Submachine Gun (Clip, (G) 1d4)
3 5.45 mm Submachine Gun (russian) (Clip, (G) 1d4) (DMAE 56)
4 9mm Submachine Gun (full) (Clip, (G) 1d4) (DMAE 56)
5 9mm Submachine Gun (small) (Clip, (G) 1d4) (DMAE 57)
6 .45 ACP Submachine Gun (Clip, (G) 1d4) (DMAE 57)
7 9mm Submachine Gun (large capacity) (Clip, (G) 1d4) (DMAE 57)
8 9mm Submachine Gun (uzi) (Clip, (G) 1d4) (DMAE 57)
92 Surveillance Gear- Roll 3d6
3 1d4 Bugs (SAE 39)
4 Acessories- roll 1d6
1 Tripod (DMAE 32)
2 Rifle Stock Mount (DMAE 32)
3 Trigger Mechanism (DMAE 32)
4-5 Earpiece (DMAE 32)
6 Headphones (DMAE 32)
5 Recorder (SAE 39)
6 Microcam (SAE 39)
7 Transmitter (SAE 39)
8 Laser Microphone (SAE 39)
9 Microphone, Parabolic

10 Pickup Mike (DMAE 29)
11 Shotgun Mike (DMAE 29)
12 Contact Mike (DMAE 30)
13 Induction Mike (DMAE 30)
14 Microtransmitter (DMAE 30)
15 Electronic Tracking System (DMAE 31)
16 Miniature Light Stick (DMAE 31)
17 Voice-Activated Transmitter (DMAE 31)
18 Digital Burst Transmitter
93 Taser (Energy Cell, (G) 1d4)
94 Toolkit- Roll 1d6
1 Armorer (SAE 28)
2 Electronics (SAE 28)
3 Engineer (SAE 28)
4 Mechanic (SAE 28)
5 Specialized
6 Standard
95 Translator- Roll 1d4
1-3 Translate (SAE 35)
4 Active Interpreter (SAE 35)
96 Ultralight Glider
97 Vidcam or Minicam
98 Video Shades (DMAE 28)
99 Water Condenser or Purifier
00 Weapon Accessories- Roll 1d12-
1 Falcon X Guidance System (SAE67)
2 Sights- roll 1d10
1 Mongoose Imaging Sights (SAE 67)
2 Digital (DMAE 74)
3 Illuminated (DMAE 74)
4 Infrared (DMAE 74)
5 Laser Aiming Dot (DMAE 74)
6 Light-Enhancement (DMAE 74)
7-8 Magnification (DMAE 74)
9 Thermal (DMAE 74)
10 Flashlight (DMAE 74)
3 Holsters- roll 1d4
1-2 Concealment Holster (DMAE 48)
3-4 Fast-Draw Holster (DMAE 48)
4 Personalized Grip (DMAE 73)
5 Balancing (DMAE 73)
6 Adjustable Stock (DMAE 73)
7 Silencer (DMAE 73)
8 Magazines- roll 1d6
1 Bandoleer (DMAE 74)
2 Double Column (DMAE 75)
3 Drum (DMAE 75)
4 Extended (DMAE 75)
5 Saddlebag (DMAE 75)
6 Speed-Loader (DMAE 75)
9 Brass Catcher (DMAE 75)
10 Brass Deflector (DMAE 75)
11 Rangefinder (DMAE 75)
12 Grenade Adapter (DMAE 75)

Table 5: Shadow Age Items

1 Alien Weapons & Armor- roll 1d6
1 Grey Energy Pistol (h) (Energy Pack, (A) 1) (DMAE 88)
2 Grey Energy Rifle (h) (Energy Pack, (A) 1) (DMAE 88)
3 Sandman Needler Pistol (a) (Needler Clip, (A), 1d2) (DMAE 89)
4 Elohim Armor (DMAE 89)
5 Elohim Fiery Sword (Energy Pack, (A) 1) (DMAE 89)
6 Red Mercury
2 Arc Guns and Flamers- Roll 1d6
1-2 Blue Bolt Arc Gun (a) (SAE 61) (Energy Cell, (G) 1d4)
3 ARC Gun (a) (AP#2) (Energy Cell, (G) 1d4)
3-5 Demon 9 Hand Flamer (a) (SAE 62) (Flamer Cartridge, (A) 1d2)
6 Dragon 3 Heavy Flamer (h) (SAE 62) (Flamer Cartridge, (A) 1d2)
3 Autokey (SAE 29)
4-5 BerTek Gear- Roll 1d4
1 BerTek Circuit Finder (SAE 30)
2 BerTek Excavation Projector (SAE 24)
3 BerTek Laser Torch (SAE 27)
4 BerTek Powered Jaws (SAE 27)
6 Binders (SAE 29)
7-8 Blasters- Roll 1d6
1-2 Mk 5 Blaster (h) (Energy Cell, (G) 1d4)
3-4 Mk 7 Blaster (h) (Energy Cell, (G) 1d4)
5-6 Mk 9 Blaster (h) (Energy Cell, (G) 1d4)
9 Bond-o-Matic Molecule Weld (SAE 30)
10-11 Charge Weapons- Roll 1d6
1-4 Charge Pistol- Roll 1d6
1 M9 9mm (a) (SAE 51) (Clip, (G) 1d4)
2 Holdout 9mm Derringer (DR 273) (a) (Clip, (G) 1d4)
3 Pinnacle-IV 11mm Pepperbox (DR 273) (a) (Clip, (G) 1d4)
4 Robohawk 4mm Autopistol (DR 273) (Clip, (G) 1d4)
5 Hammer 5 11mm (a) (SAE 51) (Clip, (G) 1d4)
6 K-SAT 100 9mm Zero-G (a) (SAE 51) (Clip, (G) 1d4)
5-6 Charge Rifle- Roll 1d6
1-2 ARZ 6mm Autorifle (h) (SAE 52) (Clip, (G) 1d2)
3 Bulldog 9mm SMG (h) (SAE 52) (Clip, (G) 1d2)
4-5 IF-3 11mm Rifle (h) (SAE 53) (Clip, (G) 1d2)
6 KZ 160 13mm Charge MG (h) (SAE 54) (Clip, (G) 1)
12-13 Chuff Weapons- Roll 1d6
1-3 Chuff Pistol (DR 250) (a) (Clip, (G) 1d2)
4-5 Chuff Rifle (DR 250) (a) (Clip, (G) 1d2)
6 Chuff Launcher (DR 250) (a) (Clip, (G) 1)
14-15 Comm Gear
16 Computer- Roll 1d4
1-2 Micro or Micro (SAE 41)
3 Data Slate (SAE 41)
4 Gauntlet (SAE 42)
17-18 Energy Cell Charger
19-20 Experimental Weapons- Roll 1d8

