

The Apocalyptic Post

Volume 1
Issue 1

An Unofficial GAMMA WORLD® Online Bi-Monthly

Inaugural
Aug - 2000



Art by John Traglio

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

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THE SLEETH SPEAKS

Welcome to the first issue of **The Apocalyptic Post**. This eZine comes on the heels of **Action Check** and **The Dark Times**, two excellent online resources for Wizards of the Coast's now-defunct **ALTERNITY®** science fiction role-playing game.

GAMMA WORLD® enthusiasts are no strangers to game cancellations. The latest re-release of the setting by Andy Collins and Jeff Grubb is the fifth in a long and distinguished series of **GAMMA WORLD®** editions (all inspired by **METAMORPHOSIS ALPHA®**). Based on the **ALTERNITY®** game mechanic, this version of the **GAMMA WORLD®** setting is arguably the most versatile and adaptable yet. However, it-like the editions that came before it-will not be supported by the company that produced it.

It is the purpose **The Apocalyptic Post** to support *all* versions of the **GAMMA WORLD®** setting with original material that is as good-or better-than the official materials that came before.

On behalf of all of us who have survived the end of Gamma Terra over and over again, enjoy!

-The Editors

- *Brutorz Bill*
brutorzbill@hotmail.com
- *Chris Conboy*
cconboy@optonline.net
- *Benjamin Hebert*
vadvaro@earthlink.net
- *Derek Holland*
dmh71@juno.com
- *Lord Irish*
lord_irish@hotmail.com
- *Tormentor*
tormentor@home.com
- *John Traglio*
spidertrag@aol.com

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MUD PUPPIE by Derek Holland

Mud Puppie, also waterdog, is the common name for a group of aquatic salamanders.

The Mud Puppie of Gamma Terra isn't your ordinary newt.

Found in southern Canada and the United States, mud puppies have a flattened head, a dark brown or gray body, a flattened tail, and three pairs of bushy external gills. They generally crawl on their four legs along river or lake bottoms. They feed on aquatic invertebrates and vertebrates. A female lays 60 to 70 eggs in shallow water in late spring.

Scientific Classification: Mud puppies belong to the genus *Necturus* in the family Proteidae.

Description: The mud puppy is a newt 3 meters long. It is dun to brown, depending on where it is living. Its gills have enlarged to draw oxygen from the mud and they are sensitive to damage.

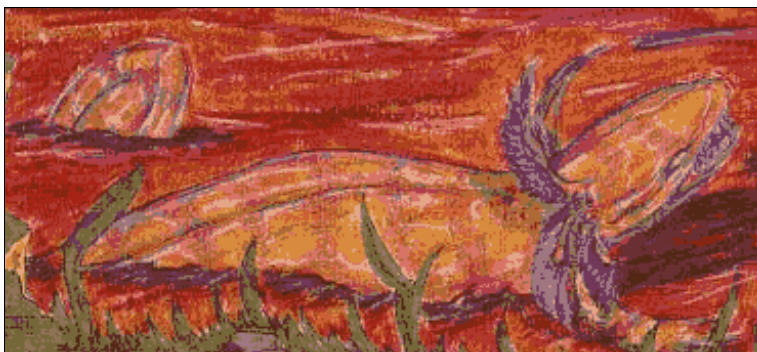
Encounter: Like its ancestors, the puppie is carnivorous and will attack animal up to 2 meters tall/long. It hides in the mud waiting for something to come within reach, and then strikes, trying to cripple the prey's legs and bleed it to death. If its gills are damaged, or a cold producing weapon is used against it, a puppie will swim away to find other prey.

Habitat/Society: Mud puppies are found in the deep mud along streams and rivers. The mud must be at least .75 meters deep. They hunt at favorite watering sites of the local animals. Mud puppies are solitary like alligators; they can be found in small groups, but will not interact. They mate in the fall and 4d6 young hatch in the spring. The mother does protect the young until they are .3 meters long.

Game Data

STR (1d6+10) INT (Animal 4 or 1d4+4)
DEX (1d4+4) WIL (2d4+2)
CON (1d4+8) PER (Animal 1 or 1d3)

- Durability: as CON
- Action Check: 10+/9/4/2
- Move: walk 1, swim 2
- # Actions. 1
- Reaction Score: Ordinary/1
- Mutations: Gills, Thermal Vision, Improved Natural Attack (fangs)
- Defects: Nocturnal, Toxin Intolerance, Extreme Environmental Sensitivity (arid and cold), Achilles Heel (gills)



Attacks

Bite: d4w/d4+2w/d4m (LI/O)

Defenses

Armor : d2 (LI), 0 (HI), 0 (En)
+2 vs melee
-1 vs ranged

Skills

Stealth- *hide* [9]; Awareness- *perception* [6]

Ecological Profile

- Biome: Temperate/Tropical streams and rivers (mud)
- Encounter chance: Unlikely
- Group size: d6
- Org: Solitary
- Niche: Top Level carnivore
- IQ: High Order animal

MARSH WIGGLE by Brutorz Bill (based upon a concept by Fred Lee Cain)



Description: These rare mutant humanoids are extremely tall (6'6" average) and extremely thin with an average life-span of 80 years. They have gaunt, somewhat homely features; long pointed nose and chin, large ears and long, lank greenish-grey hair-like tiny flat reeds. Their large webbed feet are duck-like and horny, while their skin is a muddy dun color.

Encounter: If at all possible Marsh-wiggles avoid combat. This does not mean they are weak and helpless. Far from it, living in the marsh-lands of Meriga, the wiggles must face a whole host of dangers, such as Mud Puppies & Gators. When armed & armored for combat wiggles tend to wear leather or studded leather armor. In combat they rely mainly on sling, spear (long), bow and occasionally a trident. If possible, Marsh-wiggles will attack from ambush

with ranged weapons, attempting to drive away opponents. They never pursue a foe beyond their marshlands, unless fellow wiggles have been kidnapped/captured.

Habitat/Society: They dwell in temperate fens or marshy areas abundant with rushes, cat-tails, reeds and low stunted trees where their drab, homespun earth-color garb (drab yellow/green in Spring) added to their natural appearance renders them almost invisible.

Their habitual expression is one of quietly resigned, fatalistic melancholy for few beings have a more dismal view of life. Marsh-wiggles tend to a dolefully forlorn pessimism-not whining or complaint but with a dismally philosophical acceptance; "it's no use worrying; nothing's going to turn out right anyway!" (Some other races may find this mildly amusing.) Despite this, wiggles are neither cowards nor quitters. In fact, this attitude may be more a preparation in case anything does go wrong. They might not be as sincerely mournful as they let on for they are not inclined to despair, even when the going gets rough.

This quietly fatalistic resolution and indominability is coupled with a gentle decency and accommodating nature. They are neither inhospitable nor unconcerned over injustice or the hardships or others. As generally 'good' people, they can be charitable, courteous, obliging and brave.

