



Secrets of the Ancients

An Internet Supplement

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Introduction

Welcome to the first netbook for the GAMMA WORLD® game, *Secrets of the Ancients*! This book was compiled for all those fans out there that enjoy the apocalyptic world known as Gamma Terra and refuse to allow GAMMA WORLD® to die. It contains both never before seen game information and revised, previously-released information from the Internet (most from my web page at <http://www.cs.msstate.edu/~jordan/index.html>). All of the information found here is based on the 4th edition of the GAMMA WORLD® game, although most is also compatible with other versions of the game.

When I began this project, I was unsure whether I would actually finish it or if it would end up saved on my computer in some little-used directory; therefore, I decided to base it on the information already posted on my web page and save myself some time. Based on my own opinions and the opinions of a few other GAMMA WORLD® fans, I selected some submissions and began the creation process. I contacted the authors and asked for any revisions or new ideas. Using the information they provided, I produced this compilation. Enjoy!

Kerry Jordan
Editor

Special Thanks To

The Kargatane, who produce some *excellent* netbooks for the *Advanced Dungeons & Dragons Ravenloft*® setting and inspired me to create *Secrets of the Ancients*;
Keith Jordan, who introduced me to GAMMA WORLD® so many years ago;
Adam Redfearn, Mark Rimer, and Chris Walton, who comprised the *consistent* players of my first 4th edition campaign;
and all the contributors whose work made this compilation possible.



Mutations

Torm watched the clearing closely and readied his bow — he had been waiting for the creature which had been killing his sheep for hours, and he had finally heard the stealthy approach of the beast. From the tracks he had found near the bodies, he suspected that it was some large coyote or wolf; however, what stepped into the clearing was a complete surprise.

The beast might have once been a wolf, but now, it was horribly mutated. It was huge — standing roughly three meters tall at the shoulder. Sharp, straight horns pointed forward from the beast's large brow while deadly quills jutted up from beneath the fur covering the creature's back. It padded forward into the clearing on its six legs and then suddenly stopped. Torm was paralyzed with fear as the large head turned in his direction and the beast's eyes began to glow with an inner power. . .

Mutations are one of the most important aspects of any GAMMA WORLD® game. This section describes several new mutations and presents new mutation tables with these mutations included.

Mutation Tables

In order to incorporate the new mutations presented in *Secrets of the Ancients*, new mutation tables were created. When rolling a mutation, the player first references the appropriate general mutation table and then, based on that roll, may roll on the indicated table. All new and modified mutations are marked with a N superscript.

Note that the chances of getting a beneficial mutation or a defect have not changed from the GAMMA WORLD® rules book.

Physical Mutations General

d100	Mutation
01-18	Roll one physical defect
19-90	Roll one beneficial physical mutation
91-92	Roll one plant mutation
93-95	Pick one physical mutation
96-00	Roll two physical mutations

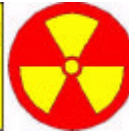
Mental Mutations General

d100	Mutation
01-05	Roll one mental defect
06-92	Roll one beneficial mental mutation
93-95	Pick one mental mutation
96-00	Roll two mental mutations

Plant Mutations General

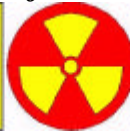
d100	Mutation
01-08	Roll one plant defect
09-90	Roll one beneficial plant mutation
91-92	Roll one physical mutation
93-95	Pick one plant mutation
96-00	Roll two plant mutations

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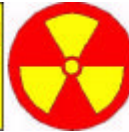
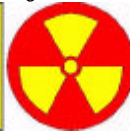
Physical Mutation Defects	Mental Mutation Defects	Plant Mutation Defects
d100	d100	d100
Roll Mutation	Roll Mutation	Roll Mutation
01-05 Achilles heel (D)	01-14 Catatonic	01-09 Achilles heel (D)
06-10 Allergy (D)	schizophrenia ^N (D)	10-17 Addictive sap ^N (D)
11-15 Attraction odor (D)	15-29 Hostility field (D)	18-26 Allergy (D)
16-43 Body change ^N (D)	30-43 Mental backlash ^N (D)	27-35 Attraction odor (D)
44-48 Chemical	44-58 Mentally defenseless	36-44 Chemical
susceptibility (D)	(D)	susceptibility (D)
49-53 Diminished sense (D)	59-72 Periodic amnesia (D)	45-52 Doubled pain (D)
54-58 Doubled pain (D)	73-86 Phobia (D)	53-60 Energy sensitivity (D)
59-63 Energy sensitivity (D)	87-00 Seizures (D)	61-68 Hypernecrosis ^N (D)
64-68 Fadeout (D)		69-76 Ionic
69-72 Hypernecrosis ^N (D)		susceptibility ^N (D)
73-76 Ionic		77-84 Photodependent (D)
susceptibility ^N (D)		85-92 Poor dual brain (D)
77-80 Nocturnal (D)		93-00 Pyrosensitivity ^N (D)
81-84 Photodependent (D)		
85-88 Poor dual brain (D)		
89-92 Poor respiration (D)		
93-96 Pyrosensitivity ^N (D)		
97-00 Skin structure		
change (D)		

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Beneficial Physical Mutations		Beneficial Physical Mutations	
d100	Roll Mutation	d100	Roll Mutation
01-02	Air sail	84-87	Size change
03-04	Anti-life leech	88-89	Skeletal enhancement
05-07	Bodily control*	90-91	Sonar
08-10	Carapace*	92	Sonic blast*
11-12	Chameleon power*	93	Sound imitation
13-14	Density control (self)*	94-97	Transfusion*
15	Claws ^N *	98	Ultravision
16-18	Dual brain	99	Vocal imitation
19-21	Electrical generation*	00	Wings
22-23	Energy absorption*		
24	Energy metamorphosis*		
25	Energy reflection*		
26	Gas generation*		
27	Genetic transfusion ^N *		
28	Gills		
29-31	Hands of power*		
32	Heightened balance		
33-38	Heightened physical attribute		
39	Heightened precision		
40-44	Heightened sense		
45	Heightened speed*		
46	Horns or antlers*		
47-49	Immunity		
50-52	Infravision		
53	Kinetic absorption*		
54	Metamorphosis*		
55-61	Multiple limbs		
62	Multiple teeth ^N		
63-67	New body parts		
68	Night vision		
69-71	Oversized limbs		
72	Photogeneration*		
73	Photosynthetic skin		
74	Poison ^N *		
75	Quills or spines		
76-78	Radiating eyes*		
79-81	Regeneration*		
82	Shapechange*		
83	Silk cribellum ^N *		

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Beneficial Mental Mutations

d100

Roll Mutation

- 01 Beguiling*
- 02 Comatose healing^N
- 03-04 Confusion*
- 05 Death field generation*
- 06 Density control (others)*
- 07 Devolution*
- 08-10 Directional sense
- 11-14 Displacement*
- 15-18 Duality
- 19-22 Empathy*
- 23 Fear generation^N*
- 24-26 Force field generation*
- 27 Force wave^N*
- 28 Friction control^N*
- 29 Genius capability^N*
- 30-33 Heightened mental attribute*
- 34 Illusion generation*
- 35 Intuition*
- 36-38 Levitation*
- 39 Life leech*
- 40 Linguistic adaptation^N
- 41 Magnetic control*
- 42-43 Mass mind*
- 44 Mental absorption^N*
- 45-48 Mental blast*
- 49 Mental channel^N
- 50 Mental control*
- 51-52 Mental invisibility*
- 53 Mental multiplier*
- 54 Mental paralysis*
- 55 Mental projection^N*
- 56 Mental reflection*
- 57 Mental shield^N
- 58 Mineral manipulation^N*
- 59 Molecular disruption*
- 60 Molecular sense^N*
- 61-62 Photokinesis*
- 63 Plant/animal control*
- 64 Psychic blade^N*

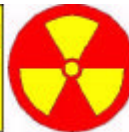
Beneficial Mental Mutations

d100

Roll Mutation

- 65 Psychic presence^N
- 66 Psychometry*
- 67-69 Pyro/cryokinesis*
- 70 Repulsion field*
- 71-72 Stunning force*
- 73 Summoning*
- 74 Symbiotic attachment*
- 75-78 Telekinesis*
- 79-81 Telekinetic flight*
- 82-84 Telekinetic hand*
- 85-88 Telepathy*
- 89-90 Teleport object*
- 91-92 Teleportation*
- 93-94 Thought imitation
- 95 Time manipulation^N*
- 96-99 Total healing*
- 00 Will force*

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Beneficial Plant Mutations		Beneficial Plant Mutations	
d100		d100	
Roll	Mutation	Roll	Mutation
01-04	Adaptation	90	Sonar
05-06	Air sail	91	Sonic blast*
07-09	Allurement*	92	Spore cloud*
10-12	Anti-life leech	93-95	Squeeze vines*
13-14	Bodily control*	96	Thorns or spikes*
15-17	Carapace*	97	Transfusion*
18-20	Carnivorous jaws*	98-99	Ultravision
21-23	Chameleon power*	00	Vocal imitation
24-26	Contact poison sap*		
27-28	Density control (self)*		
29-31	Dissolving juices*		
32	Dual brain		
33	Electrical generation*		
34	Energy absorption*		
35	Energy metamorphosis*		
36	Energy reflection*		
37-38	Explosive seeds*		
39-42	Finger vines*		
43-46	Fruit*		
47-48	Gas bags*		
49	Gas generation*		
50	Genetic transfusion ^N *		
51-55	Heightened physical attribute		
56-57	Heightened sense		
58	Immunity		
59	Infravision		
60	Kinetic absorption*		
61-66	Multiple limbs		
67	Multiple teeth ^N		
68-70	New body parts		
71-76	Oversized limbs		
77	Photogeneration*		
78-79	Poison ^N *		
80-81	Poisonous thorns*		
82-83	Projectile seeds*		
84-85	Razor-edged leaves		
86-87	Regeneration*		
88	Shapechange*		
89	Size change		

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Mutation Descriptions

Addictive Sap [D]

by Kerry Jordan

Plant; Automatic, no MP

The plant's sap is highly appealing to animals. If an animal bites the plant or ingests the plant's sap in some other way, there is a 70% chance that the animal will become addicted to the plant. Within a few hours, it will want more of the sap, and if it does not ingest more within 24 hours, it will begin to go through a withdrawal period of intense discomfort. Even if the animal does not become addicted to the sap, it will enjoy the taste and will attempt to get more unless it has the wisdom to ignore the urges of its body.

Catatonic Schizophrenia [D]

by Kerry Jordan

Mental; Automatic, no MP

Whenever the mutant encounters a stressful situation, he has a 5% chance of entering a catatonic state. In this state, the mutant's muscles become rigid and he is unable to move. He can still see, hear, and understand what is going on around him. He may even use other mental mutations while in this state. This condition lasts for 2d6 rounds.

Claws

by Derek Holland

Physical; Automatic, MP 4d6-L

The mutant has claws which he can use in combat. Altered humans and mutated animals without claws can use these claws to cause 1d4 + PS modifier points of damage. Mutated animals that already have claws keep their normal claw damage with a +1 bonus. Roll 1d2 to determine the type of claws and additional abilities.

d2 Roll Claw Type

- 1 *Razor Claws.* These claws cause wounds that bleed for 1d4 + 1 rounds, causing 1-2 points of damage per round. Additionally, on a natural attack roll of 20, the claws not only damage the opponent, but his armor as well, reducing its AC by one. Against armorless creatures, a 20 indicates that the claws cause double the normal damage.
- 2 *Barbed Claws.* After a successful attack, these claws cause an additional 1d4 + 1 + PS modifier points of damage when pulled from the wound.

Comatose Healing

by Daniel Movrich

Mental; Activated, no MP

The mutant can willingly go into a coma to enhance the healing process. All damage taken is fully healed in 24 hours provided he stays unconscious until the next day.

Waking the character earlier by outside means is impossible unless *telepathy* is used to warn of impending danger, etc. If physically attacked during this time, the character is defenseless; however, if the attack is mental in nature, then the character may defend with his MD.

The character can revive himself at any time but doesn't gain any healing benefits, regardless of time spent in coma, unless the entire 24 hour healing period has passed.

Fear Generation

by Kerry Jordan

Mental; Activated, MP 4d6-L

This mutation has the same effects as listed in the rules book with one exception: there is a 5% chance that the character has a powerful variation which affects all beings

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within a 3 meter radius of the mutant, plus 1 meter per MP modifier point. Anyone within the radius, friend or foe alike, may be affected. Attacks rolls are made separately against each potential target.

Force Wave

by Kerry Jordan

Mental; Activated, MP 4d6-L

The character has the ability to create a wave of telekinetic power. When created, the wave begins 1 meter away from the mutant. At that time, it is 1 meter long and 3 meters high. The wave's length expands as it travels. The wave grows 1 meter in length for every 2 meters traveled, up to a maximum traveling distance of 6 meters, plus 2 meters per MP modifier point. The wave travels in a straight course away from the character. The wave automatically picks up any loose objects in its path that weigh less than 3 x MP in kilograms and carries them along until it dissipates.

Should an opponent (or ally) be caught within the effect of the wave, he will take 1d6 + MP modifier points of damage and if his strength is less than the MP of the wave, he will be knocked down. If the wave encounters an object in its path which it is not able to move, then the object creates a hole in the wave — effectively creating a “safe zone” in the area behind it. For example, if a force wave encountered a large oak tree, the tree would create a “safe” area within the wave, so if a character was seeking shelter behind the tree, he would escape unscathed.

Friction Control

by Daniel Movrich

Mental; Automatic/Activated, MP 4d6-L

The mutant can affect the friction of the surfaces he touches (or sees with higher MP scores). He can nullify friction to make an

item impossible to grip or enhance the friction to make it impossible to release, throw, or drop. The mutant can cling to any surface and walk along walls or ceilings at his normal rate of speed.