1 Black Ray Pistol (h) (Energy Cell, (G) 1d4)
2 Conversion Beamer (AP#3) (h) (Energy Cell, (G) 1d4)
3 Gravity Gun(AP#3) (a) (Energy Cell, (G) 1d4)
4-5 Needler Pistol (a) (Needler Clip, (A), 1d2)
6 Ph60 Flash Gun (DR 273) (Energy Cell, (G) 1d4)
7 Solar Scorcher (AP#3) (h) No clips necessary
8 Tangler (a) (Tangler Clip, (G) 1d4)

21-22 Flechette Weapons- Roll 1d6
1-2 Flechette Pistol (a) or Devastator Flechette Pistol (a) (SAE 53) (Clip, (G) 1d2)
3-4 Flechette Rifle (a) (Clip, (G) 1d2)
5 Flechette SMG (a) (Clip, (G) 1d2)
6 AGC Autoflechette Shotgun (a) (SAE 53) (Clip, (G) 1d2)

23-24 Force Fields- Roll 1d6
1-2 Deflection Screen- Roll 1d4
1-2 Rampart Deflection Inducer (h) (SAE 76) (Energy Cell, (G) 1d4)
3-4 Anvil 44 Magnetic Screen (h) (SAE 77) (Energy Cell, (G) 1d4)
3-4 Force Field (Energy Cell, (G) 1d4)
5-6 Particle Screen- Roll 1d4
1-2 Alpha 50 Particle Screen (h) (SAE 77) (Energy Cell, (G) 1d4)
3-4 SCM-16 Capacitor Screen (h) (SAE 77) (Energy Cell, (G) 1d4)

25 Gauntlet- Roll 1d6
1 Aerocaster (a) (SAE 30)
2 Diver (a) (SAE 36)
3 Medical (a) (SAE 42)
4 Professional- Roll 1d6
1Gridcaster (a) (SAE 42)
2Ops (a) (SAE 42)
3Pilot (a) (SAE 42)
4Science (a) (SAE 42)
5Security (a) (SAE 42)
6Tactics (a) (SAE 42)
5 Radar (a) or Radar (a) (SAE 36)
6 Sensor (a) or Sensor (a) (SAE 36)

26 Gauss Weapon- roll 1d6
1-2 Gauss SMG (h) (AP#2) (Gauss Clip, (A) 1)
3-4 Gauss Battle Rifle (h) (AP#2) (Gauss Clip, (A) 1)
5 Gauss Dragonslayer (h) (AP#2) (Gauss Clip, (A) 1)
6 Gauss CAW (h) (AP#2) (Gauss Clip, (A) 1)

27 General Industries Equipment- Roll 1d4
1-2 Induction Disk (SAE 26)
3-4 Walker (SAE 29)

28 Glow Cube

29-30 Goggles- Roll 1d4
1-2 Magnifying (SAE 37)
3-4 Sonic (SAE 37)

31 Graft- Roll 1d4
1-2 Bone (SAE 18)
3-4 Tissue (SAE 18)

32-33 Grenade- Roll 1d6
1 Bloodhound 5 F3 Smart Grenade (h) (SAE 65)
2 Plasma (h)
3-4 Pulse (h) (SAE 66)
5-6 Stun (a)

34 Gridware- Roll 1d4
1-3 Gridcaster Helmet (SAE 42)
4 Homesite Unit (SAE 42)

35 Habitat Dome

36-37 Heavy Weapons- Roll 1d6
1-2 Bantam 5 Rocket Launcher (a) (SAE 65) (Rocket, (A) 1d2)
3-4 Grenade Rifle (h) or ZK5 Grenade Launcher (h) (SAE 64) (Grenade, (A) 1d2)
5-6 HAK-59 Quantum Minigun (a) (SAE 64) (Quantum Cell, (A) 1)