A solitary race, they dwell in wigwams of bark, rushes or tanned hides; either alone (50%) or as a family unit- a married pair with 1-3 children. Sometimes an entire clan is scattered over a wide area. They are 80% likely to be encountered in their settlement. Enjoying their privacy, they live quietly, fishing, fowl-netting, hunting and farming a little.

Marsh-wiggles are extremely reluctant to leave their quiet peaceful, mostly uneventful life to go exploring. On the rare occasion that one does, other wiggles consider it 'strange' and 'too full of high spirits'. Though even these adventurous ones avoid hot, arid lands.

A fatalistic friend (or foe!) for your Gamma World campaign.

Game Data

| | |
|------------|------------|
| STR (4-13) | INT (4-14) |
| DEX (4-14) | WIL (7-15) |
| CON (7-15) | PER (4-12) |

- Durability: as CON
- Action Check: 14+/13/6/3
- Move: walk 4 , run 10 , swim 8
- # Actions. 2
- Reaction Score: Ordinary/2
- Mutations: Toxin Tolerance, Improved Senses (hearing only), New Body Parts (Webbed- duck-like feet, 2 step bonus to all swim skill checks), Telepathic Resistance, Camouflage (In their natural surroundings, they are very difficult to see, any ranged attacks vs. them suffer a +1 step penalty).
- Defects: Physical Change;Major (Duck-like feet, extremely large ears, tall gaunt appearance), Environmental Sensitivity; Slight (Arid conditions). Poor Looks (as the flaw).

Attacks

As weapon.

Defenses

Variable.

Skills

Athletics, Movement, Stamina, Knowledge, Awareness, Interaction

Ecological Profile

- Biome: Temperate/Tropical marshes
- Encounter chance: Slim
- Group size: d4
- Org: Familial/Tribal
- Niche: Top Level omnivore
- IQ: Sentient

BLOODHOUND by John Traglio (with assistance from Brutorz Bill)

Description : The Bloodhound is a viscous mutant canine mutt, with an evil attitude. These beasts not only kill for food, but for pleasure as well. Despite their lack of sight, they have uncanny senses of hearing and smell that more than compensates for any vision related deficits. They have two bony blade-like appendages, a dagger-like tail, that is mainly used to swipe at those sneaking in from behind and a very nasty bite. The hound's bite is particularly foul, not only does one have to worry about the long fangs, but, the beast's saliva has an anti-coagulant in it, thus, even if the prey gets away, there will be a nice blood trail to follow. Coloration varies from hound to hound, the true mongrelness of the species coming out. Bloodhounds are about the size of a Rottweiler.

Encounter: These ferocious hounds kill not only for food, but simply for the sake of killing. Often a pack will deliberately wound prey and let it "escape" so that they can have a "little fun" following the poor wretch's blood trail. Moving in for the final death blow only when the pitiful creature can go no further.



Habitat/Society: Certain beings have begun using these dogs as hunting and guard animals. Most of the "civilized" races (Sleeth, Dabbers, etc.) balk at such a concept, but many of the more evil minded ones (Serfs, Badders etc.) consider the Bloodhounds worthy pets. Even the occasional dark-minded Jaka Beastmaster will tame/train these beasts. Indeed a Bloodhound trained by a Jaka Beastmaster is worth a considerable sum. As long as, the Bloodhound is well fed, it does its job, though they must be raised from pups...any mistreatment results in the master becoming food

The Red Death Alliance has a particular fascination with this beast. It has been reported that the Alliance's assassins have used the beasts saliva, for truly horrendous effects. One anonymous source reported that the Friends of Entropy have even approached the Shapers in an attempt to get the saliva synthe-

sized for more widespread use. It is assumed the Shapers refused, at least one certainly hopes so.

Game Data

| | |
|----------------------|-----------------------------------|
| STR 11 (d4+9) | INT 4 (Animal 13 or d4+11) |
| DEX 10 (d4+8) | WIL 13 (d4+11) |
| CON 10 (d4+8) | PER 3 (Animal 11 or d4+9) |

- Durability as CON
- Action Check: 15+/14/7/3
- Move: sprint 56, run 36, walk 10
- # Actions: 3
- Reaction Score: Ordinary/2
- Mutations/powers: Enhanced Sense (Hearing), Hyper Sense (Smell), New Body Parts (Bony-blade-like appendages, spiny ridge along back), Natural Attack (blade-like limbs & tail), "Poison Attack" (their saliva contains an anti-coagulant agent; the poison has an onset time of ten minutes, maximum duration four hours. A Con check (with a +1 step penalty) must be made after the initial bite, if failed, additional checks can be made every hour thereafter. A successful check indicates normal clotting factors have returned. Until that time firm manual pressure must be maintained in order to prevent bleeding. Otherwise the victim loses 1w point every 5 rounds from blood loss. This will continue until clotting factors are restored or the victim dies.
- Drawbacks: Diminished Sense (Sight-totally blind).

Attacks

Claws (x2) 12/6/3 d4w/d6w/d6w LI/O
 Bite 14/7/3 d6+1s/d6w/d6+3w LI/O (+anti-coagulant saliva resulting in 1 point of wound damage every 3 rds.)
 Blades: Appendage blades 14/7/3 d4+2w/d6+2w/d4m LI/O,
 Tail blade (rear attacks only) 12/6/3 d4w/d4+1w/d4+2w LI/O

Defenses

+1 resistance modifier vs. melee attacks
 +1 resistance modifier vs. ranged attacks
 Armor : d4-2(LI), none (HI), none (En); (The creature also has a spiny ridge along it's back that provides an armor of d4+2 vs. LI attacks from behind.)

Skills

Unarmed Attack (11)-brawl (13), Stealth (11)-shadow (13),
 Movement (10)- race(12), Stamina (10)- endurance (13),
 Awareness (13)- perception (14), Investigate (14) -track (18),
 Resolve (13) -physical resolve (15).

Biome: All throughout Meriga (usually Temperate zones, though "pets" go wherever their master takes them.)

Encounter chance: Possible

Group size: 2-12

Org : pack

Niche : Large carnivore

IQ : High-order animal

JAKA MANHUNTER (Converted from Talislanta® by Brutorz Bill ... thanks to Mark Edward Reed)

Description: The Jaka are a striking people, with sleek black fur, a silvery-gray mane, and blazing green eyes. Most stand about six feet in height, a certain lithe muscularity being a common trait of all members of this race. Jaka dress in loincloths, with vests of toughened and boiled leather for protection. All wear Pendants, that the Jaka believe protect them from the "evil eye" (See Sidebar note.) Physical Characteristics: Sleek Black Fur, silvery-gray mane, blazing green eyes, lithe muscularity, features a cross between a wolf and a panther. Height: 5'10"-6'2", Weight: 120- 180lbs.