If the character has a positive MP modifier to his score, the mutant can affect objects at a distance. If someone is holding the object, a successful attack versus the character's Armor Class must be made. The mutant can also affect larger areas as well – 1 square meter per MP modifier point.

The mutant can make himself “slippery” and affect his Armor Class – suffering only ½ damage from all bludgeoning attacks and gaining a bonus to his Armor Class. When used in this manner, the mutant must take a round to activate the mutation; he then adds +5 to his Armor Class. He can maintain this mutation until loss of consciousness or initiation of another mental mutation.

Genetic Transfusion

by Daniel Movrich

Physical, Plant; Activated, MP 4d6-L

In the evil hands of some characters, this mutation could have a devastating effect upon Gamma Terra. The mutant has the power to transform the victim's DNA into that of the user (i.e., if a feline mutant afflicts a victim of the lupine genotype, the lupine would then turn into the feline genotype identical to the user). To use this mutation, the mutant must swap bodily fluids with his victim (through a kiss, sex, etc.) and then roll 1d20. If the roll plus the mutation's MP modifier is greater than the victim's Health score, the mutation is successful. After only one day, the transformation is noticeable (the victim begins to physically change), but it requires one full week to be completed. During this week the GM is encouraged to point out curious new side effects (such as growling, scratching, or other mannerisms of

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the new genotype). After the week has ended, the character is no longer the character of old and must be reassigned physical attributes. The base animal stock for the new genotype is used as a base for these attributes. All of the mutant's mental mutations and mental scores (IN, MS, and CH) remain the same (since the mind is not affected) but he loses all physical mutations in the process. The player then rerolls his character's physical mutations (keeping the same number of physical mutations). For example, if the character previously had 4 physical mutations, he rolls 4 times on the mutation table. Due to the metabolic rate for the week of transformation, all of the character's raw attributes are reduced by 1/3 (except for his hit point total and CN score which are temporarily raised by 12 points), although any damage taken prior to and during this period is reduced by 1/2 and healed at 5 points per hour.

This mutation can be used on creatures already deceased as well. The only penalties involved are that the dead lose 1 point of IN per minute after death. In such a case, the mutant may be bringing back an idiot or worse. . .

Genius Capability

by Daniel Movrich

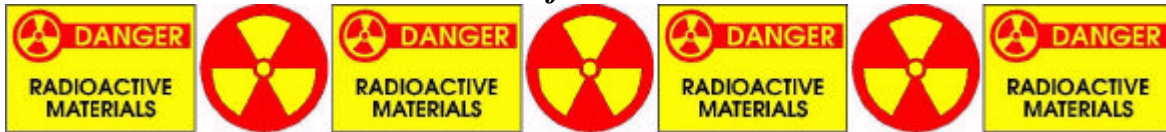
Mental; Automatic, MP 4d6-L

The mutant's mind is particularly acute when dealing with information in a specific area. When dealing with this specific area, add the mutation's MP modifier to the mutant's IN score for any attribute checks. The player determines what kind of genius his character receives.

Genius Type Description

<i>Military</i>	The mutant has a keen mind for the fundamentals of stratagem and war. The mutant gains 5 + MP modifier to all enforcer skills. He gains 5 + MP modifier to his CH when dealing with recruiting NPCs for military tasks. Finally, the character also gains his MP modifier in damage to any weapon he fashions.
<i>Mechanical</i>	This mutant has an uncanny ability to distinguish technologies and understand the fundamentals of any mechanical items. He gains 5 + MP modifier to all examiner skills. He also gains his MP modifier to THAC with any weapon he successfully fashions.
<i>Biological</i>	This character's mind is adept at the medical sciences. He can "study" a creature and approximate its HD, speed, habitat(s), Intelligence, food sources, etc. For more difficult questions, closer examinations or longer observations are necessary. An autopsy would be the best scenario. Due to his knowledge of vital areas, the mutant receives 5 + MP modifier in damage versus any creature he "studies."

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Hypernecrosis [D]

by Derek Holland

Physical, Plant; Automatic, no MP

The mutant ages at twice the normal rate.

Ionic Susceptibility (*Lightning Rod*) [D]

by Derek Holland

Physical, Plant; Automatic, no MP

The mutant is highly susceptible to charged particles and his body conducts such particles easily. The mutant has 6 times the normal chance of being struck by lightning, and suffers double damage from electrical attacks.

Linguistic Adaptation

by Kerry Jordan

Mental; Automatic, no MP

The mutant is able to communicate with any intelligent creature in the creature's own language. In fact, the mutant speaks the language as if it was his own native tongue. Of course, this mutation is limited by the character's own physical constraints. It would be very hard for an altered human to speak to an intelligent insect if the insect's language was mostly comprised of mandible "clicks." This ability is possible due to a limited form of telepathy the character possesses. He literally learns to speak the language from the person he is speaking with. This type of telepathic connection is so subtle that it does not trigger the mental defenses of the creature being spoken to. Unfortunately, this ability does not extend into written languages, nor would it allow the character to understand a recording in an unknown tongue.

Mental Absorption

by Daniel Movrich

Mental; Activated, MP 4d6-L

The mutant has the ability to absorb MP points and/or entire mutations from other sentient beings. Altered humans with this power may only affect other altered humans. Mutant animals may only affect other mutant animals. Mutated plants may only affect other mutated plants. The character must make a mental attack vs. the MD of the victim, and if successful, he absorbs one point from a random mutation's MP score. He then adds the MP point gained to his own character sheet (possibly gaining a new mutation). If the victim's MP score falls to 0, he loses the mutation forever. If the mutation has no MP score, the victim loses it and the attacker gains the mutation's full benefits/handicaps.

Mental Backlash [D]

by Kerry Jordan

Mental; Automatic, no MP

After using a mental mutation, the mutant has a 5 + the mutation's MP modifier percentage chance of suffering a *mental backlash*. If this occurs, the character is rendered unconscious for 3d4 rounds.

Mental Channel

by Kerry Jordan

Mental; Automatic, no MP

The character is able to redirect a mental attack at another possible target. Once per round, when he is attacked mentally, he can choose to have the attack redirected to another target. In order to do this, he must roll an attack with this mutation. If his die roll is higher than the die roll of the attacker (modifiers are ignored for both) then the mental attack is redirected to a target of the mutant's choice. For all intents and purposes, the target acts as if he were the

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original target of the attack. If the target is not an appropriate target for the mutation, then the attack fails. If the mutant fails at his attempt at redirection, the attack is considered automatically successful against him. This is because the character must fully let down his mental defenses in order to attempt to redirect the attack. The mutant cannot redirect attacks that are not directed specifically at him; therefore, a mutation such as *stunning force* cannot be redirected.

Mental Projection

by Kerry Jordan

Mental; Activated, MP 4d6-L

The mutant may project his consciousness out of his physical body at will. When projected, the mutant is invisible and intangible to persons and objects in the physical world; he can only be affected by mental attacks. Even then, he cannot be targeted specifically due to his invisibility. He must be caught within a mental mutation's area of effect, such as being caught in the effects of *stunning force*. Also, the character cannot use any of his activated mutations or automatic physical mutations while projected. The character may travel in any direction he wishes, including up or down, at a maximum movement rate of 24, plus 1 per MP modifier point, since his movement is not hampered by the environment (although his senses may be). For example, a *projected* character could travel through the earth, but he would be unable to see or hear anything.

The mutant may use this mutation only 5 times per 24 hours, plus 1 more use per MP modifier point. The mutation's duration is variable and lasts until the mutant's consciousness returns to his body. After returning, the mutant is so mentally exhausted that he must rest 30 minutes, plus 5 minutes for every 10 minutes spent

projected, or collapse from exhaustion.

The only true weakness that a *projected* character has is his physical body, which is left in an apparently unconscious state. In this condition, his body is easy prey, and he could be killed with a minimum of effort. If his body is harmed while his consciousness is *projected*, the mutant will feel pain at the appropriate area, thus warning him that his body is in danger. Attacks that affect the mind have no effect upon the character's "uninhabited" body. The *projected* character does not have any sort of sixth sense which informs him of the location of his physical body, so every time he *projects* his consciousness, he does so under the very real threat that he may not be able to find his body again. Being forced to roam the earth as a ghost until his physical body eventually dies from neglect is not a pleasant thought.

Mental Shield

by Kerry Jordan

Mental; Automatic, MP 4d6-L

The character has an above-average resistance to mental attacks. The character's Mental Defense is increased by 3 + MP modifier points.

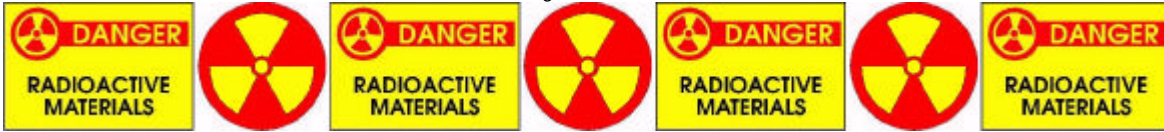
Mineral Manipulation

by Daniel Movrich

Mental; Activated, MP 4d6-L

The mutant is able to change the mineral composition of any metal he touches (i.e., iron to gold, brass to duralloy, etc.). The mutant can affect ½ kg per round of active concentration and can maintain this change for 4 + MP modifier points in rounds. The mutant must have encountered both minerals prior to changing from one to the other.

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Molecular Sense

by Daniel Movrich

Mental; Activated, MP 4d6-L

The mutant can visualize the molecular structure of any object he touches, thus understanding its composition from within. With this knowledge of weak points, he gains 5 + MP modifier points in damage to anything he has sensed. Also, the character receives 5 + MP modifier to his Use Artifacts score when trying to decipher an object touched.

The mutant must be in contact with the object and concentrating for one full round in order to receive any benefits from this mutation.

Multiple Teeth

by Daniel Movrich

Physical, Plant; Automatic, no MP

The mutant grows new teeth constantly and always has at least 2 rows of teeth. In the case of mutated animals, the character's bite can cause 3 additional dice worth of damage. In the case of altered humans, the character may bite for 1d4-2 points of damage. After every bite, 1d6 teeth remain in the victim, causing 1 point of damage per round. The rate of removing the sharply-barbed teeth is 2 teeth per action spent.

Poison

by Derek Holland

Physical, Plant; Automatic, MP 4d6-L

This mutation is not a new mutation, but a modification to the *poison* mutation described in the rules book. When the mutation is rolled, there is a 5% chance that the mutant has a special form of poison which only takes effect when the victim is exposed to a certain stimulus; otherwise, the mutation is treated as described in the rules book.

No hazard check is made until the victim

is exposed to the stimulus, which is determined by rolling 1d8 on the table below:

d8 Roll	Stimulus
1	Intensity 1+ radiation
2	Intensity 15+ radiation
3	Light
4	Heat damage (3+ dice)
5	Cold damage (3+ dice)
6	Darkness
7	UV heat damage (2+ dice)
8	Roll on <i>allergy</i> table

The poison can stay inactive in the victim's system for up to 1d6 + MP modifier days.

Psychic Blade

by Kerry Jordan

Mental; Activated, MP 4d6-L

The mutant is able to physically manifest his psychic energy into a melee weapon of his choosing. The weapon appears as a glowing weapon of pure energy in the mutant's preferred hand. This weapon cannot physically harm anyone or anything, but when used against an opponent of at least animal-level Intelligence, it attacks the opponent's mind. The mutant must make a normal attack roll as if the weapon was purely physical (although the opponent's Armor Class is not modified by his armor since it does not hamper the weapon in any way). If the attack is successful, the mutant rolls a mental attack using the MHAC score of this power. If the mental attack is successful, it does 4d8 + MP modifier points of damage. This power builds up 1d8 at a time, as described under the section on *electrical generation* in the rules book. The mutant must add his MP modifier to the total damage.

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Psychic Presence

by Kerry Jordan

Mental; Automatic, MP 4d6-L

The mutant mentally broadcasts his relative position to all sentients he knows and trusts within 10 + MP modifier meters.

Pyrosensitivity (*Heat Sink*) [D]

by Derek Holland

Physical, Plant; Automatic, no MP

The character is highly sensitive to heat. He suffers double damage from heat attacks and is uncomfortable in warm environments. In hot environments, the character barely has enough energy to move.

Silk Cribellum

by Daniel Movrich

Physical; Activated, MP 4d6-L

The mutant has a gland which possesses the ability to make silk (much like a spider). The mutant has up to 1d8 spinets (orifices) that collectively can hold only 5 plus MP modifier in charges. One charge is the equivalent of a 2.5 cm diameter strand 50 m long or 1 cubic foot of silk. Four hours are required to regenerate 1 charge. The range is 50 meters + (MP modifier x 10 m). The silk can adhere to any surface. The mutant can shape the silk into general shapes useful to the character, as well as determining whether or not the silk is adherent. The silk has the following attributes: AC 20, HP 50, and PS 25 per 2.5 cm of thickness.

Time Manipulation

by Kerry Jordan

Mental; Activated, MP 4d6-L

The character has the innate ability to send himself and objects on his person or another person/object of mass equal to 70 + (10 x MP modifier) kilograms forward in time. In effect, he steps out of the normal passage of time and steps back in at a later

date. Each attempt to use this power causes the character to take damage equal to ¼ his available hit points. Percentage dice are rolled when this power is used. If the result is less than or equal to the chance of success, the attempt is successful. If the roll is unsuccessful, the character still takes the normal damage for using this mutation. If a “01” is rolled, a serious error occurs. The character accidentally projects himself too far outside of the normal time frame for him to control. He will reappear 1d8 days later. He will also be reduced to an unconscious state and will take damage equal to ¾ of his available hit points. Chances of success depend on the “length” of the trip into time. It is much easier for the character to project himself into the far future than to attempt the precision control required to project himself only a few minutes or hours into the future.