38 Holorecorder or Holoviewer (50/50)

39 Instrument Pack- Roll 1d6
1-2 Biology
3 Botany
4 Chemistry
5 Physics
6 Zoology

40-41 Laser Weapons- Roll 1d8
1-2 Laser Pistol (h) (Energy Cell, (G) 1d4)
3 Ninja 600 Laser Pistol (h) (SAE 57) (Energy Cell, (G) 1d4)
4-5 Laser Rifle (h) (Energy Cell, (G) 1d4)
6 CLR-19 Laser Rifle (h) (SAE 57) (Energy Cell, (G) 1d4)
7 Laser SMG (h) (Energy Cell, (G) 1d4)
8 Valkyrie 9 Autolaser (h) (SAE 57) (Energy Cell, (G) 1d4)

42-43 Masks- Roll 1d4
1-2 Gill A4 Respirator Mask (SAE 85)
3-4 VacMaster 77 Vacuum Mask (SAE 85)

44-45 Mass Weapons- Roll 1d6
1-3 Nova 6 Mass Pistol (h) (SAE 55) (Energy Cell, (G) 1d4)
4-5 AAMG-12 Mass Rifle (h) (SAE 56) (Energy Cell, (G) 1d4)
6 Supernova XI Cannon (h) (SAE 56) (Energy Cell, (G) 1d4)

46 Melter Guns- Roll 1d6
1-3 VMP 40-Watt Melter Pistol (DR 273) (h) (Energy Cell, (G) 1d4)
4-5 Firebird 80-Watt Mega-Melter (DR 273) (h) (Energy Cell, (G) 1d4)
6 Phoenix 200-Watt Assault Melter (DR 273) (h) (Energy Cell, (G) 1d4)

47 Memory Crystal

48 Microbot (DMAE 36)

49-50 Pharmaceutical- Roll 1d8
1 Anti-Etoile Nanites (DMAE 23)
2-3 Antiradiation
4 Analgesic (SAE 20)
5 Coagulant
6 Ekimmu Essence (DMAE 23)
7 Mutagenic Serum (DMAE 22)
8 PSI Blockers (DMAE 22)