Encounter: While considered by many to be savage beastmen, in truth, the Jaka are a peaceful people, at least amongst themselves. It is unheard of for a Jaka to hunt/attack another Jaka. It is only when angered or in danger does the average Jaka exhibit it's more feral nature. Since most "civilized" folk only encounter Jaka bounty hunters, the entire race has been stereotyped as savage bountyhunters/manhunters. Despite a dread of Ancient technology, they are nearly fearless in battle. Stealthy fighters, a Jaka ambush is truly a frightening thing to encounter. Standard Equipment of a Jaka Manhunter; Loincloth, vest, leg and arm bracers (all of boiled leather), talisman worn on thong around neck, short bow with quiver of twenty arrows, longsword, dagger, rope, and usually some form of steed.

Habitat/Society: Temperate to sub-tropical Forests, though Manhunters can be found anywhere stalking their quarry. It is difficult to generalize about the Jaka, as they are a fiercely independent folk who value freedom above all things. Some prefer to live alone, or in mated pairs. Others hunt and trade in small bands of up to a dozen or so individuals. They make no permanent dwellings, though a group of Jaka may mark an expanse of woods or hills as their territory and settle in the region for a time. Most prefer to live in the wild, though some readily associate with "civilized" peoples.

Jaka tend to be suspicious by nature, a trait that is perhaps attributable to their uncanny acute senses. The Jaka sixth sense, which alerts them to the presence of danger, is so acute that the creatures occasionally evince behavior that verges on paranoia. While the Jaka are loners at heart, they are known to make steadfast, if not particularly sociable, companions. They are equally famous for turning on those who seek to cross them, and are quite capable of cold-blooded murder if the situation warrants.

Jaka fashion superior horn bows and articles of bone, hide, and furs, decorating their wares with elaborate designs. Jaka do not play musical instruments, though singing is an old tradition among these folk. To most peoples, Jaka "songs" sound like the howling of timber-beasts.

Worldview: The Jaka remain as they always have been: independent and free to do as they wish, never bound to country/alliance or creed. Those who are ignorant of their ways sometimes confuse Jaka with Beastmen or other mutant races. To a Jaka, this is a grave insult.

While the talismans that Jaka wear to ward against "the Evil Eye" are believed by the Jaka to confer a degree of protection from certain types of black magic, these devices are not worn strictly for superstitious reasons. Instead some believe that the talismans may also serve to lessen the Jaka's subconscious "danger response," enabling them to evaluate conditions on a more conscious basis when in the presence of Artifacts & similar items. If true, then the Jaka's aversion to Ancient Tech would seem to be based more on intuition than mere superstition. Without his Talisman a Jaka suffers a +2 step penalty, to all actions, when faced with energized Artifacts of the Ancients.

Special Classes:

The Manhunters: Amongst the races of Meriga few can surpass the Jaka Manhunters' skills as a tracker. Coupled with their heightened senses, stealth and uncanny Sixth Sense, few beings can escape a Jaka Manhunter on his trail. Certain sages have pondered why some members of this race leave their homeland and seek their fortunes as bounty-hunters. The truth may be more disturbing than one might think. Certain Restorationists have found docu-

ments indicating that the Jaka are a creation of the Ancients! Indeed if sources can be believed, the Jaka were genetically engineered to be a sort of super-tracker. Perhaps even their aversion to technology is an engineered trait, to prevent the Jaka from uprising, using technology. Though many doubt this, citing that if the Jaka indeed pre-dated the Apocalypse, seeing first hand the effects of such weaponry is the cause of their "fear". The debates continue. The Jaka are not saying.

The Beastmasters: Another "specialized" class of Jaka, is the Beastmaster. These beings have an additional perk others of their race lack, that of Animal Empathy. Much like the Grens, Jaka Beastmasters have an uncanny rapport with animals. They have tamed beasts, which are considered untamable. A particular trademark "pet" of a Beastmaster, is the Nighthawk. Though Manhunters may have a Nighthawk companion, it was no doubt initially trained/tamed by a Beastmaster.

The Traders: Not all Jaka are fierce hunters, animal masters, warriors etc. some have embraced the calling of Merchant/Trader. While not as grand or fearsome as a Beast Lord or some such, if it were not for these rare individuals certain rare items/goods (like the Nighthawk) would not be found in the hands of a non-jaka.

SIDEBAR NOTE:

Superstition or Intuition?

According to the Sleeth Sage Aristocles Silverscales, it is considered an established fact that the Jaka exhibit a deep-rooted aversion for Ancient Relics & Artifacts, a trait that many believe is based upon ignorance and superstition. What is not generally known is that the Jaka do not fear Ancient Tech so much as they distrust it.

This attitude can be traced to two sources. First, the Jaka have seen the effects that The Apocalypse had on the continent of Meriga, and are well aware of the destructive and unpredictable forces that can be unleashed by the misuse of Artifacts. Second and perhaps more importantly, close proximity to powerful energies can activate the Jaka's uncanny "sixth sense," which warns them when they are in the presence of danger; a not altogether inappropriate response, give the potential for mishaps and unintentional side-affects associated with the use of Ancient Tech.

Game Data

STR (4-15) INT (4-13)
DEX (7-15) WIL (4-14)
CON (4-14) PER (4-12)
dur as CON Action Check : 12+/11/5/2
Mov: Walk 4, Run 12, Sprint 18 # act. 2
RS: Marginal/1

Mutations/ Racial abilities: Catfall (Land on feet after falls up to thirty feet), Danger Sense, Night Vision, Heightened Senses (smell only), Tracking (Jaka gain a -2 step bonus to all Investigate-track skill checks, and automatically gain 1 rank in Investigate-track for every 3 character levels (3rd, 6th, 9th, etc.) they possess. In situations where their sense of smell can be used they receive an additional 2 step bonus to their tracking skill checks. Beastmasters also have the Animal Friend Perk.

Drawbacks/ Racial Flaws: Phobia ;Ancient Tech (Jaka may react to Ancient Tech in an irrational or superstitious manner, suffer a +1 step penalty when triggered, also See Sidebar Above).

Attacks: Weapon as weapon

Defenses: variable defenses

Skills

Athletics, Melee Weapons, Animal Handling, Stamina, Knowledge, Awareness.

Biome: Temperate and equatorial zones.

Encounter chance: Unlikely

Group size: 1 (1-4 for a particularly difficult hunt)

Organization: Tribal

IQ: Sentient

OODEHN AND THE PUPPIE by Brutorz Bill

Oodehn was far from home. If the massive humanoid's primitive mind could have truly grasped just how far, he would, no doubt, have resigned himself that he would never see his people again. As it was, the Sasquatch continued onward. He reflected on his travels, he had seen many things; living metal, desolate wastelands, ferocious mutant beasts, but the most dangerous animal he had yet encountered was the hooman. Those descendants of the ancient tree-killers struggled on, continuing to fight long after their time on Terra was over. Oodehn froze sniffed the air, a hooman was about. Very near, yes, very near

Not quite a tale of a boy and his waterdog...