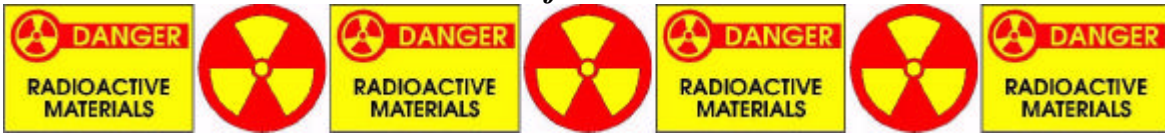
Trip Length	Chance of Success
10 Minutes	02%
30 Minutes	15%
1 Hour	30%
1 Day	70%
1 Week	100%

This basic chance is modified as follows:

- 10% per powered unit transported.
- +01% per MP modifier point.
- +05% per additional day.
- +10% per 6 additional hours after the first (only +01% after the first day).
- +01% per additional 30 minutes (modifier can only be used before the first day).
- +20% if mutant has a 17+ Intelligence.

Only objects the character is touching go into time with him and a single die roll is made for all objects transported at the same time. The character may only use this

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mutation once per 24 hour period.

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Game Enhancements

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Foreward

I have spent the vast majority of my life studying both the past and the present, yet much remains shrouded in mystery. The amount of knowledge I have gained is but a sapling in the Forest of Truth. By sharing this knowledge, I hope that others will continue to care for this sapling and help it mature into a mighty tree whose fruit will provide sustenance throughout the ages.

This section contains several game rule modifications and additional rules meant to improve the GAMMA WORLD® game.

Skills

By Kerry Jordan

The GAMMA WORLD® game includes a very simple class-based skill system. Unfortunately, many players find the system too limiting and believe that a more advanced skill system would enhance their character's development and add an extra dimension to their games. The new skill system described here is for them. Although it is based on the system in the rules book, the new system is meant to completely replace it.

Character Creation

A character begins the game with a variable number of points to distribute among the skills listed on the various skill

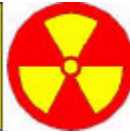
tables. The exact number is determined by consulting the table below.

Genotype Initial Skill Points	
Genotype	Skill Points
Pure Strain Human	35
Altered Human	30
Mutated Animal	25
Mutated Plant	20

The table's skill point distribution is based on the knowledge backgrounds of the various genotypes. For instance, pure strain human characters receive the most skill points initially because they generally have the most stable knowledge base. Knowledge has been passed down from generation to generation with the least amount of disruption (when compared to the other genotypes). Altered humans receive the second-to-largest amount of skill points for the same reason as the pure strain humans; however, they have experienced some disruptions to their societal knowledge (i.e., defects, outcast from society, etc.). The amount of skill points mutated animals receive is based on the fact that mutated animals have only recently joined human society (relatively) and skills are still not widely dispersed among their kind. Mutated plants receive the least amount of skill points initially since they have joined human society even more recently than mutated animals.

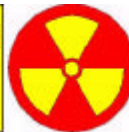
These initial skill points determine the character's rating in that skill much like the system described in the rules book. A player may distribute the points among skills from the General Skills Table or from his

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General Skills		Enforcer Skills	
Skill	Attribute	Skill	Attribute
Acting	CH	Armorer	IN
Agriculture	IN	Blind-Fighting	SN
Animal Handling	IN	Bowyer/Fletcher	DX
Animal Training	IN	Combat Leadership*	CH
Artistic Ability	IN	Creature Lore	IN
Blacksmithing	ST	Endurance	CN
Boating	DX	Gunsmithing	IN
Carpentry	ST	Makeshift Weapon/Armor*	IN
Cobbling	DX	Martial Arts*	DX
Cooking	IN	Size-Up Opponent*	IN
Cryptic Alliance Heraldry	IN	Weaponsmithing	IN
Dancing	DX		
Fire-Building	IN		Esper Skills
First Aid	IN	Skill	Attribute
Fishing	IN	Astrology/Astronomy	IN
Leatherworking	IN	Herbalism	IN
Lockpicking	DX	Hypnosis*	IN
Mining	IN	Identify Mental Power*	IN
Musical Instrument	DX	Meditation	MS
Pickpocket	DX	Meditative Focus	MS
Pottery	DX	Photographic Memory*	IN
Riding	DX	Psychology*	IN
Seamanship	DX	Reading/Writing	IN
Seamstress/Tailor	DX	Sense Mental Powers*	MS
Singing	CH	Sign Language	IN
Stonemasonry	ST		
Swimming	ST		Examiner Skills
Weaving	IN	Skill	Attribute
		Artifact Appraising	IN
		Artifact Lore*	IN
		Astrology/Astronomy	IN
		Avoid Artifact Disaster*	IN
		History	IN
		Jury-Rig*	IN
		Mechanical Engineering	IN
		Read Schematics*	IN
		Reading/Writing	IN
		Repair Artifact*	IN
		Sign Language	IN

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Scout Skills	
Skill	Attribute
Animal Lore	IN
Astrology/Astronomy	IN
Detect Ambush/Trap*	SN
Herbalism	IN
Hunting*	SN
Martial Arts*	DX
Mountaineering	ST
Navigate*	IN
Set Snares	IN
Tracking*	SN
Wilderness Survival*	IN

character's class skills table without penalty. However, for the skills listed elsewhere, the player must spend two points to raise that skill one rating. Additionally, a player cannot initially place any points on the skills marked with asterisks unless his character is a member of that class. A player must place at least one point on the skills that are listed in his character's class skills table and marked with asterisks. A skill cannot initially have a rating greater than 8.

Skill Checks

Skill checks are performed as described in the rules book with one exception. Each skill on the skills tables has an attribute associated with it. If a character has a score of 16 or higher in this attribute, he receives a -1 bonus to his skill check roll. If a character has a score of 4 or lower in this attribute, he receives a +1 penalty to his skill check roll.

Additionally, each time a character successfully uses a skill that he has not used successfully since he last advanced an experience level, the player should place a mark on his character sheet beside the skill. This mark is used in skill advancement.

Skill Advancement

When a character advances a level, he receives an additional 4 points to distribute among his skills. No more than 3 points can be added to a skill's rating. The two point penalty for non-class skills no longer applies to skills that the character already possesses. If the character wishes to learn additional skills, he must first find a teacher. A character cannot be a teacher himself until he has a skill rating of at least 14.

After finding a teacher for a new skill, the character must spend (and may only spend) 2 points in order to gain the skill with a 1 rating. If the skill is a non-class skill, the character must spend 3 points.

The character cannot instantly advance in a skill which he has not successfully used recently (as determined by the marks discussed under Skill Checks). In order to advance such a skill's rating, the character must spend 2 weeks practicing it. After the character advances the ratings of all the marked skills that he wishes (which can be done "instantly"), all marks are erased and the cycle begins anew.

It normally requires 4 weeks to learn a new skill, plus an additional week if the skill is not one from the General Skills Table or the character's class skills table.

Any monetary costs for training in a new skill or practicing an existing skill is left up to the Game Master.

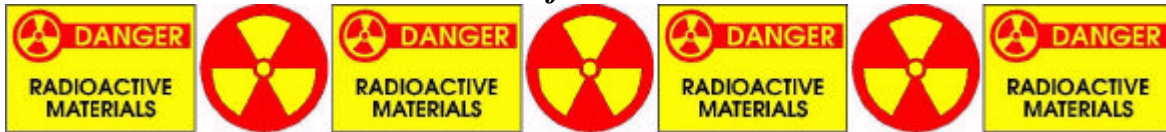
Skill Descriptions

Acting: The character is skilled with portraying various roles.

Agriculture: The character has a basic knowledge of farming.

Animal Handling: The character is skilled with calming animals and understands the basic needs of various animals.

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Animal Lore: The character may observe the actions or habitat of an animal and determine the animal's reasons for following that behavior.

Animal Training: The character can train one type of creature to obey simple commands and perform tricks.

Armorer: Given the proper materials and facilities, the character may make armor.

Artifact Appraising: The character may estimate the value and authenticity of artifacts of the ancients.

Artifact Lore: The character has extensively studied ancient texts and has a basic understanding of the tools used by the ancients. If allowed to examine a commonly-used (before the cataclysm) artifact for at least 10 minutes, the character may roll a skill check (even while in the process of deciphering the artifact's function). The character cannot use this skill if he has already determined the function of the artifact, right or wrong. If the skill check is successful, the player may read the description of the artifact. This skill applies to robots as well as artifact weapons and tools. He cannot attempt to use this skill on an artifact which he has failed to classify.

Even if the character cannot examine the artifact for a full 10 minutes, he may still be able to determine what it is. If he spends at least one minute (6 combat rounds) observing a working artifact (taking no other action), he may attempt a skill check with $\frac{1}{2}$ of his skill rating.

The knowledge required to gain this skill is not common. A library of ancient texts must be available to even begin to learn this skill. This skill may only be learned with the approval of the Game Master.

Artistic Ability: The character is proficient in one art form (i.e., painting, sculpture, etc.).

Astrology/Astronomy: The character has knowledge of the position of the stars. Depending on the society's tech level, he may also have an understanding of the supposed influence of the stars.

Avoid Artifact Disaster: Consult the rules book.

Blacksmithing: The character is capable of making implements and tools from iron. He cannot make armor or most weapons.

Blind-Fighting: The character is skilled at fighting in conditions of poor or no light. In total darkness, the character suffers only a -2 penalty to his attack roll in melee combat. Under starlight or moonlight, the character incurs only a -1 penalty. With a successful skill check, attackers will receive no bonus to melee attack rolls to attack the character in darkness. Only one check is allowed per battle.

Boating: The character is skilled in the operation of small water craft on lakes and rivers.

Bowyer/Fletcher: The character can make bows and arrows. A weaponsmith is required to fashion arrowheads.

Carpentry: The character has a basic knowledge of woodworking.

Cobbling: The character can fashion and repair shoes, boots, and sandals.

Combat Leadership: Consult the rules book.

Cooking: The character is an accomplished cook.

Creature Lore: The character is familiar with the various types of creatures which inhabit Gamma Terra. With a successful skill check, the player may read the creature's description in the rules book. This skill does not apply to "new," previously-unknown creatures.

Cryptic Alliance Heraldry: The character can identify the different symbols of the

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various cryptic alliances. The character also has a basic understanding of the alliances' beliefs and goals.

Dancing: The character knows many different types of dance.

Detect Ambush/Trap: Consult the rules book.

Endurance: The character is able to perform continual strenuous physical activity for twice as long as an "average" character before becoming subject to the effects of fatigue and exhaustion.

Fire-Building: The character may start a fire without any lighting devices other than small pieces of tinder and dry wood.

First Aid: The character knows basic first aid. If the character tends another within one round of wounding, his ministrations restore 1-3 hit points. Only one healing attempt can be made on a patient per day and the character must have the proper medical equipment. If the character also has the herbalism skill, he may add one additional hit point to the total healed by this skill (if he is able to find a herb to help in the healing process).

Fishing: The character is a skilled fisherman.

Gunsmithing: The character can repair firearms (usually only flintlocks) and produce ammunition. This skill is only available in a Tech III society or better. The character also receives a +2 bonus when attempting to figure out a projectile weapon of the ancients.

Herbalism: The character can identify plants and fungus. He can also prepare potions, poultices, powders, etc. for medical and pseudo-medical purposes.

History: The character has studied the history of Gamma Terra. Generally, this knowledge is only of a local nature due to

the many different nation/states and unexplored regions of Gamma Terra.

Hunting: Consult the rules book.

Hypnosis: Consult the rules book.

Identify Mental Power: Consult the rules book.

Jury-Rig: Consult the rules book.

Leatherworking: The character has the ability to tan and treat leather. He can also make leather clothing and other leather objects.

Lockpicking: The character can attempt to pick padlocks or finesse combination locks. In order to pick a padlock, the character must have the proper tools.

Makeshift Weapon/Armor: Consult the rules book.

Martial Arts: The character is trained in a martial art technique. Due to the dangerous environment of Gamma Terra, this technique is more a combat technique than an art form. Students are no longer taught the spiritual side of the art.

This skill can only be used if the character is lightly encumbered and wearing studded leather, or lighter, armor. Additionally, it can be used during combat at the beginning of a combat round.

With a successful skill check, a character may distribute 3 bonus points (separately or as a group) to his melee THAC, Armor Class, initiative roll, or melee weapon's damage roll for one melee round. (The player must determine how the points are divided at the beginning of the combat round). Any character other than an enforcer receives one additional bonus point for each point rolled below his skill rating (to a maximum of 6 bonus points).

Unfortunately, an enforcer has such an intimate knowledge of combat already that he does not receive as much benefit from this skill as other classes. An enforcer receives

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one additional bonus point for every 2 points rolled below his skill rating.

This skill is an exceedingly rare skill and is only available with the approval of the Game Master.

Mechanical Engineering: The character is trained as a builder of both great and small things. He understands the basic principles behind complex machinery.

Meditation: By concentrating, the character may remove himself from the worries of the world - allowing him to rest in $\frac{3}{4}$ the time normally required for sleep, the reuse of mental mutations, etc.

Meditative Focus: In order to obtain this skill, the character must first have the meditation skill. Through meditation, the character can focus his mental energy on one particular mental mutation. As a result, the MP score for the mutation increases while his other mental mutations' MP scores and possibly his MD decrease. The character must meditate uninterrupted for 12 full hours to attempt this focusing of mental energy. He then makes a skill check. If he succeeds, he may increase the MP score of one of his mental mutations. Otherwise, nothing occurs. For every point (to a maximum of 5) that the character increases one of his mental mutation's MP score, he must deduct one point from another mental mutation's MP score. If he has more than one other mental mutation, he must deduct the points evenly from all. Thus, if a character had 3 mental mutations and increased one mutation's MP score by 4, he would have to deduct 2 from the other mutations' MP scores. If the character does not have another mental mutation, the points are deducted from his MD.