51-52 PlanetWide Climate Wear- Roll 1d6

1-3 Sunrunner 60 Climate Suit (SAE 83)
4-5 Orbiter C1 Soft Environment Suit (SAE 83)
6 Explorer D9 Armored Environmental Suit (SAE 84)
53-54 Plasma Gun- Roll 1d4
1-2 D-16 Plasma Gun (h) (SAE 63) (Plasma Pack, (A) 1)
3-4 G12 Plasma Pistol (DR 273) (a) (Energy Cell, (G) 1d4)
55 Plasma Jelly
56-57 Powered Weapons- Roll 1d6
1 Baton- Roll 1d6
1Dragonfist 20 Stun-Chucks (DR 273) (a) (Energy Cell, (G) 1d4)
2-3 Pulse Baton (a) (Energy Cell, (G) 1d4)
4Mjolnir 220 Rocket Maul (DR 273) (h) (Energy Cell, (G) 1d4)
5Nighthawk A5 Pulse Baton (a) (SAE 47) (Energy Cell, (G) 1d4)
6PunkThumper 6000 Stun Baton (a) (SAE 47) (Energy Cell, (G) 1d4)
2-3 Blade- Roll 1d8
1AX2 Chainsword (a) (SAE 48) (Energy Cell, (G) 1d4)
2K-3 Zero-G Axe (SAE 49)
3-4 Samurai 300 Ion Blade (a) (SAE 47) (Energy Cell, (G) 1d4)
5Templar 27-N Power Sword (DR 273) (a) (Energy Cell, (G) 1d4)
6Vibro Blade (h) (Energy Cell, (G) 1d4)
7Vibro Dagger (h) (Energy Cell, (G) 1d4)
8Viper D Filament Blade (a) (SAE 48) (Energy Cell, (G) 1d4)
4 Glove- Roll 1d4
1-2 Power Gloves (Energy Cell, (G) 1d4)
3-4 Headbuster Power Cestus (SAE 49) (Energy Cell, (G) 1d4)
5 Mace- Roll 1d4
1-2 Gravmace (h) (Energy Cell, (G) 1d4)
3-4 Thunder 150 Gravmace (h) (SAE 49) (Energy Cell, (G) 1d4)
6 Whip- Roll 1d6
1-2 AVX Neural Whip (DR 273) (a) (Energy Cell, (G) 1d4)
3-4 Neural Bite (AP#3) (a) (Energy Cell, (G) 1d4)
5-6 Neural Whip (a) (Energy Cell, (G) 1d4)
58 Psi-Restraints- Roll 1d4
1-2 Helm (SAE 31)
3-4 Collar (SAE 31)
59-60 Repulser Weapons- Roll 1d6
1-3 Stalwart Zf Repulser Pistol (DR 273) (a) (Energy Cell, (G) 1d4)
4-5 Defender 4 Repulser (DR 273) (a) (Energy Cell, (G) 1d4)
6 Avenger 5 Repulser Rifle (DR 273) (a) (Energy Cell, (G) 1d4)
61-62 Sabot Gun- Roll 1d6
1-3 Tornado 600 15mm Sabot Pistol (h) (SAE 54) (Clip, (G) 1d2)
4-5 M5 15mm Sabot Rifle (h) (SAE 54) (Clip, (G), 1d2)
6 Ronin 900 25mm Cannon (h) (SAE 55) (Clip, (A), 1)
63 SAI Powered Shield (SAE 76) (Energy Cell, (G) 1d4)
64-65 SekureTek Power Restraints- Roll 1d4
1-2 Biodamper (SAE 31)
3-4 Cyberdamper (SAE 31)
66-67 Sensors- Roll 1d4
1 Biodetector (SAE 36)
2 EM Detector (SAE 36)
3 Chem Detector (SAE 36)
4 Rad Detector (SAE 36)
68-69 Solar X Gear- Roll 1d4
1-2 Sparrow Gravity Belt (SAE 87)
3-4 Spinnaker Parafoil (SAE 88)
70-71 SAI Powered Shield (SAE 76) (Energy Cell, (G) 1d4)
1-2 Banshee Mk IV Screamer Pistol (a) (DR 273) (Clip, (G) 1d4)
3-4 Banshee Mk IX Screamer SMG (a) (DR 273) (Clip, (G) 1d4)
72-73 Specialized Ammo- Roll 1d8
1 Black Thunder AP Round (SAE 68)
2 Archer AA Stabilized Round (SAE 68)
3-4 B-Mace Gel Round (SAE 68)
5 Snake Eyes IR Homing Round (SAE 68)
6 MightyMite Explosive Round (SAE 68)
7 Shredder C5 Flechette Round (SAE 68)
8 Talon X Guided Round (SAE 68)
74 Stretcher- Roll 1d4
1-2 All Terrain (SAE 21)
3-4 Timeout Stasis Stretcher (SAE 21)
75-76 Stutter Weapons- Roll 1d10
1-2 Falcon T9 Stutter Pistol (a) (SAE 58) (Energy Cell, (G) 1d4)
3-4 Tauri 9 Impact Pistol (a) (SAE 60) (Energy Cell, (G) 1d4)
5 Cyclone 700 Stutter SMG (a) (SAE 59) (Energy Cell, (G) 1d4)
6-7 Condor X7 Stutter Pistol (a) (SAE 58) (Energy Cell, (G) 1d4)
8-9 Sirocco 100 Stutter Rifle (a) (SAE 59) (Energy Cell, (G) 1d4)
10 Roc ZI Stutter Cannon (a) (SAE 60) (Energy Cell, (G) 1d4)
77 Surgical Kit
78-79 Terra X Camping Accessories- Roll 1d8
1 TerrainMaster 5 Portable Cabin (SAE 81)
2 Stevens A20 Camping Module (SAE 81)
3 Gliese 300 Habitat Dome (SAE 81)
4 NutriMix Ration Bars (SAE 82)
5 Bolthole CD Sleeping Bag (SAE 82)
6 ArboReal Sleeping Platform (SAE 82)
7 Armadillo MPT 2 Man Tent (SAE 82)
8 Watercaddy 100 (SAE 82)
80-81 TrailTech EcoTour Gear- Roll 1d6
1 Hotspot Pocket Igniter (SAE 89)
2 Rescue Pack (SAE 28)
3 Rockbiter Adhesive Pitons (SAE 90)

4 Rocketboy Self-Propelled Grapple (SAE 89)
5 BugZap Sonic Barrier (SAE 90)
6. Superfly Climbing Guards (SAE 88)
82-83 Trauma Pack- Roll 1d4
1 Regular Trauma Pack
2 Smart Trauma Pack
3 Trauma Pack I (SAE 22)
4 Trauma Pack II (SAE 22)
84 TyKo Gear- Roll 1d4
1-2 Carbide Shears (SAE 23) (Energy Cell, (G) 1d4)
3-4 Miniwinch (SAE 30) (Energy Cell, (G) 1d4)
85-88 Unpowered Armor- Roll 1d10
1 Alien Armor- Roll 1d4
1-2 Bellweyn Sil (SAE 79)
3-4 Ptokh K'se (SAE 78)
2 Attack Armor- Roll 1d6
1-2 Attack Armor
3-4 Polymere Attack Armor
5-6 Dauntless 29 Attack Armor (SAE 71)
3 Assault Gear Roll 1d4
1-2 Battlehawk Zero-G Assault Gear (SAE 69)
3-4 Scout 230 AET Assault Gear (SAE 69)
4 Ballistic Armor- Roll 1d4
1-2 BodyGuard Ballistic Vest (SAE 70)
3-4 Landsknecht 34 Ballistic Jacket (SAE 70)
5 Battle Jacket
6 Carbonate Fiber (CF) Armor- Roll 1d8
1-3 Haramaki 100 CF Coat (Jacket) (SAE 70)
4-6 Haramaki 200 CF Coat (Duster) (SAE 70)
7-8 Milano GX CF Bodysuit (SAE 71)
7 Cerametal Armor- Roll 1d4
1ACN 4 Cerametal Armor (SAE 72)
2Bushmaster Cerametal Mail (SAE 72)
3-4 Aegis 650 Cerametal Shield (SAE 76)
8 Enviro-armor
9 Fabristeel- Roll 1d6
1-2 Coat
3-5 Jacket
6Jumpsuit
10 Shield, Plasteel
89-90 Unpowered Weapons- Roll 1d4
1-2 Patriot II Explosive Lance (DR 273)
3-4 T-Bar TN Blade (SAE 48)
91-92 Vidcam- roll 1d6
1-2 Dual Holocam (SAE 39)
3-4 Minicam (SAE 39)
5-6 Vidcam (SAE 40)
93 Walker, Medical (SAE 22)
94-96 Weapon Accessories- Roll 1d4
1-2 Target X Holo Sights (SAE 67)
3-4 Reaper 700 IFF Sights (SAE 67)
97-98 Weight Neutralizer (SAE 29)
99-00 Render Weapons- Roll 1d4
1-2 X-LOK Render Pistol (DR 273) (h) (Graviton Pack, (A) 1)
3-4 Z-LOK Render Rifle (h) (SAE 63) (Graviton Pack, (A) 1)