Fecus made his way through the choking vines of kudzu, he was lost. The road was supposed to be this way! Nuke it all! Now what the hell was he gonna do, he was no woodsman, all this "jungle" freaked the crap out of him. He should have never left the caravan. But he had to get word to Balkan, the Baron would reward him handsomely for the information he had. Hell, he might even get to peek into the Concubine baths! Now that would be a treat! First he had to get out of this friggin Kudzu. Moving faster, and even more recklessly, he failed to notice the growing dampness in the ground and air. The biting gnats and flies no doubt distracted him, but even a semi-idiot would know he was entering marshland. Fecus, tripped fell into a marshy puddle, more gnats filled the air. "Arrghh! I gotta get out of this mess!" Fecus stumbled onward.

Oodehn watched the bumbling hooman. What was the creature doing, flailing about in the woods? The hooman acted like it had just eaten Witchweed. Oodehn decided to follow the hooman, more out of curiosity than anything else. He absently dug a bloodbur from his thick fur.

Fecus struggled through the wetlands, he realized he was in the marsh, which ran near the Ancient roadway, at least he hoped it was that marsh. Feeling not quite so lost, he hurried his pace. Then he realized a small river separated the road from the marsh. Not to be deterred, Fecus waded out into the mud & muck. If he could find a large enough log, he could paddle it across and make it to the fort before nightfall. He shuddered at the thought of being out here at night absently he checked his pack, feeling the Glow Cube in the its pocket, well at least he would have light, should it come to that. The thick mud rose above his knees, it was difficult to move. Fearing snakes and such, Fecus drew his dagger and clenched it between his teeth, though he'd never been much of a knife-fighter.

Cold wet eyes regarded the man struggling across the mire. The man's movements were erratic, and strange, no doubt he was injured, and now stuck in the mud and muck. The eyes submerged, no other creature could move through the mud like this one, seemingly without effort the dun colored creature moved towards it's prey. The Mud Puppy would eat well tonight.

Oodehn continued to watch the hooman, he knew the man was insane, or perhaps it was a child? Oh dear, that's what was wrong it was indeed a tiny creature, one of the hoomans children had no doubt gotten lost in the woods. The hoomans were so careless with their things, they must treat their young the same way as they treat their toys, Oodehn had often found strange things that the hoomans had lost in the wilderness. Oodehn jerked to alertness, he saw the tell-tale ripple in the mud, something was after the child, something fairly large, the concept of meters was beyond the Sasquatch, to tell him the mutant salamander was 3 meters long would mean nothing to him. But the massive humanoid understood danger, and combat. Without a second thought the Sasquatch dove into the mud, he wouldn't reach the hooman in time, the Mud Puppy was about to strike! Picking up a gnarled old log, Oodehn hurled it across the mud.

Fecus heard a loud splash, and turned to look behind him. Fecus wet his pants. An enormous hairy man had jumped into the water and was throwing a massive log right at him! The log flew across the water and struck the giant salamander in the side of the neck, just as it was lunging for the pathetic Fecus. Striking the creatures sensitive gills, the beast dove under the water and fled the area. It would seek easier prey. Fecus glimpsed the Mud Puppy and did the only thing he could do, he fainted

Pagan took point, he preferred that position over all others. Though he valued and respected his brothers, he took no pleasure in hearing them gloat over all the mutants they had slaughtered. Butchering mutant babies was no pleasure for this Knight of Genetic Purity, it was simply something that must be done. He paused, something was in the road up ahead, a thin human form. Carefully creeping up to it, his slug-pistol drawn and ready for a trap, Pagan reached for the body. Fecus opened his eyes, and yelled! Pagan held his hand over the stinking human's mouth. Motioned for silence. Fecus nodded understanding, when Pagan removed his hand, Fecus spoke, "a beast, a huge hairy mutant man-beast attacked me! I barely escaped with my life."

Oodehn saw that the small hooman's people had found him. He smiled, he had done a good thing. He turned and headed back into the woods. If he only knew, he was about to experience the most harrowing fight for his life.

4TH EDITION TO 5TH EDITION MUTATION CONVERSIONS by Derek Holland

The latest edition of **GAMMA WORLD** has 120 different physical and mental mutations for players to choose from. However, some mutations from previous editions of **GAMMA WORLD** didn't make it into the latest version. Here are several conversions from the 4th edition game.

PHYSICAL MUTATIONS

Achilles Heel (drawback)

Extreme, Permanent, CON

The mutant has a weak spot, chosen by the player, that if struck, doubles the damage received.

Gas Generation

Good, Activated, CON

The mutant can emit a 2 meter diameter sphere of vapor from a specific location on his body that does one of the following:

- 1) Stench- all within the cloud, except the mutant, moves at 1/2 speed and is unable to do anything but retch while in the cloud.
- 2) Blinding- all within the cloud, except the mutant is blind for all time spent in the cloud and for d4 phases after he leaves it.
- 3) Poison- q.v. Poison Attack.
- 4) Hallucinogenic- the victim sees hallucinations for all the time spent in the cloud and for d4 phases after leaving it. Q.v. confusion for possible effects.
- 5) Paralytic- q.v. Poison Attack.
- 6) Burning- the cloud does damage according to a CON feat check: M d4s, O d4w, G d6+1w, A d8+2w, CF d4w to mutant.

Immunity to Damage

Amazing, Automatic, CON

The mutant is immune to: 1) sonic attacks, 2) empathic and telepathic attacks, 3) gas based attacks, 4) paralysis, 5) corrosives/acids/bases, 6) liquid poisons/chemicals, 7) life leech, 8) diseases/bioweapons, 9) GM's chose, 10) player's chose.

Nocturnal (drawback)

Moderate, Permanent, WIL

The mutant sleeps by day and is active by night. He is light sensitive and will take fatigue damage for staying awake during the day (as per loss of sleep rules).

Poor Respiration (drawback)

Extreme, Permanent, CON

The mutant has trouble breathing. This reduces his CON score by 1 permanently and in times of high stress receives a 2 step penalty to all skill and combat checks.

Regeneration

Amazing, Automatic, CON (4 or 5 MP)

Regeneration has 2 forms, the first (which costs 4 mps) allows the gives the mutant +2 bonus steps in recovering stun points and the mutant regenerates 1 wound point per hour of rest.

The second (which costs 5 mps) gives the mutant +1 bonus step to a physical resolve check for mortal damage. If the result is good or amazing, the mutant will not die, and he will regenerate one mortal point per day of rest. If the result is ordinary, the mutant stops losing mortal points and must make physical resolve checks each hour to see if he starts regenerating the lost points. If the result is a CF, the mutant dies horribly as his body twists itself trying to heal.