Mining: The character has the ability to site and supervise the operations of any mine.

Mountaineering: With the proper equipment, the character can climb up steep slopes and cliffs.

Musical Instrument: The character can play a specific musical instrument.

Navigate: Consult the rules book.

Photographic Memory: Consult the rules book.

Pickpocket: The character is skilled in filching small objects from other peoples' pockets, sleeves, girdles, packs, etc.; palming items; and performing simple sleight of hand.

Pottery: The character has the ability to create clay vessels and containers.

Psychology: The character has an intimate knowledge of the human psyche. After observing a human for roughly one week, the character may make a skill check. If he succeeds, he gains an understanding in the basic motives of that person and "how" that person thinks. This understanding gives him a +3 bonus to his CH in interactions with that person. Additionally, he receives a +3 bonus to his MHAC if he uses a mental mutation on the person studied. If he fails the skill check, he may try again after another week of observation. The character may attempt to use this skill in order to gain an understanding of a sentient animal or plant; however, in such a situation, the skill's rating is reduced by $\frac{1}{2}$.

This skill is based upon knowledge gained before the cataclysm and is therefore very rare. It is only available with the approval of the Game Master.

Read Schematics: Consult the rules book.

Reading/Writing: The character can read and write. A skill check should not be required unless the character is attempting to read or write in a difficult situation.

Repair Artifact: Consult the rules book.

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Riding: The character is skilled in the art of riding and handling stagons or other types of mounts. A skill check should not be required unless the character is attempting a difficult riding maneuver.

Seamanship: The character is familiar with large boats and ships.

Seamstress/Tailor: The character can design and sew clothing.

Sense Mental Powers: Consult the rules book.

Set Snares: The character can make simple snares and traps, primarily to catch small game. A scout with this skill may also attempt to rig mantraps.

Sign Language: The character knows sign language.

Singing: The character is an accomplished singer.

Size-Up Opponent: Consult the rules book.

Stonemasonry: The character can build structures from stone.

Swimming: The character can swim. Those without this skill cannot. A skill check should not be required unless the character is attempting a difficult swimming maneuver.

Tracking: Consult the rules book.

Weaponsmithing: The character has the ability to make metal melee weapons. The character also receives a +2 bonus when attempting to figure out a melee weapon of the ancients.

Weaving: The character is able to create garments, tapestries, and draperies from wool or cotton.

Wilderness Survival: Consult the rules book.

Critical Damage

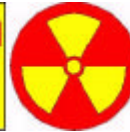
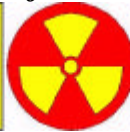
By Kerry Jordan

In the GAMMA WORLD® game, a player rolls 1d20 as an attack roll. In order to cause damage, this roll (plus modifiers) must be greater than or equal to the target's Armor Class. It does not matter if the player rolls the exact number needed to hit or if he rolls 8 over the number to hit – the damage is rolled the same. Additionally, no matter how poor the player rolls, he simply misses his attack. Therefore, a new set of rules were created to reward the attacker on those rare occasions when an attack roll is exceptionally well and penalize the attacker in those instances when an attack roll is exceptionally poor: Critical Damage Rules.

Whenever anyone rolls a 20 as the attack roll (without any modifications), he has scored a critical hit on his opponent. The player then rolls 2d20 and consults the results on either the Melee Critical Hit Effects Table or the Missile Critical Hit Effects Table (depending on the type of attack). Note that these tables were created with a flesh-and-blood opponent in mind. For a robot-specific critical hit system, you should consult the Robotic Hit System found after the Critical Miss Special Effects section.

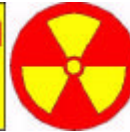
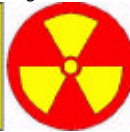
Whenever anyone rolls a 1 on the attack roll (without any modifications), he has fumbled miserably in his attack. To determine what results from this fumbled attack, the player rolls on either the Melee Critical Miss Effects Table, the Missile Critical Miss Effects Table, or the Natural Attack Critical Miss Effects Table, as determined by the type of attack. There are several effects on the critical damage tables which require explanation.

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Melee Critical Hit Effects		Missile Critical Hit Effects	
2d20	Roll Effect	2d20	Roll Effect
02-11	No effect: roll damage normally	02-11	No effect: roll damage normally
12-21	Normal damage +2	12-18	Normal damage +2
22-27	Normal damage +3	19-24	Normal damage +3
28-29	Normal damage +4	25-29	Normal damage +4
30	Normal damage +4; opponent is <i>knocked back</i> by the blow and becomes <i>unbalanced</i>	30-33	Normal damage +5
31	Normal damage +5	34-36	Normal damage +6
32	Normal damage +5; opponent is <i>knocked back</i> by the blow and becomes <i>unbalanced</i>	37-38	Normal damage +6; opponent becomes <i>unbalanced</i>
33	Normal damage +6	39	Normal damage x2 or +20, whichever is less; opponent becomes <i>unbalanced</i>
34	Normal damage +6; opponent is <i>knocked back</i> by the blow and becomes <i>unbalanced</i>	40	Normal damage x2 or +20, whichever is less; opponent is <i>very badly injured</i>
35	Normal damage +6; opponent is <i>knocked prone</i>		
36	Normal damage x2 or +7, whichever is larger; opponent is <i>knocked back</i> by the blow and becomes <i>unbalanced</i>		
37	Normal damage x2 or +7, whichever is larger; opponent is <i>knocked prone</i>		
38	Normal damage x2 or +7, whichever is larger; opponent is <i>badly injured</i>		
39	Normal damage x2 or +7, whichever is larger; opponent is <i>very badly injured</i>		
40	Normal damage x2 or +8, whichever is larger; opponent is <i>near death</i>		

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Melee Critical Miss Effects

3d20

Roll Effect

03-17	No effect
18-21	Attacker <i>becomes unbalanced</i>
22-25	Attacker <i>drops weapon</i>
26-28	Attacker <i>becomes unbalanced and drops weapon</i>
29-31	Attacker <i>loses grip on weapon</i>
32-33	Attacker <i>slips</i>
34-35	Attacker <i>hits himself</i>
36-37	Attacker <i>hits himself and becomes stunned</i>
38-39	Attacker <i>breaks weapon</i>
40-41	Attacker <i>becomes unbalanced and breaks weapon</i>
42-43	Attacker <i>breaks weapon and becomes stunned</i>
44-45	Attacker <i>slips and breaks weapon</i>
46-47	Attacker <i>hits nearby ally</i>
48-49	Attacker <i>hits nearby ally and becomes stunned</i>
50-51	Attacker <i>becomes unbalanced and hits nearby ally</i>
52-53	Attacker <i>falls prone</i>
54	Attacker <i>falls prone and loses grip on weapon</i>
55	Attacker <i>falls prone and becomes stunned</i>
56	Attacker <i>falls prone and hits head</i>
57	Attacker <i>falls prone and loses consciousness</i>
58	Attacker <i>twists ankle</i>
59	Attacker <i>falls prone and breaks limb</i>
60	Game Master's choice

Missile Critical Miss Effects

1d20

Roll Effect

01-08	No effect
09-11	Attacker <i>becomes unbalanced</i>
12-13	Attacker <i>drops weapon</i>
14-15	Attacker <i>becomes unbalanced and drops weapon</i>
16-17	Attacker <i>becomes injured</i>
18	Attacker <i>hits ally</i>
19	Attacker's weapon <i>malfunctions</i>
20	Attacker's weapon <i>malfunctions seriously</i>

Natural Attack Critical Miss Effects

2d20

Roll Effect

02-12	No effect
13-16	Attacker <i>becomes unbalanced</i>
17-19	Attacker <i>slips</i>
20-22	Attacker <i>hits nearby ally</i>
23-25	Attacker <i>hits nearby ally and becomes stunned</i>
26-28	Attacker <i>becomes unbalanced and hits nearby ally</i>
29-30	Attacker <i>falls prone</i>
31-32	Attacker <i>falls prone and becomes stunned</i>
33-34	Attacker <i>falls prone and hits head</i>
35-36	Attacker <i>falls prone and loses consciousness</i>
37	Attacker <i>bruises limb/jaw</i>
38	Attacker <i>falls prone and bruises limb/jaw</i>
39	Attacker <i>falls prone and breaks limb/jaw</i>
40	Game Master's choice

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These special effects are *italicized* on the tables and described below.

Critical Hit Special Effects

Badly injured: If the attacker is using a bludgeoning weapon (i.e., club, mace, etc.), his attack breaks one of his opponent's limbs. Roll 1d6 to determine which limb is broken on humanoid opponents:

d6 Roll	Limb
1	Left leg
2	Right leg
3-4	Left arm
5-6	Right arm

The opponent loses the use of a broken limb and has a -3 penalty applied to his DX until the limb is healed. 1d8+3 weeks are required to heal a broken limb. If the opponent's leg is broken, his movement is reduced to ¼ normal (½ normal with assistance).

If the attacker is using a slashing weapon (i.e., long sword, axe, claws, etc.), his attack opens a deep gash on his opponent. The opponent will continue to lose 1d3 hit points per combat round until the wound is stitched closed. After 10 such combat rounds, the opponent must succeed a CN check every combat round (with increasing difficulty levels in multiples of 5) in order to stay conscious.

If the attacker is wielding a piercing weapon (i.e., short sword, dagger, spear, fangs, etc.), his opponent is impaled on the blade and deeply wounded. The attacker may choose to keep the opponent impaled during the following combat rounds, automatically causing the normal weapon damage each round. If the attacker chooses to do this, he will lose any DX modifiers to his Armor Class and his opponent(s) receive

a +2 bonus to attack rolls. If the attacker removes the weapon from the wound, the opponent will lose 1d4+1 hit points per combat round until the wound is stitched closed. After 10 such combat rounds, the opponent must succeed a CN check every combat round (with increasing difficulty levels in multiples of 5) in order to stay conscious.

Knocked back: The opponent if small-sized or smaller is knocked 3d6 x10 centimeters away from the blow. If medium-sized, the opponent is knocked 2d6 x10 centimeters away from the blow. If the opponent is large-sized or larger, he is knocked 1d6 x10 centimeters away from the blow.

Knocked prone: The opponent if medium-sized or smaller is knocked prone by the force of the blow. An opponent lying prone suffers a -4 penalty to all attack rolls and his Armor Class until he spends an action to stand. Additionally, half of the opponent's DX modifier to AC is lost while prone. If the opponent is large-sized or larger, he is knocked 2d6 x10 centimeters back and becomes *unbalanced*.

Near death: The opponent is knocked prone. An opponent lying prone suffers a -4 penalty to all attack rolls and his Armor Class until he spends an action to stand. Additionally, half of the opponent's DX modifier to AC is lost while prone. The blow instantly kills a small-sized or smaller opponent. A medium-sized opponent has a 75% chance of dying from the attack. A large-sized or larger opponent has a 50% chance of dying from the blow.

Unbalanced: The opponent suffers a -2 penalty to all of his attack rolls and his Armor Class for the remainder of the combat round. He also suffers a +2 initiative penalty for the next combat round.

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Very badly injured: The opponent if medium-sized or smaller is knocked prone. The blow has a 75% chance of instantly killing a small-sized or smaller opponent (ignoring current hit point total). The blow has a 50% chance of instantly killing a medium-sized opponent. An opponent lying prone suffers a -4 penalty to all attack rolls and his Armor Class until he spends an action to stand. Additionally, half of the opponent's DX modifier to AC is lost while prone. A large-sized or larger opponent is only knocked 3d6 x10 centimeters away from the blow and becomes *unbalanced*. The blow has a 25% chance of instantly killing a large-sized or larger opponent.

Critical Miss Special Effects

Becomes injured: The attacker had the weapon braced improperly or threw the weapon improperly, causing 1d3 points of damage to himself.

Becomes stunned: The attacker is unable to take any action for 1d2 combat rounds. During this time, he loses any DX modifier bonus to his Armor Class.

Becomes unbalanced: The attacker suffers a -2 penalty to all of his attack rolls and his Armor Class for the remainder of the combat round. He also suffers a +2 initiative penalty for the next combat round.

Breaks limb: Roll 1d4 to determine which limb is broken on humanoid attackers:

d4 Roll	Limb
1	Left leg
2	Right leg
3	Left arm
4	Right arm

The opponent loses the use of a broken limb and has a -3 penalty applied to his DX until the limb is healed. 1d8+3 weeks are

required to heal a broken limb. If the attacker's leg is broken, his movement is reduced to 1/4 normal (1/2 normal with assistance).

Breaks limb/jaw: The attack breaks the attacker's attacking limb or jaw (depending on the type of attack). A broken limb cannot be used and reduces the attacker's DX by 3. A broken leg reduces the attacker's movement rate to 1/4 normal (1/2 normal with assistance). A broken jaw will not allow the attacker to eat anything which requires chewing. If a wild creature's jaw is broken, he will usually starve to death. The injury will heal in 1d8+3 weeks.

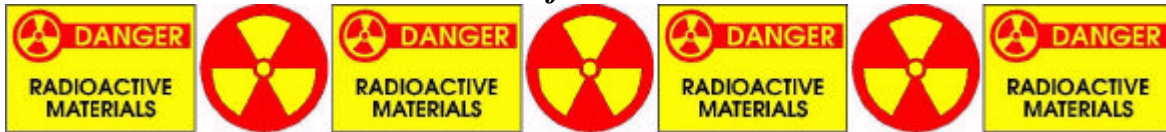
Breaks weapon: If the attacker is using a non-artifact weapon, it breaks during the failed attack. An artifact has a 30% chance of breaking.