New Ability and House Rules - 5th - Derek Holland

I am taking some of the rules of the 4th edition of Gamma World on converting them to the 5th edition. Some of this material can also be used in other Alternity campaigns.

The *first* is the new ability of senses. It has only one broad skill, Awareness. To increase the number of ability points to allow for this addition, just take the current amount and divide by the number of current abilities (you should get 10 or 11) and then add that number to the total. That is, if you used 60 points you should get 70 (60/6 = 10, 10+60 = 70). The ability score limits for each of the official races are as follows:

Human	4-14	Mutant	4-14	Fraal	4-14	T'sa	4-15
Android	4-15	Weren	4-15	Sesheyan	4-12		
Dabber	5-15	Sleeth	4-14	Sasquatch	5-15		

With this new ability, all species have Awareness as a free broad skill.

The *second* rule is that of species "mutations" as outlined in his Gamma Squirrels and Mutant Moose in Dragon 272. In that, he reduces the number of mutation points due to the natural abilities of the different species. In the 4th edition, animals kept those "mutations" and defects and still got 5 mutations. So I suggest that all animals get 7 point above what they already have. And that mutation rolls that give a better version of the mutation are used, without mutation points lost or gained.

The *third* has to do with a few mutations and defects and has nothing to do with the 4th edition. The defect of physical change is blown way out of proportion. The minor version should be a slight defect and the major version should be a moderate defect. The personality skill penalties only apply when the mutant encounters bigoted PSHs. The mutation of poison attack should have differences between mutant plants and animals. Most plants already have some sort of chemical defense, as they can not run from herbivores. So I use 3 versions of poison attack for them.

Poison Attack, Improved/Enhanced/Hyper Ordinary/Good/ Amazing, Activated, CON

Plants with the improved version can only produce an irritant. Those with the enhanced version can produce irritants, paralytic toxins and caustic agents. And those with the hyper version can produce any toxin. Otherwise this is identical to the animal mutation of the same name.

And *last* is the renaming and moving of several of the broad and specialty skills. The first is Life Science is renamed Biology and Biology renamed Microbiology/Biochemistry. Resolve is left in the will based skills, but the physical resolve skill is based on constitution for skill checks (how individual GMs want deal with this oddity is left to them). Investigate is moved to senses and Street Smarts is moved to intelligence.

Easy NPC Creation for GW Alternity - Derek Winston

Here's a quick cheat sheet for making NPC's for Gamma World 5th edition. I use these tables to make everything from combat encounters to quick man-on-the-street situations. If you need to get any more detailed than this, you should use the full character generation rules given in the GW Rulebook.

SAE- Stardrive Arms and Equipment Guide
DMAE- Dark Matter Arms and Equipment Guide
DR- Dragon, issue #
AP- Apocalyptic Post

1. Choose Species
2. Assign Ability Scores - Assume all are average (10). If a certain race is noted for their high scores in one area, give the character a +1 resistance modifier in that area (such as STR for sasquatch, etc.)
3. Mutations - Dabbers, sasquatch, sleeth, and other races have various mutations described in their text. Mutants, mutant animals, mutant plants, and others have one mutation only, and in addition have a funny appearance (to show that they are mutants).
4. Profession - Each profession has certain immediate benefits -

Combat Specs have an additional -d4 die bonus on their primary weapon.

Free Agents have an additional +1 resistance modifier to one stat.

Tech Ops and Diplomats have no immediate combat benefits.

5. Skills - NPCs have skills appropriate to their weaponry. They also have any skills related to their profession. Broad skills start at 10; specialty skills start at 11. These will be modified by character level in step

6. Attributes - Choose if necessary.

7. Select Weapons and Armor - In each category, the NPC has a 5% chance per level to have a Shadow Age item. If failed, he has a 10% chance per level to have an Ancient Age item. The NPC will always at least have a Gamma Age item, except in the case of primary and secondary armor- they still have only a 10% chance to have a Gamma item.

8. Adjust for Level - NPC Combat Specs gain one point to each of their combat skills per level. Other NPCs gain one point to each of their combat skills every other level.

9. Make an Attacks Matrix. This consists of -

Reaction Score - Usually Ordinary/2, but may change. Also note any special abilities that affect attacks, such as Dual Brain, etc.

Defenses - Resistance modifiers and armor

Durability - 10/10/5/5

Primary Attack - Skill roll, attack, damage

Secondary Attack - Skill roll, attack, damage

Defending - Action and Numbers

Fleeing - Action and Numbers

The following charts can be used to outfit the NPC.