The mutant must also eat 3 times the normal amount while healing or lose one CON point for every 3 mortal points regenerated. He will regain the CON points after consuming the needed amount of food.

Sonic Blast

Amazing, Activated, CON (5 MP)

Once per round the mutant can release a unleash of high-decibel sound. It affects everything in a cone 3 meters by 10 meters and does damage according to a CON feat check: M- d4s, O d6+2s, G d4w, A d6+2w (O/En). A CF does d6+2s to the mutant. If the mutation is used more than 10 time in an hour, each additional time costs the mutant a fatigue point.

MENTAL MUTATIONS

Force Field Generation

Amazing, Activated, WIL

For 5 rounds every 4 hours, the mutant can raise a personal force field that acts as armor- 2d4 (LI), d6 (HI), d6 (En).

Mentally Defenseless (drawback)

Extreme, Permanent, INT

The mutant has a 5 step penalty when defending against telepathic and empathic attacks.

Molecular Disruption

Amazing, Activated, INT

Once per day, the mutant can destroy the molecules of a single object that masses .5 to 10 kg depending on the substance (the GM must determine the amount). To larger objects, it carves a hole out of it (but it can still only affect one object when dealing with small things). To living flesh, it does damage according to a INT feat check: O d3w, G d6w, A d2m. A CF does d3w to the mutant.

Teleportation

Good, Activated, WIL

The mutant can teleport himself up to 10 Km with up to 30 Kg of equipment. This can only be used to go a location the mutant has studied for 2 hours.

Teleport Object

Good, Activated, WIL

The mutant can teleport one object per 4 hours. It can be no more than 20 Kg and it can travel no more than 10 Km. This can be only be used to go to a location the mutant has studied for an hour.

4TH EDITION TO 5TH EDITION MUTATION CONVERSIONS by Derek Holland (continued)

PLANT MUTATIONS

Finger Vines

Good, Permanent, STR

The plant has a set of d6 small vines that it can use to manipulate small objects. The vines only have 1/2 of the plant's STR. The plant may choose where these vines grow from.

Jaws

Ordinary, Permanent, STR

The plant has a set of carnivorous jaws and accompanying digestive system. A bite can do d4s/d6s/d4w with a STR feat check. The jaws also require the plant to eat meat. The plant can survive on photosynthesis only, but does only when necessary. It cannot digest plant matter.

Razor Leaves

Ordinary, Permanent, CON

Some of the plant's leaves have become woody and sharp. It can try to use them as a weapon with the Unarmed Attack skill and does d6s/d4w/d4+2w. Anyone attacking the plant with a weapon .5 meters or shorter must make a Dex feat check or suffer damage - F d4+2w, O - d4w, G - d6s, A - none. On a CF, the aggressor cuts a blood vessel in his hand and takes d2w/phase for d4 phases or until the wound is bound. The plant can "retract" these leaves as not to accidentally hurt a nearby ally. (ed. note: Damn, those are some powerful leaves.)

Squeeze Vines

Good, Permanent, STR

The plant has d4+1 large vines that it can use to manipulate large objects and to attack with. A STR feat check indicates the damage d4s/d6+2s/d3w. On a G or A result, the plant can grasp a target up to 3/4 its own size. It can then inflict G damage per phase. The vines have 1.5 of the plants STR but only 1/2 its DEX for manipulation. The plant can choose where the vines grow from.

NEW 5TH EDITION PHYSICAL MUTATIONS by Tormentor (Neil Whitlow)

Aggressive Coagulation (Enhanced/Hyper)

Good/Amazing, Automatic, CON

The platelets and proteins involved in the process of clotting the mutant's blood are strong and aggressive. Enhanced and Hyper Coagulation provide a bonus (-1 step and -2 step respectively) to Stamina - Endurance checks related to blood loss (e.g. some mental attacks would be excluded) caused by mortal damage for up to 12 hours after the damage.

Hemophilia (Moderate/Extreme) (drawback)

Moderate/Extreme, Automatic, CON

Insufficient plasma protein factors in the mutant's blood inhibit the production of enough fibrinogen to aid the platelets in clotting blood. Moderate and Extreme Hemophilia both provide a -1 step penalty to Stamina - Endurance checks related to blood loss caused by mortal damage for up to 12 hours after the damage. Also, when the mutant is damaged by an attack that would cause blood loss (e.g. some mental attacks would be excluded), Extreme Hemophilia causes the mutant to take an additional 1 point of primary damage for Wound or Mortal damage. (Converted from 1st Edition GAMMA WORLD®)

Moebius Syndrome (drawback)

Moderate, Permanent, PER

Moebius Syndrome is a disorder characterized by permanent facial paralysis. People with Moebius Syndrome can't smile or frown, and they can't blink or move their eyes from side to side. Two important cranial nerves are not fully developed, causing lateral eye movements, facial expressions, and sometimes even adequate blinking, to be impossible. Because the mutant is powerless to transmit emotions through facial expressions, he receives a +1 step penalty to any Personality-based skill checks (or other encounter skill checks). The inadequate flushing (blinking) and loss of lateral eye movement affords the mutant a +2 point penalty to Awareness - Perception skill checks.

Osteoporosis (drawback)

Extreme, Permanent, CON

The mutant's body generates and replaces deteriorating bone tissue at a much slower pace than normal. The weakened bones become fragile. Unarmed attacks, blunt attacks, and falls inflict double damage (both primary and secondary) to the mutant. The mutant inflicts 1 damage in unarmed combat, and also risks (25% chance) of doing 1d4-2 points of wound damage to himself with each successful hit on an opponent. The mutant receives a permanent -1 to his Constitution.

Water Pouch

Ordinary, Permanent, CON

The mutant has a small bladder-like organ in his abdomen that stores extra water. This allows the mutant to survive an extra day or two without water.

THE MISSING MARSUPIALS By Tormentor (Neil Whitlow)

Mutant Opossums have always been one of my favorite species of Gamma World mutant animals. Thus, I will begin with marsupials in my attempts to start fleshing out the parts of the animal kingdom left open for GM interpretation by Andy Collins' Gamma Squirrels and Mutant Moose article in *Dragon Magazine* #272.

Following the same guideline format presented in the Dragon article, I present several members of the marsupial family.

The Opossum is the only native North American animal presented here. Hopefully the other marsupials can be of use to GMs operating campaigns in other parts of the world and/or GMs who allow for the flourishing of pre-apocalypse zoo populations.