Bruises limb/jaw: The attacker injures his attacking limb or his jaw (if attacking with a bite). If his limb is injured, his DX is reduced by 1. If the injured limb is a leg, his movement is reduced to 3/4 normal. If his jaw is injured, the attacker can only eat soft foods without pain until the bruise heals. Additionally, any future attacks with his injured limb or bite receive a -2 penalty and for each successful attack there is a 10% chance that the attacker *breaks limb/jaw*. This injury requires 1d4 days to heal. If this special effect occurs twice, the attacker's limb or jaw is broken (see *breaks limb/jaw*).

Drops weapon: The attacker drops his weapon and it falls to the ground. There is a 20% chance that the weapon will slide 1d2 meters away; otherwise, the weapon will land roughly at the character's feet. The attacker may only retrieve the weapon without moving if it is within 1 meter.

Falls prone: The attacker slips and falls prone. While lying prone, he suffers a -4 penalty to all attack rolls and his Armor

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Class until he spends an action to stand. Additionally, half of the attacker's DX modifier to AC is lost while prone.

Hits head: The attacker must make a successful CN check to remain conscious. If he is successful, he *becomes stunned*.

Hits himself: The attacker hits himself with the weapon. The weapon only causes ½ normal damage.

Hits ally: The attacker misses his opponent, causing his attack to be directed at an ally within range. If no allies are within range of the weapon, the attacker *becomes injured* instead. If more than one ally is within range, the target of the accidental attack is chosen randomly. The attacker rolls a new attack against the AC of the target ally. If successful, the ally receives normal damage from the attack.

Hits nearby ally: The attacker misses his opponent, causing his attack to be directed at a nearby ally. If no allies are within range of the weapon, the attacker *hits himself*. If more than one ally is nearby, the target of the accidental attack is chosen randomly. The attacker rolls a new attack against the Armor Class of the target ally. If successful, the ally receives normal damage from the attack.

Loses consciousness: The attacker loses consciousness for 1d3 x10 minutes.

Loses grip: The attacker loses his grip on his weapon and it falls to the ground. There is a 60% chance that the weapon will slide 1d2 meters away, otherwise, the weapon will land roughly at the character's feet. The attacker may only retrieve the weapon without moving if it is within 1 meter.

Malfunctions: If the attacker's weapon is a bow or crossbow, the attacker *drops weapon*. If the weapon is a pistol, rifle, laser, etc., then the weapon is jammed or in energy flux, requiring 1d2+1 combat rounds

to correct. In such a situation, no shot is fired. If the weapon is a thrown weapon, it is so far off-target that there is a 50% chance that the weapon cannot be found after the battle.

Malfunctions seriously: If the attacker's weapon is a bow or crossbow, then the weapon's string breaks. If the weapon fires projectiles (i.e., bullets, etc.), then the weapon explodes, causing 2d8 points of damage to the user. If this occurs, the user will not be able to use the hand that held the weapon for 1d4+1 days and his hand may be crippled (25% chance). If the weapon is an energy weapon, it suffers an overload. When an overload occurs, the weapon fires enough energy for two shots instead of one (which still misses) and requires 1d2+2 combat rounds to correct. Additionally, there is a 10% chance that the weapon will suffer a critical overload, in which case it will emit a loud, high-pitch wail and explode in 1d4 combat rounds. When the weapon explodes, it causes 1d8 points of damage per shot left in the power cell to everyone within 4 meters. If the weapon is a thrown weapon, it breaks upon impact.

Slips: The attacker receives a -3 penalty to all of his attack rolls and his Armor Class for the remainder of the combat round. He also suffers a +2 initiative penalty for the next combat round.

Twists ankle: The attacker twists his ankle, reducing his movement rate to ¾ normal. Additionally, his DX is reduced by 1. The attacker's ankle will heal in 1d4 days. If this special effect occurs twice, the attacker's ankle is broken. If broken, the attacker receives a -3 penalty to his DX and his movement rate is reduced to ¼ normal (½ normal with assistance) until the ankle is healed (these penalties include the previous

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-1 penalty and movement penalty). 1d8+3 weeks are required to heal the ankle.

Robotic Critical Hit System

By Reginald Blue

Many robotic units have several banks of redundant weapons, yet there is apparently no need for them. Or is there? This set of rules is an attempt to explain these redundancies. It could also be applied to vehicles or humans wearing powered armor. This critical damage system is based on the success of attack rolls. If a person is using indirect fire (i.e. aiming a grenade at the ground beneath a robot), there is no chance for critical damage. Also, if a robot has an active kinetic force field, then no critical damage can possibly be inflicted until the force field has been brought down.

For each number on an attack roll above the required necessary to hit a robot there is a cumulative 5% chance of inflicting critical damage on the robot. This means that if Rolf has a THAC of +5 versus a robot with an AC of 20 and he rolls a 19 on the die (for a 24 total), he then has a 20% chance of causing critical damage. This chance is reduced by half if the robot has duralloy armor and the weapon being used is an energy weapon (reducing the chance to 10% in the above example) or if the robot has an active energy force field. Additionally, these special modifications are cumulative (reducing the chance of causing special damage to a mere 5% in the above example if Rolf had wielded some type of energy weapon and the robot had duralloy armor and an active energy force field).

Normally, the system critically damaged, is determined randomly by rolling 1d20 and consulting the table below; however, a character may choose to make a called shot. This does not change the chance to inflict critical damage, but it does cause the

character to suffer a -4 penalty to his attack roll (although any successful attack roll will hit the specified system). Note that a character cannot make a called shot for a system that is not externally visible unless he is familiar with the robotic unit (i.e., he has made a successful Use Artifacts check in the past concerning the type of robot).

d20

Roll System

01-05	Armor
06-10	Weapon
11-14	Movement
15-16	Internal
17-18	Force Field Generator
19	Sensor
20	CPU

After rolling a system, consult the following descriptions for the exact effect. If a system is rolled which has already been destroyed (or doesn't exist), then either roll randomly to determine another system or simply use internal.

Armor: Roll 1d20 and consult the following table for the effect on the robotic unit.

d20

Roll Effect

01-16	-1 to AC
17-19	-2 to AC
20	-3 to AC

Note that the AC of the robot cannot drop below 10. If the AC is already at 10 then the damage is inflicted to internal.

Weapon/Movement/Internal/Force Field Generator/Sensor/CPU: The exact weapon or sensor should be determined randomly. Roll 1d20 to determine the effect and duration of the damage on a system.

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d20

Roll	Effect	Duration
01-10	Disabled	1d4 rounds
11-14	Light damage	Minor repair needed
15-17	Moderate damage	Significant repair needed
18-19	Heavy damage	Major repair needed
20	Destroyed	Vital component needed

Note that a system which has received light, moderate, or heavy damage previously and the same effect (or a lesser damage effect other than disabled) is rolled a second time, then the effect moves down the table one row. For example, a robot's blaster weapon receives moderate damage. It is damaged again and light damage is rolled. Due to the previous moderate damage, the damage effect is noted as heavy damage. If destroyed had been rolled then the blaster would be destroyed. If the damage effect rolled had been disabled, then the blaster would have simply been disabled for the noted duration – the effect would not have been modified.

A disabled system is unusable for the duration specified. During this time, the system reverts to secondary pathways and resets. When the indicated duration has past, the system is fully operational again.

Any system which receives light, moderate, or heavy damage cannot be used until repaired. For those robots which have the ability to repair system damage, consider the damage to be 2 points for each level (i.e., 2 points at light damage, 4 points at moderate damage, and 6 points at heavy damage). If the internal system suffers this type of damage, then a particularly sensitive location has been hit. The attack causes

50% more damage than normal.

A system which is destroyed cannot be repaired by any internal repair system and can only be repaired at a repair facility (or by an examiner's lucky roll).

Industrial Hazards

By Bob Crichton

One of the rarer forms of ancient ruins is the ancient factory, source of the many wondrous artifacts that give proof to the legends. While factories may provide great treasure, there can be great danger involved in their exploration.

Materials

Many of the materials used in a factory are hazardous in one way or another. These hazards can be due to toxicity (poisons), flammability, reactivity (acids and other corrosives), radioactivity, or physical dangers.

Most Gamma Terra inhabitants have some resistance to industrial poisoning – after all, they have been living in a very polluted environment for several generations. However, there is a good chance of severe illness if they wander around sniffing at chemical drums. Bear in mind that corrosives frequently give off poisonous vapors that can also directly damage the skin and eyes. Also, many flammable liquids can be ignited from a distance due to their vapors. Radioactive hazards (if present) are commonly encountered in the vicinity of a power plant (if there is one), or in an area where quality checks were/are performed (x-ray sources, etc.). Additionally, industrial materials can present a physical hazard even if totally inert.

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For example:

Game Master: *Your eyes are burning.*

Player: *But I'm immune to poison!*

Game Master: *They are starting to bleed. You are coughing up blood. The last thing you see is a sign that reads "Diamond Dust – Wear respirator at all times."*

Other good examples of dangerous inert materials are oil (nice and slippery) and the standard Heavy Object™ waiting to fall on the characters when they cause any vibration in the old, rickety beams.

Energy Sources

Some energy dangers are obvious; a poorly insulated electrical line can spell death for the first being to brush by it since the last century. Remember - if the victim is still being shocked, others can get shocked by touching him. Many industrial processes involve a great deal of heat, with the obvious potential for burns, especially if a hot substance sprays from an item. High pressure is another good hazard; a break in a pipe can lead to shrapnel, a loose hose can whip about with a great deal of kinetic force, and of course, there is always the aforementioned hot substance spraying out of a leak. Additionally, a large leak in a hydraulic line can produce a stream of oil that can easily cut flesh. A small leak can put a mist of oil in the air – just waiting for some guy with a torch to come by and ignite it. Most of these examples will only be problems in a factory with a working power plant, but could be the result of a single functioning item (i.e., a functioning engineering bot).

Inhabitants

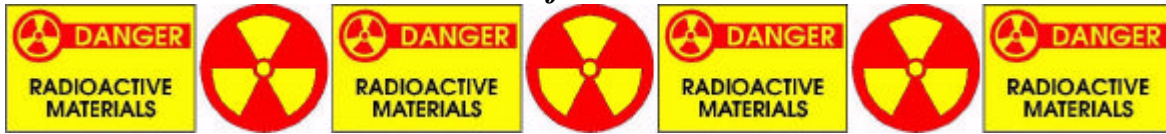
Inhabitants (both flesh and metal) of industrial complexes present special problems. Industrial machines may not even recognize humans, and, if their safety interlocks are damaged/worn, could easily do unpleasant things at the most inconvenient times (i.e., while the character is examining the machine's workings, the item – hydraulic press/laser drill/acid shower/etc. – hums suddenly and. . .). The more sophisticated robots would give characters the normal chances for Robot Recognition checks, but would also be intelligent enough to want to know what these visitors are doing unescorted and may contact a security bot.

Living inhabitants are another can of worms (perhaps literally). Descendants of the human staff might be able to operate the machines or might function as either Archivists or Followers of the Voice. In any case, they would view outsiders with suspicion. Non-sentient life would have evolved to fit into the niches available and may have incorporated some bizarre adaptations. For example, a mutated worm may resemble a frayed electrical cable and attach to live cables so it can deliver an electrical shock to anyone within reach, or a mushroom may release diamond dust into the air at the same time as its spores so the spores are more likely to find a weakened host.

Rewards

One of the obvious possible rewards of exploring a factory is a lifetime supply of whatever it is that the factory makes/made. This can range from the trivial (soda bottles), to the valuable (voltmeters), to the priceless (Mark VII blasters – talk about Monty Haul). Even if the factory is totally non-operational, there may be a large stock of

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product that was awaiting shipping when the disaster came. In addition, there may be a large supply of raw materials, which may be more valuable. After all, 20 canisters of liquid duralloy is potentially far more valuable than the 10,000 belt buckles that the factory made from it. Bear in mind that if the factory has its own power supply, it probably kept producing until it ran out of raw material.

Industrial machinery is probably of little value in its current form – it is frequently very specialized for a given function, and might require complete rebuilding to do anything else. However, it could be a good source of repair parts, or could even be traded to any up-and-coming industrial society. Additionally, the industrial complex probably houses robots of various sorts to operate the machinery. Bear in mind that they would be dedicated machines with only the most basic programming beyond what is needed for manufacturing.

The maintenance department is a completely different story. It probably has a few light and medium engineering bots, which would have the necessary programming and supplies to deal with a wide array of equipment problems. The maintenance department is also the most likely place to find working equipment, as the bots would have priority commands to maintain themselves in working order. This area would certainly have power cell chargers, various useful hand tools, and a wide variety of electronic and mechanical components.

There would also be some kind of administrative department, containing the main control computers, offices for any personnel, and communication equipment. If there was a large number of employees, there would also be a cafeteria or food synthesizer.

Vehicles might be found in the Shipping Department, and some of the warehousing vehicles/bots might function.



Equipment

Karl stared in wonder at the strange device he had found lying in a half-buried shed of the ancients. Questions raced through his mind: How long had it laid here? What purpose had it been used for? The only one who knew the answers for certain was the long-dead owner, and he was no help.

Karl examined the artifact for minutes, then hours, but was finally forced to concede defeat. Whatever purpose the item had served was beyond his comprehension. He gently placed the toaster into a large sack at his belt and began the climb back to the entrance he had stumbled upon. . .

Several new types of equipment and weapons are introduced in this section. Additionally, new rules concerning these items are discussed.

New Equipment

Hydrator
by ZorOne

Tech Level: V **Complexity:** 19
Duration: 20 **Avg. Cost:** 1250 domars
Weight: 2.5 kg

This is a box ½ meter by ½ meter, with one switch and one button. The switch has two labeled settings: dehydrate and rehydrate. There are two doors, one large and one much smaller. In the large compartment there is a plastic box with no lid, roughly the size of the compartment. In the smaller compartment there is a clear plastic bottle.