Primary Weapons

Gamma Age Melee Weapons (roll 1d12)	
1-2: Broadsword	**8**: Polearm
3: Club	**9**: Quarterstaff
4: Flail	**10**: Saber
5: Great Axe	**11**: Shortsword
6: Hand Axe	**12**: Spear
7: Mace	
Gamma Age Missile Weapons (roll 1d20)	
1-2: Bow, Long 12: .32 cal. Four-Barrel Pistol (DR 249)	**8**: Pistol, Flintlock 17-18: .69 cal. Musket (DR 249)
3: Bow, Short 13: .50 cal. Dueling Pistol (DR 249)	**9-10**: Rifle, Long 19: Weren Flintlock Musket (Alien Compendium, pg 20)*
4-5: Crossbow 14-15: .38 cal. Plains Rifle (DR 249)	**11**: Sling 20: Weren Flintlock Pistol (Alien Compendium, pg 20)*
6-7: Musket, Flintlock 16: .52 cal. Long Rifle (DR 249)	
Ancient Age Melee Weapons (roll 1d20)	
1: Chuurkhna (SAE 50)	**12**: Metal Baton (DMAE 72)
2-3: Katana	**13-14**: Night Stick (DMAE 72)
4: Sickle (DMAE 72)	**15-16**: Nunchaku (DMAE 72)
5-6: Spetsnaz Entrenching Tool (DMAE 72)	**17**: Three-Section Staff (DMAE 73)
7: Kukri (DMAE 72)	**18**: Chainsaw
8-9: Collapsible Baton	**19**: Shock Stick (DMAE 72)
10-11: Tong Fe (SAE 50)	**20**: Stun Prod (DMAE 73)

Ancient Age Missile Weapons (roll 1d20)	
1: Assault Rifle (any)	**11**: Rocket Launcher
2: Flamethrower	**12**: SAM, Handheld
3: Grenade Launcher (any)	**13-14**: Semi-Automatic Handgun (any)
4: Hunting Rifle (any)	**15-16**: Shotgun (any)
5: Machine Gun (any)	**17**: Sniper Rifle (any)
6-7: Machine Pistol (any)	**18**: Commando 3000 Crossbow (SAE 61)
8: Apache LX Reflex Bow (SAE 60)	**19**: Cartridge Firearms (any except .32 Pocket Guns and .50 cal Gatling Gun)
9-10: Revolver (any)	**20**: Percussion Cap Firearms (any except .22 cal Pepperbox and .41 cal Derringer)
Shadow Age Melee Weapons (roll 1d20)	
1-18: Powered Weapons (any)	**19-20**: T-Bar TN Blade (SAE 48)
Shadow Age Missile Weapons (roll 1d20)	
1: Alien Weapons (any except Elohim Armor, Elohim Flaming Sword, and Red Mercury)	**13**: Mass Weapons (any)
2: Arc Guns and Flamers (any)	**14**: Melter Guns (any)
3: Blaster (any)	**15**: Plasma Gun (any)
4: Charge Weapons (any)	**16**: Repulser Weapons (any)
5: Chuff Weapons (any)	**17**: Sabot Guns (any)
6: Experimental Weapons (any except Ph60 Flash Gun and Tangler)	**18**: Sonic Weapons (any)
7-8: Flechette Weapons (any)	**19**: Stutter Weapons (any)
9-10: Heavy Weapons (any)	**20**: Render Weapons (any)
11-12: Laser Weapons (any)	

Secondary Weapons

Gamma Age Melee Weapons (roll 1d6)	
1-2: Dagger	**5**: Hand Axe
3-4: Gauntlet	**6**: Shortsword
Gamma Age Missile Weapons (roll 1d8)	
1: Bola	**6**: .32 cal. Four-Barrel Pistol (DR 249)
2-3: Pistol, Flintlock	**7**: .50 cal. Dueling Pistol (DR 249)
4: Shuriken	**8**: Weren Flintlock Pistol (Alien Compendium, pg 20)*
5: Sling	
Ancient Age Melee Weapons (roll 1d20)	
1: Dait'sya (SAE 50)	**12-13**: Collapsible Baton
2-4: Combat Knife	**14**: Tong Fe (SAE 50)
5: Butterfly Knife (DMAE 72)	**15**: Brass Knuckles ((DMAE 71)
6: Shiv (DMAE 72)	**16**: Garrote (DMAE 72)
7: Spetsnaz Entrenching Tool (DMAE 72)	**17**: Metal Baton (DMAE 72)
8: Kukri (DMAE 72)	**18**: Night Stick (DMAE 72)
9: Straight Razor (DMAE 73)	**19**: Shock Stick (DMAE 72)
10: Switchblade (DMAE 73)	**20**: Stun Prod (DMAE 73)
11: Sword Cane (DMAE 73)	
Ancient Age Missile Weapons (roll 1d10)	
1-2: Cartridge Firearms (any .32 Pocket Gun or Revolver)	**7**: Cobra F77 Dart Gun (SAE 61)
3: Grenade (any)	**8**: Revolver (any)
4: Machine Pistol (any)	**9**: Semi-Automatic Handgun (any)
5: Non-Lethal Weapons (any except Water Cannon)	**10**: Taser
6: Percussion Cap Firearms (any pepperbox, derringer, or revolver)	
Shadow Age Melee Weapons (roll 1d12)	
1: Dragonfist 20 Stun-Chucks (DR 273)	**8**: Power Gloves
2-3: Pulse Baton	**9**: Headbuster Power Cestus (SAE 49)
4: Mjolnir 220 Rocket Maul (DR 273)	**10**: AVX Neural Whip (DR 273)
5: Nighthawk A5 Pulse Baton (SAE 47)	**11**: Neural Bite (AP#3)
6: PunkThumper 6000 Stun Baton	**12**: Neural Whip
7: Vibro Dagger	
Shadow Age Missile Weapons (roll 1d20)	
1: Alien Weapons and Armor (pistols only)	**13**: Nova 6 Mass Pistol (SAE 55)
2: Arc Guns and Flamers (any except Dragon3 Heavy Flamer)	**14**: VMP 40-Watt Melter Pistol (DR 273)
3: Charge Weapons (any pistol)	**15**: G12 Plasma Pistol (DR 273)
4-5: Chuff Pistol (DR 250)	**16**: Stalwart Zf Repulser Pistol (DR 273)
6: Experimental Weapons (any except Conversion Beamer and Gravity Gun)	**17**: Tornado 600 15mm Sabot Pistol (SAE 54)
7-8: Flechette Pistol or Devastator Flechette Pistol (SAE 53)	**18**: Banshee Mk IV Screamer Pistol (DR 273)
9-10: Grenade	**19**: Stutter Weapons (any pistol)
11-12: Laser Weapons (any pistol)	**20**: X-LOK Render Pistol (DR 273)