Table 1: Mutated Animal Traits

| Type | Traits | Size | Movement Rates | | |
|-------------------|--------------------------------|--------|----------------|------|------|
| | | | Ground | Flv | Swim |
| Marsupial, Medium | Natural Attack Night Vision | Medium | Full | None | Full |
| Marsupial, Small | Natural Attack Night Vision | Small | ½ | None | ½ |

Table 2: Mutated Animal Free Broad Skills

| Type | STR | DEX | CON | INT | WIL | PER |
|-------------------|-----------|---------|---------------------|-----------|-----------|-------------|
| Marsupial, Medium | Athletics | | Stamina Survival | Knowledge | Awareness | Interaction |
| Marsupial, Small | Athletics | Stealth | Stamina | Knowledge | Awareness | Interaction |

Table 3: Mutated Animal Ability Scores

| Type | STR | DEX | CON | INT | WIL | PER |
|-------------------|------|------|------|------|------|------|
| Marsupial, Medium | 7-15 | 5-15 | 5-15 | 5-13 | 5-14 | 4-14 |
| Marsupial, Small | 4-13 | 6-15 | 4-14 | 4-12 | 5-14 | 4-13 |

Table 4: Animal Mutation Points

| Type | Points |
|-------------------|--------|
| Marsupial, Medium | 4 |
| Marsupial, Small | 5 |

Bandicoot (Marsupial, Small):

Natural Attack (claws). -1 mutation point.

Cuscus (Marsupial, Small):

Natural Attack (claws). Prehensile tail.
Prehensile feet. -2 mutation points.

Kangaroo (Marsupial, Medium):

Natural Attack (kick). Free Broad Skill - Unarmed Attack. -2 mutation points.

Koala (Marsupial, Medium):

Natural Attack (claws). Prehensile feet.
Bonus Mutation Toxin Tolerance. -3 mutation points.

Opossum (Marsupial, Small):

Natural Attack (teeth). Prehensile tail.
Can play dead for up to two hours (heartbeat and respiration are imperceptible). -2 mutation points.

Quoll (Marsupial, Small):

Natural Attack (claws, teeth). 2 mutation points.

Rock Wallaby (Marsupial, Small):

No Natural Attack. Gains 1 step bonus to Athletics-climb. +1 mutation point.

Sugar Glider (Marsupial, Small):

No Natural Attack. Bonus Mutation Gliding. +1 mutation point.

Tasmanian Devil (Marsupial, Medium):

Bonus mutation Improved Natural Attack (claws, teeth). 2 mutation points.

Wombat (Marsupial, Medium):

Natural Attack (claws). 1 mutation point.

GAMMA GEAR By Chris Conboy

Translux Capsules

Used by the ancients for medical diagnostics, makes user translucent.

Duration: 10 - [CON/4] hours

Intensity: 2d6 (Use this number vs Sense or Perception contest to see ingester, add 1-6 due to darkness)

Mass: .002kg (1kg/500)



Pemekan

A concoction of meats and berries, provides all sustenance for a full day, and also heals 1 hit point (max per day).

Mass: 1kg/day



Smelling Salts

Allows a CON roll to awaken a sleeping individual. Must fail the CON roll to succeed. To be awakened a comatose individual must fail a CON +5 roll.

Mass: .005kg (1kg/200)

Regeneradose

Heals 1d6 permanent damage. One of these red spraytubes takes affect in 20 - CON days. Only one dose can be used at a time, additional doses will each cause 1 point of permanent damage.

Mass: 0.1kg (1kg/10)



Blowgun, Advanced

A 21st Century version of an ancient weapon, made of aircraft aluminum in 3 short sections that are screwed together. A rubber mouthpiece on one end and a sight on the other. The steel dart used contains a poison or drug, packaged in quantities of 20. Medical darts were made that contain 1 dose of various types of medical drugs, other darts are either poison filled or empty and can be filled with anything. The medical darts have the same effect as the usual spraytube injector, available in the same variety of medications, and in some cases the standard jetspray tubes can be fitted into the darts themselves. A successful hit on an unarmored target means that the medicine or poison has injected its dose. 2 rounds are required to assemble the blowgun, 1 round to load it, and 1 round to sight the target. Don't inhale.

Range: 25 meters

Mass: 2kg

Length: 2 meters, .7m unassembled

Damage: 1d3 + drug

Steel Dart Length: 10 cm

Steel Dart Mass: .05kg (1 kg/20)



Blowgun Repeater

Attaches to the front of a blowgun in place of its mouthpiece, holds up to 5 darts. Each dart automatically slides into place after the current dart is fired.

Mass: .5 kg

Length: .2m



Hawk K5 Laser Pistol

Works like a standard laser pistol except the Hawk K5 has a power setting defined in terms of "energy units" (EUs). A fully charged Hawk K5 has 10 EUs, with a power setting from 1 to 10. Any combination of shots may be taken, even a single shot at 10 EUs. One round is required to change the setting. The resulting damage is multiplied by the EU setting.

This weapon was experimental and not in wide use; it will be especially rare. Each shot causes the pistol to heat up; the higher the setting, the hotter it gets. A humming sound is produced, greater intensity humming at higher settings. Each time the weapon is fired roll a d20: if the result is less than the EUs spent the gun explodes, for 1d6 per EU + 1d6, with a radius of effect of 3 meters. The wielder's armor is counted as 3 classes less for the damage from this explosion, anyone else nearby counts armor normally. If the weapon explodes no shot is fired.

This is considered both a light and a heat attack, and produces a reddish pink beam under most light conditions. May only be fired once per round. When the weapon is found roll 1d4, a result of 1 = +2 infrared sight.

Damage: 3d6 per EU

Range: 35

Cell: 1 Yellow Hydrogen Cell per 10 EUs

Length: .5 meter

Mass: 1kg

To Hit Bonus: +2



Piecemeal Armor in Gamma World, 5th Edition by Tormentor (Neil Whitlow)

One of my favorite aspects of the Gamma World setting is the discovery of Ancient artifacts from the civilization that existed before the apocalypse.

Sports Equipment of the Ancients

The use, misuse, and adaptation of these artifacts can lead to all manner of interesting role-playing, as well as provide some cost-efficient equipment for the players. Players tend to scavenge equipment of all quality. Even some junk has its place when you are trying to survive in the nuclear wastelands.



Far from being junk, lots of the surviving sports equipment of the Ancients can be of use to the financially-strapped wasteland warrior. While many of these sports are very old, as the Ancient civilization progressed, the technology and materials used in the creation of this equipment constantly improved. Even in the year 2000, we can see that the use of alloys and polymers yield equipment that is greatly superior to the sports gear of the 1970 s.

I have attempted to provide some consistent rules for the use of piecemeal sports equipment as makeshift armor.

Rules

Players can wear one piece of equipment from each of the 4 categories (headgear, upper body, lower body, and miscellaneous) simultaneously. The cumulative effect of this piecemeal armor can sometimes provide protection that can rival the cheaper forms of true armor. One tradeoff, of course, is that most sportsgear is impossible to hide, and nearly all provide some form of action penalty.

If the adventurer is using piecemeal sports equipment only, the rules against layering armor do not apply here, as the whole purpose is to cobble together some protection using multiple pieces of gear.