If an organic substance that contains water is put into the box, the switch set for

New Equipment	New Equipment		
	Avg. Cost	Wt. (Kg)	Tech Level/Complexity
Hydrator	1250	2.5	V, 19
Hypodermic Injector	300	0.2	IV, 12
Mysosyn	75	0.1	III, 10
Sensyn	60	0.1	V, 10
Sustak	60	0.1	IV, 10

dehydrate, and the button pushed, the substance will have the majority of its water extracted and placed into the bottle. Food that is dried with the hydrator will be preserved for years. The water produced by this process is uncontaminated and drinkable.

If the switch is set for rehydrate, the organic substance will have its water content restored, returning to its original state. To rehydrate, the dehydrated substance must be placed into the box and water placed in the bottle. If not enough water is placed into the bottle, the hydrator will not function. With the switch in the rehydrate position, and the button pushed, the substance is restored.

The hydrator is powered by one solar energy cell, which will last for 20 functions. If the unit is set out in the sun it will recharge 10 functions per day. If there is not enough time to allow for a normal charge, a new energy cell can be placed in the unit.

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Hypodermic Injector

by Kerry Jordan

Tech Level: IV **Complexity:** 12

Duration: Special **Avg. Cost:** 300 domars

Weight: 0.2 kg

The hypodermic injector is an advanced hypodermic syringe. The main body of the injector is a plastic cylinder (usually colored white) 20 centimeters long and 5 centimeters in diameter. One end of the cylinder has a soft circular bowl (similar to a suction-cup) attached at a 45 degree angle. There are two buttons on the body (marked “ON/OFF” and “INJECT” on units not worn by time). There is also a black strip that runs along the back of the injector, opposite the suction-cup bowl.

To use the injector, a person must press the ON/OFF button and then guide the bowl attachment across a patient’s body. When the injector detects that it is in the proper location for the injection, the INJECT button begins to flash with a green light. If the INJECT button is then pressed, a powerful chemical jet projects out of the center of the bowl attachment and the patient receives a standard dose of the chemical stored in the injector. The injector will shut off automatically after 5 minutes, but the user’s manual recommends that the user shut off the unit manually after each use.

The injector determines the correct location for the injection and the correct dosage of the medication via a simple scanner and computer chip. When a new chemical is loaded (via a trapdoor on the bottom of the unit), the injector should be programmed with the correct treatment and storage information for the chemical. This programming is accomplished using the unit’s infrared port (the black strip). The injector’s storage unit may hold a maximum of 90 ml. The injector may be loaded with,

but is not limited to, the following drugs: accelera dose, antiradiation serum, cur-in dose, interra shot, mind booster, misosyn, pain reducer, sensyn, stim dose, suggestion change drug, sustak, and sustenance dose.

Additionally, the hypodermic injector requires little power. It will run indefinitely using its built-in solar battery (which receives its power from the unit’s black strip).

Misosyn

by Sammy Spade

Tech Level: III **Complexity:** 10

Duration: Special **Avg. Cost:** 75 domars

Weight: 0.1 kg

Misosyn is a mood altering substance that causes euphoric feelings of invulnerability and aggression. When discovered in ancient installations, it is contained within a 10 centimeter long disposable jet spray tube (10 ml dose); however, many knowledgeable inhabitants of Gamma Terra have rediscovered the manufacture of this drug. In some areas, use(abuse) is rampant among enforcers and other combat-centric adventurers. The user will often take an intramuscular injection just prior to entering combat. With small doses, the user feels “tough and ready for combat.” With larger doses, the user feels invincible and has difficulty controlling aggressive urges. Users almost always feel that they did better in combat due to the drug (assuming they survived). In certain areas, use of the drug has been outlawed.

The first 10 ml injection causes the user to become consumed with inflicting damage on his foes. This aggressive desire grants the user a +4 THAC melee bonus, a +2 damage bonus with melee weapons, and a -4 AC penalty for 6 rounds.

A second dose of misosyn causes the user to enter a battle rage in which he is

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unaware of any wounds inflicted upon him. The character receives a +6 THAC melee bonus, a +4 damage bonus with melee weapons, and a -4 penalty to his AC for 5 combat rounds. Additionally, the character's HP total is monitored by the GM instead of the player.

A third 10 ml dose causes the user to enter a berserk rage. The user must immediately engage an opponent in melee combat. An affected individual is unaware of any wounds received in combat. The character receives a +8 THAC melee bonus, a +6 damage bonus with melee weapons, and a -8 penalty to his AC for 4 rounds. Additionally, the character's HP total during this time is monitored by the GM instead of the player.

Misosyn also has several possible side effects. Each 10 ml injection should be considered an intensity 5 health hazard. The following table should be consulted for the effects.

Misosyn Side Effects			
Stage	Roll	Duration	Effect
–	<13	None	None
I	13-18	6 rounds	Mild psychosis*
II	19+	6 rounds	Major psychosis**

*Character will attack as long as any opponents remain, regardless of wounds or other consequences.
 **Character no longer recognizes friends, foes, or innocents. He will attack individuals randomly.

Sensyn

by Sammy Spade

Tech Level: V **Complexity:** 10

Duration: 1 hour **Avg. Cost:** 60 domars

Weight: 0.1 kg

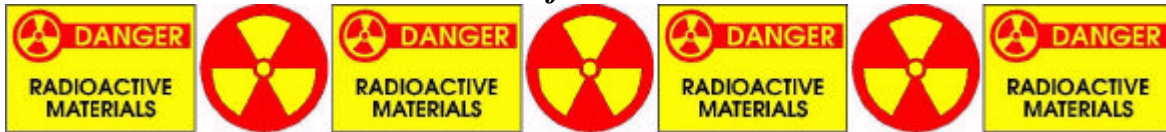
Through an unknown mechanism, this substance heightens the all the senses of the user. The effect is the same as having the *heightened sense* mutation for sight, hearing, touch, smell, and taste. The character will feel as though his senses are “on fire.” He can focus on particular sounds, or distant/faint objects. The drug is administered via a 15 centimeter long disposable jet spray tube. The effects last 1 hour.

Sensyn does have several possible side effects. Each dose should be considered an intensity 5 health hazard. The following table should be consulted for the effects.

Sensyn Side Effects			
Stage	Roll	Duration	Effect
–	<10	None	None
I	11-13	20 seconds	Slight hallucinations*
II	14-16	40 seconds	Medium hallucinations**
III	17+	1 minute	Major hallucinations***

*Character sees sinister moment out of the corner of his eye.
 **Character sees things and hears sounds that do not exist. He may hear imagined mumbled conversations, someone hiding in shadows, etc.
 ***Character interacts with things that do not exist. He may believe that he is in a dangerous situation or under attack.

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Sustak

by Sammy Spade

Tech Level: IV **Complexity:** 10

Duration: 24 hrs **Avg. Cost:** 60 domars

Weight: 0.1 kg

Only 10 ml of sustak may restore 20% of a character's base Hit Points for 24 hours. It is effective only on humans and sentient animals. It is usually administered (using a disposable jet spray tube) when treating emergency trauma situations in the field or entering a dangerous environment.

Sustak does have several possible side effects. Each 10 ml injection should be considered an intensity 5 health hazard. The following table should be consulted for the effects.

Sustak Side Effects			
Stage	Roll	Duration	Effect
–	<16	None	None
I	16-20	1 hour	No benefit*
II	21-25	2 hours	2d8*
III	26-30	3 hours	2d8*
IV	31-35	4 hours	4d8* & unconscious
V	36+	–	Dead

*Sustak healing does not take effect.

New Weapons

The tables found on the next page introduce new ranged weapons and warheads for the GAMMA WORLD® game. The format corresponds to the format used in the rules book.

Weapons

All of the weapons from the New Ranged Weapons table are described in this section.

Composite Heavy Crossbow

by David Wheeler

Tech Level: II **Complexity:** N/A

Duration: N/A **Avg. Cost:** 40 domars

Weight: 9 kg

This recurve crossbow is the result of combining materials in a laminar form. These materials increase both the strength and range of the crossbow.

The technique for producing composite bows and crossbows was reintroduced to Gamma Terra by a mysterious weaponsmith named Drax. Not much is known about Drax, but the weapons he designed still circulate through the civilized lands of Gamma Terra and are highly prized.

Composite Light Crossbow

by David Wheeler

Tech Level: II **Complexity:** N/A

Duration: N/A **Avg. Cost:** 25 domars

Weight: 7 kg

This weapon is a lighter version of the composite heavy crossbow. Consult the composite heavy crossbow description for more information.

Composite Long Bow

by David Wheeler

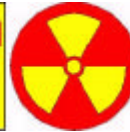
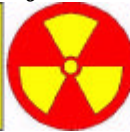
Tech Level: II **Complexity:** N/A

Duration: N/A **Avg. Cost:** 40 domars

Weight: 2 kg

The composite long bow is produced by combining the materials used in the production of the composite heavy crossbow. Consult the composite heavy crossbow description for more information.

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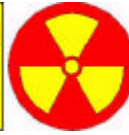
New Ranged Weapons								
Ranged Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Composite heavy crossbow	2d8+1	0	16	1/3*	1	40	9	II
Composite light crossbow	2d6+1	0	13	1/2**	1	25	7	II
Composite long bow	1d8+1	0	11	1	1	40	2	II
Composite short bow	1d6+1	0	9	1	1	25	2	II
Composite pistol crossbow	1d4+1	0	10	1	1	35	1	II
Compound bow	2d6+1	0	12	1	1	120	2	III
Compound crossbow	3d6+1	0	17	1/2**	1	150	8/4 ⁺	III
Ice needler	1d3	+4 ⁺⁺	6	8	100	2700	3	V, 12
Pistol crossbow	1d4	0	9	1	1	30	1	II

* Increase to 1/2 if PS > 19.
 ** Increase to 1 if PS > 19.
 + Consult weapon description.
 ++ 0 if opponent wearing armor.

New Warheads for Grenades and Missiles							
Warheads for Grenades and Missiles	----- Grenades* -----			-- Missiles/Micromissiles --			Tech Level
	Damage	Blast Radius	Avg. Cost	Damage	Blast Radius	Avg. Cost	
Gas, corrosion	Special	10	7500	Special	**	18000	VI
Gas, hallucinogenic	Intensity 15	10	600	Intensity 20	**	1500	IV
Gas, nausea (vomit)	Intensity 15	10	600	Intensity 20	**	1500	IV
Hell	20d6**	20	Priceless	**	20	Priceless	VI
Prism	Special	5	200	Special	**	300	V
Shaped-charge	4d6	10	1000	N/A	N/A	N/A	IV
Warbler	Special	10	500	Special	**	1200	V

* Consult comment in rules book.
 ** Consult the warhead's description.

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Composite Pistol Crossbow

by David Wheeler

Tech Level: II **Complexity:** N/A
Duration: N/A **Avg. Cost:** 35 domars
Weight: 1 kg

This version of the pistol crossbow is the result of combining certain materials in a laminar form. This combination is used to create all of the various composite bows and crossbows. Consult the composite heavy crossbow description for more information.

Composite Short Bow

by David Wheeler

Tech Level: II **Complexity:** N/A
Duration: N/A **Avg. Cost:** 25 domars
Weight: 2 kg

This weapon is a short bow version of the composite heavy crossbow. Consult the composite heavy crossbow description for more information.

Compound Bow

by David Wheeler

Tech Level: III **Complexity:** 3
Duration: N/A **Avg. Cost:** 120 domars
Weight: 2 kg

A compound bow has a long string threaded through a series of pullies that give the bow an increase to power and range, but when drawn to more than half pull, they reduce the strength needed to maintain the pull. These bows are rare, costing three to four times that of regular bows, and the knowledge required to make them is only beginning to resurface. (In my campaign world there are currently only four bowyers capable of producing compound bows.)

Compound bows require sturdy shafted arrows and bolts since there is an 85% chance that a wooden shaft will be splintered on impact (or on release as well if the arrow or bolt has survived a previous shot). However, given the hardy nature of certain

mutated trees, the GM may allow wooded shafts to be used. These high quality shafts would only be available at a bowyer's shop that makes compound bows.

Compound Crossbow

by David Wheeler

Tech Level: III **Complexity:** 4
Duration: N/A **Avg. Cost:** 150 domars
Weight: 8 kg (4 kg artifact crossbow)

This weapon is a crossbow version of the compound bow. Consult the compound bow description for more information.

Ice Needler

by Derek Holland

Tech Level: V **Complexity:** 12
Duration: **Avg. Cost:** 2700 domars
100 shots

Weight: 3 kg (+1 when full)

This specialized needler fires slivers of ice meant to shred the flesh of the target. The weapon is larger than a normal needler, having an attached water tank and hose that extend down the user's forearm. The gun's tank must be refilled with water every 100 shots (the power cell usually needs to be replaced at this time as well).

The Bonapartists have successfully duplicated the ice needler in their Research & Development lab in Elda, although their weapon requires a bulky backpack unit.

Pistol Crossbow

by David Wheeler

Tech Level: II **Complexity:** N/A
Duration: N/A **Avg. Cost:** 30 domars
Weight: 1 kg

This weapon is identical to its larger brother in all respects save that it is the size of a pistol and has reduced stats to reflect this. It is a popular weapon among assassins since it can be easily concealed and the bolts can be coated with poison.

Secrets of the Ancients



Warheads

Warheads can be identified by physical shape, color, and markings. Color is a very important characteristic since many warheads have similar shapes, and the effects of time may fade any identifying markings (or the markings may not be understandable to a GAMMA WORLD® character). Therefore, the table below was designed in order to reference the colors of the various types of warheads. *Color* lists the different base colors of the warheads. The body of the warhead is this color. *Band 1* field lists the color of the first band around the warhead encountered when travelling up the body of any type of missile (from the nose to the tail)

or grenade (from the bottom to the pin). If no color is listed in this field, the warhead does not have the band. *Band 2* refers to the second such band encountered.