Secondary Armor	
Gamma Age (roll 1d6)	
1-2: Helm	**5-6**: Shield, Small
3-4: Shield, Medium	
Ancient Age (roll 1d12)	
1: Protective Wear	1-2: Hood, 3-4: Gloves, 5-6: Sleeves (all DMAE 49))
2: Riot Helmet	**6-8**: Camouflage Clothing (DMAE 8)
3: Riot Shield	**9-10**: Camouflage Pack (DMAE 48)
4: Enviro-suit	**11**: Gas Mask
5: Biohazard Suit (DMAE 19)	**12**: Scuba Gear
Shadow Age (roll 1d6)	
1: Force Field (any)	**4**: Aegis 650 Cerametal Shield (SAE 76)
2: Masks (any)	**5-6**: Shield, Plasteel
3: SAI Powered Shield (SAE 76)	

Primary Armor	
Gamma Age (roll 1d6)	
1: Chain Mail	**4**: Leather Coat
2: Hide Armor	**5**: Plate, Full
3: Leather Armor	**6**: Plate, Partial
Ancient Age (roll 1d20)	
1-2: Bulletproof Vest	**12**: Skiing Helmet (AP#1)
3: Khe! Burund (SAE 78)	**13**: Bicycle Helmet (AP#1)
4-5: Riot Assault Gear	**14**: Hockey Pads- Shoulder and Full (AP#1)
6: Football Helmet (AP#1)	**15-16**: Football Pads- Shoulder and Chest (AP#1)
7: Hockey Goalie Mask (AP#1)	**17**: Lacrosse Pads- Shoulder and Chest (AP#1)
8: Motorcycle Helmet (AP#1)	**18**: Hockey/Football Pants (AP#1)
9: Lacrosse Mask (AP#1)	**19**: Misc. Knee and Shin Pads (AP#1)
10: Baseball Batter's Helmet (AP#1)	**20**: Supporter (cup)
11: Baseball Catcher's Mask (AP#1)	
Shadow Age (roll 1d20)	
1: Elohim Armor (DMAE 89)	**5**: Force Field (any)
2-4: PlanetWide Climate Wear (any)	**6-20**: Unpowered Armor (any except shields)

Treasures of the Ancients - Unofficial Errata - Moses "Wolfy" Wildermuth

When Treasures of the Ancients was announced, I was very excited and ordered my copy as soon as I could. I had become an ardent 4th ed player by that time and was glad that new material had been released for my game of choice. When the semi-fabled tome arrived to my door, it became a little disappointing. It looked like someone had simply mixed Gamma World Artifacts and Buck Rogers Equipment and published it, without much thought of 4th edition rules.

To me, it was a very poor effort. In a response to this, I painstakingly went through the manual and 'penciled in' corrections.

The following article details my changes, but may not be all-encompassing. Most of the changes can be applied directly to the chart at the beginning of each chapter or the appendix, but for completeness, page numbers are provided.

