

1 ~ SIZE

1d20	Inhabitation Type & Numbers of Occupied Buildings
1	Encampment: 1d6 buildings
2—4	Settlement: 2d4 buildings
5-9	Burg: 4d4 buildings in town. Those that aren't businesses are residences or empty.
10-15	Village: 5d6 buildings
16-17	Fortified Complex: 1-3 large central buildings with 2d8 floors, wings, or outbuildings built on or near them.
18-19	Town: 2d10 blocks
20	City: 5d12 blocks. Large enough to have residential, commercial, industrial, and recreational districts.

2 ~ POPULATION

1d10	Race	Type	Population
1	PSH	Band	2d6
2-4	MH	Clan	4d6
5-9	Mixed	Tribe	5d10
10-15	MH/PSH	Village	1d100 x 1d4
16-19	MH/MA	Town	1d100 x 1d6
20	MA	City	1d100 x 2d6

3 ~ SETTLEMENT TYPE

1d20	Description
1	Wasteland: No buildings remain. No significant reconstruction. Collapsed walls, broken buildings, fused shards of glass and rock everywhere, cracked and overgrown rubble clog the streets (if any exist).
2-4	Shantytown: Only 1d4 Ancient buildings remain standing in the ruins. The rest are a motley collection of huts, tents or other recent structures.
5-9	Old Town: Contemporary reconstruction over ruined site. All buildings are in fair condition. Many are renovated Ancient structures.
10-11	Installation: Shopping center, hospital, office building, airport, or military base that somehow survived relatively intact. All residents live and work in one large building with several out buildings/floors/wings around it.
12-13	Natural Feature: Settlement is built around a natural resource like a well, mine or orchard.
14-16	Reconstructed City: All buildings are in good condition as residents have scrounged other nearby ruins for paint, glass, insulation and other building materials.
17-19	New City: Totally new settlement built from the ground up near a good source of food, water, or power.
20	Ancient City: Undamaged Ancient ruins in excellent condition except for a few weather beaten older buildings.

4 ~ COMMERCE

1d10	Description
1	No trade
2	Tavern/Inn
3	Trading Post
4	Specialty Crafts
5	Weekly Market
6	Established Market
7	Caravan Stop
8	Free Market
9	Black Market
10	Specialty Shops

5 ~ GOVERNMENT

1d10	Type
1-2	Anarchy: Survival of the Fittest
3-4	Despot: One leader and his personal army
5	Ancient Aristocracy: under control of a founding family that has been there since the Apocalypse.
6	Theocracy: under the control of a religious leader or a cult
7	Council: A mayor and elected council of elders that make laws
8	Democracy: All adults have open meetings to discuss law and order
9	Feudal: owes allegiance to a larger Cryptic Alliance or has ties to important factions or cartel
10	Cybernetic: controlled directly or indirectly by an A.I. or Androids.

6 ~ CRYPTIC ALLIANCE CONNECTIONS

1d10	Alliance	Ties
1-2	Restorationists	Feuding / At War
3-4	Archivists	Hostile
5	Iron League	Distrustful
6	Knights of Genetic Purity	Trade Relations
7	Ranks of the Fit	Friendly
8	Brotherhood of Thought	Mutual Assistance Pact
9	Seekers	Secret Outpost
10	Radioactivists	Allied Settlement

RANDOM SETTLEMENT
CREATION
*For Gamma World &
other Post-Apocalyptic
Role-playing Games*
By Scot Hoover



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7 ~ MEDICAL SUPPLIES

1d10	Supplies	Personnel
1	None.	No skilled healers.
2	Very few supplies.	Healers can only treat minor wounds.
3-4	Sickroom, mostly holistic care and natural medicine.	Senior Healer + 1d4 assistants.
5-6	Cache of drugs	As above.
7-8	Cache of medical supplies	1d3 Senior Healers and 3d6 Assistants.
9	1d6 x 5 med packs and some supplies for sale	As Above.
10	Advanced healing available. A functional Ancient hospital and a limited Medbot service	2d6 Senior Healers and 1d100 Assistants.

9 ~ COMMUNICATIONS

1d10	Level
1	Word of mouth only
2	News post/board
3	Alarm
4	Walkie talkies/ vehicle radios
5	Newspaper/ printing press
6	Limited mail service
7	Radio for trying to talk to other settlements
8	Limited postal service with local settlements in the region
9	Alliances with other settlements in the area
10	Satellite uplink. News and photos of other regions



8 ~ FOOD / WATER SUPPLIES

1d10	Food	Water
1	Starvation: Populace is living off of trading, hunting for wild game, and in the worst cases, cannibalism	No water and no way of getting water except by trade, theft, and scouting for lakes and rivers.
2-3	Subsistence: Few crops and livestock.	Severely limited supply of water.
4-5	Struggling: Few farms, livestock. Limited storage of foodstuffs.	A water source but it is either poisoned/irradiated/polluted.
6-7	Good: Limited trading of food supplies.	A well, sufficient for the needs of the settlement.
8-9	Healthy: Established trade buys/sells surplus food.	Artesian wells and pumps or a water tower situated near a good source of water.
10	Surplus: An abundance of most kinds of foodstuffs.	Major source of water (even in landlocked areas: old dams, irrigation systems, etc)

10 ~ DEFENSES

1d20	Type
1-2	Un defended: Nothing except the inhabitants themselves.
3-4	Wall: 1d6+6' high and 1d4' thick made of 1: junked vehicles 2: concrete 3: logs 4: collapsed buildings 5-6 rubble & dirt
5-8	Militia: 2d10+5 members (or 10% of pop. in larger settlements)
9-11	Embankments: Moat or fighting trenches around the perimeter.
12-14	Fortified: 1d6+1 guard/watch towers and battlements/parapets on its walls
15-16	Danger Zone: Random-density radiation/mine/mutant plant field around it
17-18	Natural Defenses: Mudpits, steep cliffs, dense vegetation, etc.
19	Big Guns: 1d4 heavy weapons(see Subtable A)
20	King Kong: A suitably large and fierce mutant beast guards the place