Gas, Corrosive

by Keith Johnson

Tech Level: VI

Complexity: 6

Avg. Cost: 7500/18000 domars

Corrosion gas causes damage to all metallic objects (i.e., robots, armor, vehicles, etc.) within the area of the gas. Treat as a destructive poison gas, but it affects only inorganic instead of organic matter. Reduce the Armor Class of metallic objects by 1 for every round spent in the gas cloud. For

Warhead	Color	Band 1	Band 2
Chemex*	Olive drab	Red	N/A
ECM*	Olive drab	Blue	N/A
Energy**	Olive drab	Blue	Blue
Fire Foam**	Red-orange	N/A	N/A
Fission*	Black	Red	Green
Flare, Parachute*	Gray	Yellow	Yellow
Fragmentation*	Olive drab	Yellow	N/A
Gas, Corrosive	Gray	Red	Green
Gas, Hallucinogenic	Gray	Red	Yellow
Gas, Nausea (Vomit)	Gray	Red	Red
Gas, Poison*	Olive drab	Gray	Red
Gas, Tear**	Gray	Red	N/A
Gravity*	Olive drab	Tan	N/A
Hell	Black	Red	Red
High Explosive*	Olive drab	Yellow	Yellow
Photon*	Olive drab	Red	Yellow
Prism	Gray	Red	Tan
Shaped-Charge	Olive drab	Yellow	Tan
Smoke*	Olive drab	White	N/A
Stun*	Gray	Red	Blue
Tangler*	Gray	Tan	N/A
Torc*	Olive drab	Red	Tan
Warbler	Gray	Tan	Tan
*Consult the rules book for the warhead's description.			
**Consult "Treasures of the Ancients" for the warhead's description.			

Secrets of the Ancients



duralloy, reduce the AC 1 point for every 2 rounds of exposure. When computing the hazard attack against a robot or metal vehicle, use the robot's or vehicle's AC instead of Health. Grenades are considered intensity 15 hazard attacks, while missiles/micromissiles are considered intensity 20. The blast radius for missiles is 20 meters while the blast radius for micromissiles is only 15 meters.

Gas, Hallucinogenic

by Keith Johnson

Tech Level: IV **Complexity:** 6

Avg. Cost: 600/1500 domars

This warhead contains a powerful hallucinogenic drug. Each round a character spends in the gas cloud, he must make a Health check. If he fails, the drug begins to take effect. While under the drug's control, the character moves and attacks randomly, as per the *confusion* mutation (consult the rules book). Roll on the debilitating poison table for length of effects. Additionally, all of the character's skills and derived attributes are halved for the next 2d10 hours because he can't be sure whether anything is real or imaginary! The blast radius of the micromissile is 15 meters. The blast radius of the missile is 20 meters.

Gas, Nausea (Vomit)

by Keith Johnson

Tech Level: IV **Complexity:** 6

Avg. Cost: 600/1500 domars

The nausea gas warhead (or vomit gas warhead as it is sometimes called) causes organic beings caught in the cloud to vomit (retch, upchuck, regurgitate, barf, puke, cat, heave, hurl, toss their cookies, do the technicolor yawn, etc.). Each round, any being in the area of effect must make a Health roll. If he fails, he begins to barf (and we're not talking that lightweight stuff,

we're talking that chunky, industrial waste puke!!) and may take no other actions for 1d6 rounds. Grenades are intensity 15 attacks while missiles are intensity 20 attacks. Plants that subsist solely on sunlight, soil, and water are immune to the gas. Determine the effects on the debilitating poison table; each stage represents 1 round of heaving.

Hell

by Keith Johnson

Tech Level: VI **Complexity:** 14

Avg. Cost: Priceless

The hell warhead contains a microscopic speck of antimatter within a magnetic containment field. The containment field is powered by a miniature quantum power coupling (as described in *Treasures of the Ancients*). The grenade causes an incredible 20d6 points of damage to its targets. However, damage is reduced by 5d6 for every 5 meters distant from the center of the blast. Additionally, all those in the area of effect must also make a check against intensity 15 radiation. The warhead also releases an electromagnetic pulse which will knock out unshielded machinery and electronics (as per an ECM warhead) within 100 meters. The micromissile version causes 20d8 points of damage while the hell missile causes 20d10.

Prism

by Keith Johnson

Tech Level: V **Complexity:** 6

Avg. Cost: 200/300 domars

When detonated, this device forms a slightly opaque cloud of prismatic crystals, designed to reflect laser beams and block radar. Radar, lasers, laser sights, and laser guidance cannot penetrate the cloud. The cloud reduces Perception by 2. Although the detonation of the warhead causes no

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damage, the prismatic crystals are harmful if breathed. For every round an unprotected character spends in the cloud, he takes 1d6 (if caused by a grenade), 1d8 (if caused by a micromissile), or 1d10 (if caused by a missile) points of damage. The blast radius of the micromissile is 10 meters while the blast radius of the missile is 15 meters.

for more than 20 seconds will be deafened for (30 - CN) minutes. A character with a sound filter, an airtight helmet, or the *silence field* mutation may not be affected by a warbler. The blast radius of a missile warbler is 40 meters while the micromissile's blast radius is 25 meters.

Shaped-Charge

by Keith Johnson

Tech Level: IV **Complexity: 6**

Avg. Cost: 1000 domars

Shaped-charge grenades (there are no missile versions of this device) are used against heavy armor, may only be fired from grenade launchers, and are only impact-detonated. They are basically the same as high explosive grenades, but cause less damage. Shaped-charge grenades provide a +4 THAC bonus against armor. If the armor worn by the target provides less than +4 protection, the grenade merely negates the armor's protection and does not give the full +4 bonus.

Warbler

by Keith Johnson

Tech Level: V **Complexity: 6**

Avg. Cost: 500/1200 domars

The warbler warhead is a non-lethal weapon, originally used for riot dispersal. When it goes off, it "screams" at a deafening pitch, oscillating up and down the audible scale and on nerve-wracking subsonic levels. The scream lasts 30 seconds. Every living thing in the blast radius must make a successful IN check with a -3 penalty or flee the area at top speed. Those remaining will suffer a -2 penalty to all rolls due to the distracting noise. The noise of a warbler can be heard for hundreds of meters, and normal conversation will be impossible within 50 meters of one. Anyone remaining in the field



Cryptic Alliances

Gloria beamed with pride as she waited for the ceremony to start. From atop the platform, she had a view of the entire gathering – her friends, family, and soon-to-be peers. She could hardly contain her excitement. Her thoughts were momentarily darkened, however, when she noticed Jaz and Martha Lightstar. They were both dressed in black, the color of mourning and penance, due to the death of their son, Toom. Toom had been a fellow initiate with Gloria and had taken the test along with her, but the glow had not found him worthy.

Gloria’s attention snapped back to the ceremony as the music began, heralding the entrance of the Senior Rad Tech, Garl. Soon, Gloria would become a full member of the Radioactivists. . .

Cryptic alliances add a whole new level to any GAMMA WORLD® campaign. They are the “movers” and “shakers” of Gamma Terra. This section describes several new alliances, specifically designed to be suitable for any campaign.

Secrets of the Ancients



Arannists [Terra-ists]

by Daniel Movrich

Bon-Bramos (a mutated Komodo dragon) was once a high ranking leftist Zoopremist who felt strong in animal supremacy. He oversaw all terrorist training operations as well as developmental explosives programs for many years, until he met an altered turtle named Arannus. Arannus was an elder of the Seekers, who loved to speak about the philosophies of Gamma Terra. Bon-Bramos was instantly intrigued with Arannus's teachings and thoughts while Arannus believed he could help soothe his new friend's destructive tendencies. They remained teacher and pupil for quite some time until the day they met a group of Purists. The encounter proved fatal for old Arannus, but Bon-Bromas managed to escape.

"Their weapons," he thought, "were made for men. Their clothing, housing, cities. . . all forms of technology are made for man – not animals."

On that day, Bon-Bromas declared war on technology and all it represented.

On that day, the Arannists were born. . .

"The most important part of Gamma Terra is the Terra. . . buildings are blemishes on the land" is a noted quote of Bon-Bromas.

The Arannists are a highly secretive alliance. If any member is found in a town or city, he is immediately arrested (usually beaten) and charged with any destructive crimes recently committed against the city. It is believed that Arannists may hold some of the higher positions in many of the other alliances. It is suspected that they may be sabotaging new structures currently in construction or surveying ancient sites and

new manufacturing plants for future Arannist attacks.

Traditional: Traditionalists are the main reason this alliance is so hated and feared. They actively seek out opportunities to destroy civilization altogether. They believe that technology can be used if it is used for the good of the cause. The use of a cobalt bomb to destroy an entire city would be a celebrated event. Most members of this group hate pure strain humans and will only tolerate altered humans if they do not live an urban setting.

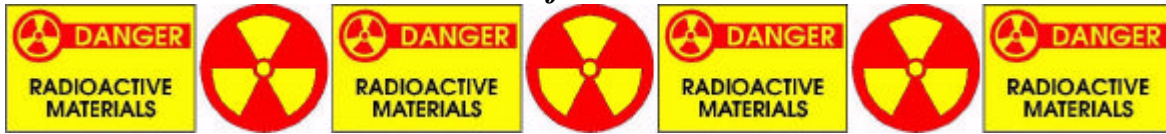
Reformed: All technology, even simple tools, is shunned. All creatures live as their ancestors did ages ago (no shelter, hunt for food, survival of the fittest, etc.). Members of this group of thought are not nearly as organized as their counterparts. If any of these members happen upon artifacts or technology of any kind (usually found or taken from prey), they will usually bury these items in unmarked locations.

Symbol: Unknown. The members of this alliance are sworn to secrecy – anyone divulging information regarding group activities will be tortured to death, but not before their loved ones are tortured in front of their eyes.

Benefits: The benefits of this alliance are identical as those of the Zoopremists. Additionally, they receive training in the different architectural structures and advanced bomb making techniques. All bombs made by an Arannist trained in this manner gain +2 additional dice of damage and double their normal blast radius (i.e., a 1st level Arannist can make a bomb that causes 5d4 points of damage and has a blast radius of 10 m).

Restrictions: The character must defend any mutated animal (defending with his natural weapons: claws, teeth, etc.) out-

Secrets of the Ancients

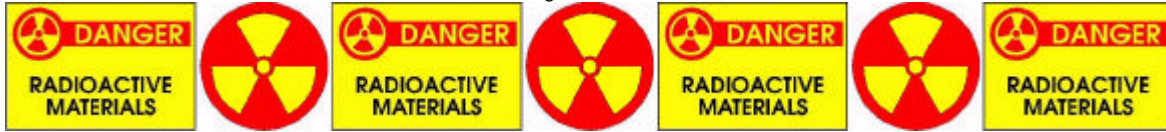


matched in combat due to technology.

Experience Point Bonus: An Arannist is eligible for a 10 xp bonus multiplied by the damage caused to any “man-made” structure or the direct elimination of artifacts and technology. An additional multiplier should be rewarded for the destruction of multiple story buildings (i.e., the destruction of a two story building would provide a x2 experience point multiplier).

Notes: Traditional Arannists can be disruptive as player characters. The Game Master may not want to allow this alliance as a player character alliance.

Secrets of the Ancients



Female Supremacists

[Feminists]

by Keith Johnson

Following the cataclysm, a True Woman reflected on the world before and after the Shadow Years. She reached the unalterable conclusion that men were responsible for all the troubles of humanity and determined then and there that they would never have another chance to destroy civilization. She began to speak, and women listened. The result was the formation of the Female Supremacists.

This alliance is open only to females of all genotypes, although only True and Altered females usually hold the highest position of authority.

Traditional: The belief of traditionalists is that men are second-class citizens at best, slaves at worst. Males are only useful as servants, laborers, and studs.

Reformed: This branch believes the world would be better off without males. They actively seek to destroy all men. They apparently do not realize this would cause the extinction of all sentient life. This is the “lunatic fringe” of this cryptic alliance. They are extremely violent (Violent Femmes, get it?) and tend toward terrorism and lesbianism.

Symbol: A single rose encircled by a whip is the alliance’s symbol. It is usually worn openly on jewelry.

Benefits: Feminists receive a +3 initiative adjustment and +2 THAC bonus when engaging in combat with a male who has encountered them for the first time. This bonus lasts one round only.

Restrictions: *This cryptic alliance is not available to player characters!*

Experience Point Bonus: Not applicable.

Notes: As a general rule, these women’s belief in their own superiority is beyond arrogance. Males trying to negotiate with them will do so at a tough (10) or worse difficulty level with his reaction roll. Many are rigid and inflexible in their views, but some can be sympathetic to players, most especially if there are women in the party’s ranks. They plan to extend their dominion over all Meriga.

Secrets of the Ancients



The Friends of Entropy [The Red Death]

by Kerry Jordan

The Red Death is an alliance of assassins. They are simply killers-for-hire, willing to work for anyone who can meet their price. They are highly skilled and extremely secretive; little is known about their practices. Once a person becomes a member of the Red Death, he is a member for life (whether he wants to be or not). No one is allowed to leave the alliance alive. The group is also tightly bound. If one of their number is wronged, the entire alliance may be asked to seek vengeance.

Perspective employers must deal honestly with the Red Death – telling the assassins all they know of the target(s) and any probable complications. If any vital information is withheld, the Red Death will exact a reckoning. An interesting note about the Red Death is that if a target succeeds in defeating his chosen assassin, he does not have to fear any future assassination attempts. The Red Death will honor their foe by canceling the current contract on him and by not accepting any further ones.

Traditional: These assassins believe that assassinations should be attempted only using the weapons and equipment available to the target. Thus, if a target lives in a Tech Level II society, only Tech Level II equipment should be used by the assassin.