If the adventurer attempts to layer any of the sports equipment (other than headgear) with conventional armor (such as wearing leather armor underneath shoulder pads, etc), the normal layering restrictions will apply.

Example

Suppose Miriam is wearing a Football Helmet, Hockey Shoulder/Torso Pads, and Football Pants.

Suppose Drac fires at Miriam with a Flintlock Pistol (HI), doing Good damage of d6+2w..which rolls out to be a total of 6w and 3s.



| PL | Armor | Skill | AP | Type | LI/HI/EN | Hide | Mass | Cost |
|----------------------|---------------------------|----------|----|------|----------------|------|------|------|
| Headgear | | | | | | | | |
| A | Football Helmet | Armor Op | +1 | O | d4-2/+1/0 | - | 3 | 800 |
| A | Hockey - Goalie Mask | Armor Op | +1 | O | d4-2/+1/0 | - | 3 | 900 |
| A | Motorcycle Helmet | - | +1 | O | d4-2/+1/0 | - | 3 | 800 |
| A | Lacrosse Mask | Armor Op | +1 | O | +1/+1/0 | - | 2 | 700 |
| A | Baseball - Batter's | - | +1 | O | +1/+1/0 | - | 2 | 700 |
| A | Baseball - Catcher's Mask | Armor Op | +1 | O | +1/d4-3/0 | - | 2 | 700 |
| A | Skiing Helmet | - | +1 | O | +1/d4-3/0 | - | 2 | 700 |
| A | Bicycle Helmet | - | +0 | O | +1/+0/0 | - | 1 | 600 |
| Upper Body | | | | | | | | |
| A | Hockey - Shoulder & Full | Armor Op | +1 | O | d4-1/d4-2/d4-3 | - | 8 | 175 |
| A | Football Shoulder & Chest | Armor Op | +1 | O | d4-2/d4-3/d6-5 | - | 6 | 150 |
| A | Lacrosse Shoulder & Chest | Armor Op | +0 | O | d4-2/d4-3/d6-5 | - | 5 | 100 |
| Lower Body | | | | | | | | |
| A | Pants - Hockey/Football | - | +1 | O | +1/+1/0 | - | 2 | 120 |
| A | Misc Knee and Shin Pads | - | +0 | O | d4-3/d6-5/0 | +1 | 1 | 80 |
| Miscellaneous | | | | | | | | |
| A | Supporter (Cup) | - | +0 | O | +1/0/0 | +4 | 0 | 200 |

Piecemeal Armor in Gamma World, 5th Edition by Tormentor (Neil Whitlow) (continued)

Miriam begins adding up all the (HI) damage her makeshift armor prevents. Football Helmet (+1), Hockey Shoulder Pads (d4-2), and Football Pants (+1). If Miriam rolls a 4 on her d4 roll, her armor will prevent a total of 4w points (+1+4-2+1), still causing 2w and 3s to her.

Makeshift armor does fare a little better against LI damage. Suppose Drac hits Miriam with a Mace (LI), doing Good damage of (d4+1w) which rolls out to be a total of 4w and 2s.

Miriam begins adding up all the (LI) damage her makeshift armor prevents. Football Helmet (d4-2), Hockey Shoulder Pads (d4-1), and Football Pants (+1). If Miriam rolls a 3 on her Helmet d4 roll, and rolls a 2 on her Shoulder Pad d4 roll, her armor will prevent a total of 3w points (3-2+2-1+1), still causing 1w and 2s to her.

Headgear

Baseball Batter's Helmet

These helmets are made from a polycarbonate alloy shell. While they are quite sturdy, they do not offer any face protection.

Baseball Catcher's Mask

These masks consist of a steel wire face frame attached to a small polycarbonate skull cap. Ear and throat extensions help provide extra protection.

Bicycle Helmet

These lightweight helmets have a thermo plastic shell. They provide no face protection, and oftentimes no ear protection either.

Football Helmet

Football helmets are made from a hardened polymer shell and include a full coverage stainless steel wire face mask.

Hockey Goalie Mask

Goalie masks for 21st century ice hockey are made from a Kevlar/Fiberglass combination, and include a full-coverage stainless steel wire face mask with very small openings. Extensions cover the throat for extra protection.

Lacrosse Mask

These masks are a bit lighter weight than hockey goalie masks. They do include a full coverage stainless steel wire face mask, although it is thinner gauge wire than those for football or hockey headgear.

Motorcycle Helmet

These helmets are made from fiberglass or polycarbonate shells. Most have chin pieces for limited face protection. Some have tinted or clear face shields that might offer limited protection from flying debris. The stats in the table assume a chin piece and face shield.

Skiing Helmet

The protective shell on these helmets are made from various materials ranging from hard to soft. They do not provide face protection.

Upper Body Protection

Football Shoulder Pads

These pads appear to be the staple sports armor of the wastelands. Prior to the Apocalypse, these pads were produced in much higher quantities than Hockey or Lacrosse because of the large number of players per team and the wild popularity of football in North America. Football shoulder pads will protect the shoulders, upper arms, chest, solar plexus, and upper back. Some companies produced rib protectors which could be attached to the shoulder pads, but these were marketed separately and were produced in much smaller quantities than shoulder pads themselves. These rib protectors are rarely, if ever, found. If the GM allows the lucky mutant to find a rib-protector add-on for his/her shoulder pads, then treat the football shoulder pads like hockey shoulder pads as far as statistics go.

Hockey Shoulder Pads

These pads are as rugged as football shoulder pads, and actually provide more protective coverage. They usually include extended pads that provide full frontal protection to the chest and stomach, while also providing all-around coverage to the ribs/kidneys. Extensions running from the shoulders to the elbows also protect the outside of the biceps.

Lacrosse Shoulder Pads

These pads are usually lighter weight than either football or hockey. Most lacrosse pads do provide slight protection of the chest and solar plexus.

Lower Body Protection

Hockey/Football Pants

Both hockey and football pants consist of pockets and girdles that contain thigh, knee, hip, and tail bone pads.

Miscellaneous Knee and Shin Pads

These pads are not used in conjunction with pants, but rather have elastic bands to allow them to be used individually over or under light, loose clothing. An adventurer could conceivably construct lower body protection from a combination of these strap on pads. If the GM allows the adventurer to obtain 2 knee, and 2 shin pads, then the adventurer can gain the slight protection afforded on the above table.

Miscellaneous Protection

Athletic Supporter (cup)

These heavy plastic shields protect the crotch and can easily be concealed under clothing.

GREN LAKE AREA by Benjamin Hebert (map by Chris Conboy)

In my campaign Seattle and other large cities were hit with Neutron Bombs, you know the building friendly ones. Lots of foundations remain intact, with the organic parts crumbling away. Most of the houses will have a tree either growing inside them or very close by. The road lines are not as nice as they are portrayed on the map, in fact most are just trails of dirt and broken asphalt from roots tearing through them.