Weapons-
Page 9- Blunderbusses, both kinds, are tech V.
Page 12- Coagulator, Stokes, costs 12,500, is tech V and complexity 16.
Page 14- Cyclorator costs 12,000 and is tech V.
Page 14- EMP Generator costs 6,500.
Page 15- Gun, Flak costs 500 and is tech IV.
Page 15- Gun, Flare costs 800 and is tech IV.
Page 16- Gun, Lightning, is priceless and is tech V.
Page 17- Gun, Nerve Impulse, costs 10,000.
On the charts only- Musket - short range is 6.
Page 14- Pistol, Graser, costs 8,000 and is tech V.
Page 19- Rifle, Chameleon, costs 6,000 and is tech IV.
Page 14- Rifle, Graser, costs 16,000 and is tech V.
Page 20- Rifle, Infrared, costs 9,000 and is tech V.
Page 17- Rifle, Laser, FIR, costs 1,500 and is tech V. The pistol version costs 1,250, tech V.
Only on the charts- Rifle, Musket, costs 140 and short range is 25.
Page 18- Mortar/Grappling hook launcher costs 1,500.
Page 19- Popper Pellets cost 2,500.
Page 22- Rifle, Slicer costs 14,000, and the pistol costs 8,000.
Page 22- Slug Thrower, A, costs 3,000, is a semi-auto/burst weapon with THAC of 0/+1/+3 and is tech IV. Slug Thrower, B, costs 4,000, is a semi-auto/burst weapon with THAC of /+1/+2/+6 and is tech IV. Slug Thrower, C, costs 5,000, is a semi-auto/burst weapon

with THAC of +2/+4/+8 and is tech IV.
Only on the charts- Tangler costs 2,000.
GW Rules p. 105- Taser Costs 1,200.
Page 23- Whip, stun costs 1,000 and is tech V. Stunning lasts for 10 rounds minus one round for every point of victim's constituion over 10 (minimum of 1 rd).
Page 23- Wrapper costs 1,300.
Page 15- Grenade, Energy is tech V.
Only on charts- Grenade, Fire Foam is tech IV.

Defenses-
The section on defenses in TotA (pages 24-27) and power armored rules in Gamma Knights can be partially replaced with the armor vs. weapon charts from my web site. The charts on my website are expanded and playtested versions based on TotA and include provisions for duralloy's energy reflection/ absorption properties.
Powered Armor (non-powered weights)-
Energized- 800kg. Inertia- 200kg. Plastic (tech IV)- 9kg. Alloy- 75kg. Assault- 500kg. Attack- 450kg. Battle- 300kg. Plate- 100kg. Protection- 120kg. Scout 250kg. Sheath (tech IV)- 10kg. Powered sheath (tech V)- 12kg. Tandem VII- **several tons?

Common Armor-
Helmet, Heavy Plastic, is tech IV.
Helmet, Kevlar, is tech V.
Helmet, Leather is tech II.
Helmet, Plastic, is tech IV.

Convalescences-
Pages 28-32-
Accelera Dose is Tech V.
Antiradiation Serum costs 1,500 and is tech V.
Cur-in Dose is Tech V.
Fungicide is tech IV.
Genetic Booster is tech V. Substitute the rules from GW 3rd Edition here.
Herbicide is tech IV.
Insect Repellant is tech IV.
Interra Shot is tech IV.
Mind Booster costs 1,600 and is tech V.
Pain Reducer is tech IV.
Suggestion Change Drug is tech IV.
Sustenance Dose is tech V.

Vehicles/Live Metal-
Pages 33-62-
There are also rules for vehicular/robotic combat rounds on my web site, based upon Traveller rules, where each combatant gets several turns in which to fire missiles or grenades, fire energy or projectile weapons (to attack and shoot down incoming missiles), and reprogram their onboard systems or use mutations in the combat.
Aside from a few questionable tech level assignments (tech IV robots- increase all to tech V), I left these sections relatively unchanged.

Misc. Equipment-
Page 65- Alembic is tech V.
Page 66- Bang Balls are tech IV.
Page 66- Body Builder is tech IV.
Page 66- Broadcast Power Charger is tech VI.
Page 67- CampGaurd is tech IV.
Page 69- Ferrofoam, both kinds, is tech V. Normal cost is 1,750, Forced Oxygen costs 2,750.
Page 71- Garment Autopress is tech V.
Page 71- Generator, EMP costs 3000, and is tech IV.
Page 71- Generator, MCII, costs 20,000, is tech V and complexity 25.
Page 72- Generator, Solar, costs 15,000 and is tech V.
Page 72- Glasses, Gnome, are tech IV.
Page 73- Glue, Super, costs 100 and is tech IV.
Page 73- Gravitic Accelerator costs 1,420.
Page 75- Lipoderacinator, Personal, costs 1,650.
Page 76- Listening Device is tech IV.
Page 77- Napalm II costs 400 and is tech IV.
Page 77- Neutralizing Pigments are tech V.
Page 78- Radiation Suit Repair Kit is tech IV.
Page 78- Receiver and Bugs are tech IV.
Page 78- Saw, Power Tree, costs 900 and is tech IV.
Page 79- Sensors are tech V. Artificial Energy costs 2,000, Bio-energy costs 2,000 and Eye-movement costs 7,500.
Page 80- Sound Filters cost 250/500 or 2500 depending on functions. Most advanced version gives +10 to user's stealth.
Page 80- Smoke Generator is tech IV.
Page 81- Tentman costs 1,000 and is tech VI.
Page 81- Thought Cap costs 90,000.
Page 81- Thruster, Pocket is tech IV.
Pages 82-83- Torches are tech V. Atomic costs 5,500, Laser costs 2,500, and Sonic costs 1,500.
Page 83- Trashman costs 4,000.
Page 84- Triangulator is tech IV.
Page 85- Universal Card is tech V.
Page 85- Universal Cooker is tech V.
Page 86- Weather Predictor costs 1,000.
Page 86- Wedge, Electric, is tech V.