The Gren Lake area is a nice little urban area that is the home of a troubled little Dabber village. South of the lake Hoops have created a fort from the grounds of a zoo. For several years the Dabbers kept secret from the Hoops because they never ventured far from their base. When they did it was only to scavenge though the ancients homes and shops and hunt to the south. They have caught and killed a few Dabbers over the years but they always project illusions of other Dabbers running in any direction than towards their village keeping the rabbit fooled. However, a few weeks ago some Hoops noticed that the Dabbers had gathered in a pretty large group on

the Northwest shore of Gren Lake to watch a stunt attempted. Groups have begun to head north on patrols now.

This area was a very heavy residential area. In all areas everywhere except right around the Hoop Zoo and Gren Lake area if the PCs want to try and search through the ruins there is a 1 in 6 chance any building for 50' area is sturdy enough to examine. PCs will find mundane objects from the households with the occasional surprise. Roll on the appropriate tables or on your own discretion.

1 - Dabber Clans

Amongst the rubble, intact buildings, and forest live 10 Dabber families consisting of 1d4 members each. Each family has gathered 1d6 small items (use any useless loot table like GW 4th pg 80-81, GW 5th pg 53, etc) that are marginally useful but are used for trade more than their true function. Nar'Tuan is the leader and is very friendly towards adventurer types. He carries a flintlock rifle and is "wealthy" with 10 items. He is very interested in convincing outsiders to "fix" the Hoop problem. His prize possession is a "Far Sight" or a telescope.



GREN LAKE AREA by Benjamin Hebert (continued)

2 - Ancient Businesses

Several buildings along the major pathways were shops in the time of the ancients. Most have been looted but good scavengers can find a few things. Out of around 20 buildings in this short stretch only 5 contain anything worthwhile.

building 1 - Gun store

Small Pistol, small crossbow, 3 hollowed grenades (useless unless repacked)

building 2 - Bike shop

1 bike, several rubber tubes, hand air pump

building 3 - small restaurant with no roof. The resulting hole has been covered by a thick web.

array of pots and pans, various kitchen stuff (roll or pick from loot table) 1 Attercop makes its home amongst the rubble.

building 4 - large dingy restaurant array of pots and pans, various kitchen stuff, (roll or pick from loot table)

building 5 - surplus store (horribly raided)

3 - Gren Lake

Contrary to the name, no Gren live in this lake. Several Fleshin have taken up residence here making it very difficult to cross, fish, or otherwise even pass by. The local Dabber tribe will guess their number to be any where between 15 and 30 based on sightings.

Floating towards the middle is a fishing boat that looks vacant. A few weeks back a groups of Hoops decided to attempt and cross the water on a bet. This little event was quite a spectacle; the hoops watched from the southern shore while the Dabbers watched from the north-eastern side. The Hoops that attempted to cross lost one member after another as the Fleshins leapt out of the water and picked them out of the boat.

The boat contains 250 domars, a pair of glasses, a human foot on a 2' chain, and a rotting hoop.

4 - The Great Shell

This large half-dome softrock structure stands over 150' high and 150' wide. When viewed from the front on can see into it and on to a stage. At the rear of the stage hang various shades of old tattered fabric.

If the back of the stage is successfully searched the players will find a door to a few small rooms. Poking around in the back is a young Dabber. (Use slightly weakened Dabber stats) He was on the run from the Zoo

Hoops but after finding this place to hide he has begun to explore. Nothing of any value is to be found. There is a 1 in 6 chance every 15 minutes that a 2d4 group of Hoops will find the shell and decide to investigate.

5 - Hoop Zoo

This once was a zoo but over the years a clan of hoops have moved in. They have supplemented the original iron fence with overturned cars, debris, and other such garbage to create a very sturdy defensive wall. Three bridges cross over an ancient trail 30' in the air separating the Zoo and the Hoop's courtyard (6). These bridges are made of softrock and are supported by beams of wood. If these support beams fall the bridge will fall as well making entrance difficult. The bridges can support a half ton. 50 Hoops call this area their home and will send out patrols of 2d4 hoops every hour or so.

6 - Hoop Courtyard

This large area was a park and several ancient metal structures (park equipment, jungle gym, etc.) litter the field. They seem to serve no purpose. Large areas of trees have been cut down here to produce the Hoops weapons and barricade. Close to the southernmost bridge (by the number 6) the Hoops have set up several pens for holding captives before they decide to execute them. Several previous prisoners can be seen hanging from wooden structures all around the courtyard.

7 - Battle Zone

This residential area saw very heavy fighting and is left in extreme rubble. Treat as difficult terrain. If your campaign permits it a wandering warbot makes an excellent encounter here. It will attack blindly and will not retreat. The Hoops and Dabbers know about the it and will avoid the area at all costs. The Dabbers understand it a little but the Hoops have an irrational fear towards it. If you do not use robots, feel free to substitute some other large baddie.

8 - Hawkoid Nest

A lone Hawkoid had made himself a home amongst the trees surrounding the Hoop Zoo. He has been picking apart Hoop patrols fairly often as they patrol his area. So far the blame has fallen on the monster in the battle zone (7)

9 - Ancient Businesses

Several buildings along the major pathways were shops in the time of the ancients. Most have been looted but good scavengers can find a few things. Most have been looted fairly thoroughly but a good scavenger can pick something up. A few penalties to standard scavenging rules should suffice.

This area also sees a lot of Hoop traffic. The chance to run into a Hoop group is a roll of 1 or 2 on a d6.

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GAMMA WORLD® Web Ring

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

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

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The "Saranxis" group is the older unofficial group and delivers mail sporadically (about once a week).

- To subscribe to the Saranxis list send an email to Majordomo@saranxis.ruhr.de with the following message in the body of your email:
subscribe gworld (your email address).

You can get your mail from the newer Egroups unofficial list in one of three ways:

1. Individual messages - sent to your mailbox as they are posted.
 2. Daily Digest - all messages each day are joined into one big file and organized. This one file is sent to your mailbox each night.
 3. Web Only - No messages are delivered to your mailbox. Go read them on the web at:
<http://www.egroups.com/messages/gammaworld/>
- To subscribe to the EGroups list, send a message to: gammaworld-subscribe@egroups.com
Or go to this EGgroup's home page at
<http://www.egroups.com/list/gammaworld>
 - WOTC also has an official mailing list dedicated to GAMMA WORLD®. To subscribe, send a message to listserv@oracle.wizards.com with the following message in the body of your e-mail:
subscribe gammaworld-l yourname

Newsgroups

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

For a list of all GAMMA WORLD® Products ever produced, look to Scott Kent's site at <http://www.pcisys.net/~sfkent/gammawld.htm> and check out the Product List link.

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