Reformed: These assassins believe that the target should be eliminated using any and all equipment available, no matter the technology involved.

Symbol: Cleaning a dagger with a red cloth followed by thrusting the dagger through the cloth.

Benefits: Members are able to accept assassination contracts. They also receive a +1 bonus to Stealth.

Restrictions: *This cryptic alliance is not available to player characters!*

Experience Point Bonus: Not applicable.

Notes: The members of this alliance are not common thugs or murderers (as depicted in previous editions of the GAMMA WORLD® game). They are highly-skilled assassins. Generally, they avoid frontal assaults in favor of more subtle means. They are also highly suspicious and may not necessarily believe that someone is a member simply because he knows the alliance's symbol.



Creatures

All men of fighting age lined the city's walls, weapons ready, waiting – they knew what was coming. Scouts had started bringing in reports weeks ago, warning that the five year reprieve was over. The thought masters had returned.

Suddenly, a shout went up in the upper watch towers. “South! Serfs! South!” The men's attention focused to the south as an army of serfs marched into view. They were horribly mutated humans, wearing shreds of ancient uniforms they had scavenged from some God-forsaken ruins. They produced nothing; they took what they wanted or needed from others, usually by brute force.

The men on the walls made final preparations – the battle for Grenby was about to commence. . .

Gamma Terra is inhabited by many mutated and deadly creatures. This section introduces several new creatures for use with any GAMMA WORLD® game campaign.

Secrets of the Ancients



Brathseps [Land Killer Whales]

by Kerry Jordan

Number:	2d8
Percept:	20
Stealth/R.U.:	+10
AC:	17
MD:	18
Health:	20
Speed:	-
Burrow	15
Level:	10
Hit Dice:	26 (92)
THAC:	+10
Attacks:	1
Bite	9d12
Int:	Low
Morale:	18
Size:	H (8 m)
XP Value:	5000

Frequency:	Very Rare	Organization:	Pod
Activity Cycle:	Day	Diet:	Carnivore
Tech Level:	0	Artifacts:	None
Climate/Terrain:	Any desert (or any plains)		
Physical Mutations:	None		
Mental Mutations:	<i>Telepathy</i> (10)		
Special Powers:	Exceptional burrowing		

Description: The land killer whale is similar to its preferred prey, the sep. It has a thick, rubbery hide and short, stubby claws. It “swims” through the desert sand or plain top soil using its claws and a limited form of telekinesis. Other than these features, it resembles its ancestors; it has a black body marked by a white belly and individual markings. Unlike seps, brathseps must occasionally burrow to the top of the ground in order to breathe. In order to catch a breath, the brathsep first clears its blow hole of any sand – creating a small cloud of dust up to 2 meters in height. The land killer whale only needs to get air once every 10 minutes.

Combat: A brathsep is not inherently hostile and does not attack unless provoked or hungry. There is a 35% chance that an encountered land killer whale is hungry. When hunting, the brathsep senses any motion on the ground within 60 meters and silently burrows toward it. It then lunges out of the earth, attacks with its deadly bite, and dives back into the earth. It requires a full combat round for the brathsep to reposition itself for another attack, so it usually attacks every other round (from a different direction).

Society: Brathseps form special bonds with the other members of their group. They will defend their young and wounded to the best of their ability. Using *telepathy*, they may also act in concert to bring down prey larger than themselves.

The brathsep’s preferred source of food and worst enemy is the sep. If forced to choose between attacking a character or a sep, the brathsep will always attack the sep.

Chameleon Beasts

by Don Brown

Number:	1/Opponent
Percept:	12
Stealth/R.U.:	+18
AC:	21
MD:	-
Health:	14
Speed:	18
Level:	5
Hit Dice:	15 (55)
THAC:	+15
Attacks:	3
Bite	2d8
Claws (2)	1d12
Int:	Exceptional
Morale:	-
Size:	M (2 m long)
XP Value:	5000

Frequency:	Unique	Organization:	Pack
Activity Cycle:	Any	Diet:	None
Tech Level:	0	Artifacts:	None
Climate/Terrain:	Ancient installations		
Physical Mutations:	<i>Adaptation, chameleon powers</i> (24), <i>heightened dexterity</i>		
Mental Mutations:	None		
Special Powers:	Computer interface		

Description: These beasts have both canine and feline features, appearing to be a cross between a panther and a wolf. As they walk, their skin and hair color changes to match the background environment. They are silent predators with no vocal cords.

Chameleon beasts are grown in a lab by an AI computer as an anti-intruder defense system. Each creature requires one hour to grow and is grown with an interface to the AI, which directs all actions. All chameleon beasts have a life span of twenty-four hours. At the end of this period, they slowly dissolve into a gooey mess. If the AI is destroyed, all the existing beasts become dormant.

Combat: When the security system’s AI detects unauthorized intruders, it immediately begins growing chameleon beasts (one for each intruder). The AI monitors the intruders during the beasts’ growth and incorporates the three most appropriate attack forms into the creatures’ *adaptation* ability (i.e., if the intruders are armed with and prefer to use flame throwers and swords, the beasts will be grown with *adaptation* immunities to heat attacks, slashing attacks, and piercing attacks). After the beasts are grown, they immediately rush to attack the intruders. The chameleon beasts are completely controlled and monitored by the AI during combat. Should the first generation of beasts be defeated, the AI grows a second generation of beats with the most useful *adaptation* immunities (based on the intruders battle with the first generation). This process continues until the intruders or the AI are destroyed. Once an intruder is killed, the body is dragged to a disposal area and the beast returns to a vat of biogenetic material.

Society: Chameleon beasts are under total AI control and do not have a society. Tech Level VI technology is required to create the chameleon beast anti-intruder defense system.

Secrets of the Ancients



Death Gems [Hummers]

by Kerry Jordan
(Original idea conceived by Steve Saunders)

Number: 9d6
Percept: 22
Stealth/R.U.: +9
AC: 25
MD: 19
Health: 19
Speed: 3
 Flying 34
Level: 9
Hit Dice: 3 (11)
THAC: +9
Attacks: 1
 Peck 1d6
Int: Semi
Morale: 19
Size: S (.5 m)
XP Value: 6000

Frequency: Rare **Organization:** Swarm
Activity Cycle: Day **Diet:** Carnivore
Tech Level: 0 **Artifacts:** None
Climate/Terrain: Temperate forest
Physical Mutations: *Energy reflection (11), heightened speed (14)*
Mental Mutations: None
Special Powers: Poison

Description: Death gems are brilliantly colored, mutated hummingbirds. They are larger than their modern-day ancestors, and generally, instead of patches of color, death gems have one solid coloring – either red, green, blue, or yellow.

Combat: These fragile creatures (at least, for Gamma Terra) do not attack other creatures directly, but group together to slowly wear down a selected victim. Even though the death gem's beak has been known to puncture plate mail armor, it is not the beak that potential prey must fear, but rather, the poison held within. When a death gem wounds an opponent, a small amount of poison is injected. By itself, this poison acts as an intensity 1 neurotoxin (consult the table to the right). However, the death gem poison has a delayed cumulative effect - for each wound inflicted, the death gem injects more poison, adding an additional intensity level to the poison's effect. The poison does not take effect until 3 rounds after the injection of the last dose.

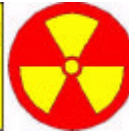
Generally, death gem swarms are led by an alpha male, who determines the swarm's prey. The alpha male will lead the attack – suddenly swooping in at the prey from the treetops. The next round, the rest of the swarm will attack the target. The swarm will sweep in for an attack and then fly away – presenting very difficult targets. After 2-3 rounds, the swarm will break off to allow their poison to defeat their prey. Later, they will return for their reward. If the alpha male is killed, the swarm will break off the attack until another male gains dominance – at least 30 minutes to 1 hour later.

Society: Death gems are never found solitarily, but work in a group. A swarm chooses one tree in which to build their nests each year. During the spring, each female lays 2-3 eggs which hatch 3 weeks later.

Death Gem Neurotoxin			
Stage	Roll	Duration	Effect
-	< 1	None	None
I	1-3	-	1d4
II	4-7	-	1d6
III	8-12	2 hours	1d4 & muscle spasms*
IV	13-15	5 hours	1d6 & muscle spasms**
V	16-20	12 hours	1d8 & heart fluctuations***
VI	21-25	1 day	2d6 & incapacitated
VII	26-30	3 days	3d4 & coma
VIII	31+	-	Dead

*Character's muscles twitch uncontrollably. Character suffers a -4 penalty to combat rolls.
**Character's muscles twitch uncontrollably. Character can only act physically once every two rounds. Character suffers a -6 penalty to combat rolls.
***Character's muscles twitch uncontrollably and his heart has a fluctuating beat. Character suffers a -8 penalty to all combat rolls. Character can only act physically once every two rounds. Any strenuous physical activity (i.e., combat) by the character requires a challenging (5) Constitution check. If the check fails, the character suffers a heart attack.

Secrets of the Ancients



Orcoids

by Kerry Jordan

Number: 2d10
Percept: 12
Stealth/R.U.: +8
AC: 18
MD: 20
Health: 18
Speed: -
 Flying 7
 Swimming 7
Level: 8
Hit Dice: 20 (70)
THAC: +8
Attacks: 1
 Bite 8d8
 Tailslap 6d8
 Ram 8d8
Int: Average
Morale: 17
Size: H (8 m)
XP Value: 11000

Frequency: Rare **Organization:** Pod
Activity Cycle: Any **Diet:** Carnivore
Tech Level: 0 **Artifacts:** None
Climate/Terrain: Large bodies of water
Physical Mutations: *Horn, partial carapace* (17), *sonar, sonic blast* (16)
Mental Mutations: *Death field generation* (13), *telekinetic flight* (15)
Special Powers: Immune to *death field generation*, can live in both freshwater and saltwater

Description: These intelligent, mutated killer whales spend much of their time peacefully hunting schools of fish, but can become deadly enemies when aroused.

Combat: In combat, orcoids employ group tactics. They will use their *death field generation* mutation and immunity to it to maximum effect. In the case of surface combat (i.e., the attackers are in boats), some of the orcoids will use their *telekinetic flight* mutations to ram or bite their opponents, while their brethren attack the ship. Due to the large single horn protruding from their foreheads and the protective shell surrounding it (much like the triceratops of ancient times), orcoids can ram ships with little harm to themselves but cause massive damage to the ships.

In the case of underwater combat, orcoids generally attack with their sharp teeth, inflicting 8d8 points of damage per bite. However, if pressed by an attack from the side or rear, an orcoid can normally deliver a devastating tailslap for 6d8 points of damage.

If one orcoid is severely harmed, it's brethren will attempt to distract its opponent(s) and allow the wounded orcoid to retreat from battle.

Society: Orcoids form special bonds with the other members of their group. They will defend their young and wounded to the best of their ability. Because of their deadly fighting skills, few things in the water frighten them. Therefore, they are not shy when around other life forms. As long as they are not disturbed, they generally keep an indifferent attitude toward other life forms. They communicate in a rudimentary language of high pitched sounds.

It is rumored that the blubber from orcoids can be refined and used to create an oil which protects against the effects of the *death field generation* mutation. However, due to the difficulty in finding and killing orcoids, this rumor has not been verified.

Rasp Brambles

by Bob Crichton

Number: 1d8
Percept: 15
Stealth/R.U.: +2
AC: 13
MD: 12
Health: 12
Speed: 4
Level: 2
Hit Dice: 6 (21)
THAC: +3
Attacks: 3
 Thorns (3) 2d6
Int: Low
Morale: 10
Size: M (2 m)
XP Value: 175

Frequency: Uncommon **Organization:** Herd
Activity Cycle: Day **Diet:** Herbivore
Tech Level: 0 **Artifacts:** A
Climate/Terrain: Temperate forests
Physical Mutations: *Thorns* (12), *electrical generation* (16)
Mental Mutations: None
Special Powers: None

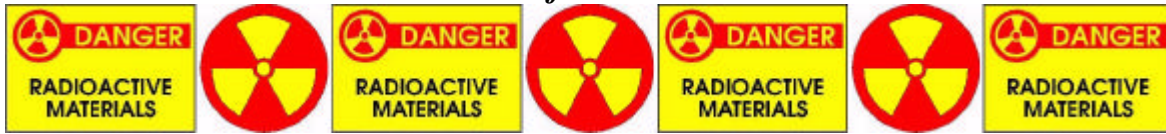
Description: This plant is generally peaceful, but is known to fly into a rage if its berries are picked without permission. It superficially resembles a raspberry bush, but has the ability to vibrate its thorns rapidly, creating a "chainsaw" effect which can rapidly abrade through items softer than metal.

Its berries are very tasty, but have no other special properties.

Combat: The rasp bramble will wrap tendrils around its attackers, attacking at a +3 THAC after a successful attack. It uses its *electrical generation* attack only as a last resort, reserving it until it has lost at least half of its hit points.

Society: The rasp bramble prefers a sedentary existence, moving only when necessary. It is commonly domesticated by the lil for use as an active defensive wall.

Secrets of the Ancients



Slashercats

by Bob Crichton

Number:	1d4
Percept:	19
Stealth/R.U.:	+7
AC:	18
MD:	13
Health:	14
Speed:	36
Level:	5
Hit Dice:	14 (49)
THAC:	+7
Attacks:	3
Bite	1d12
Claw (2)	1d12
Int:	Semi
Morale:	17
Size:	L (3 m)
XP Value:	1400

Frequency:	Rare	Organization:	Pride
Activity Cycle:	Night	Diet:	Carnivore
Tech Level:	0	Artifacts:	None
Climate/Terrain:	Non-arctic hills, mountains		
Physical Mutations:	<i>Heightened precision, heightened speed (15), size increase, night vision</i>		
Mental Mutations:	<i>Mental invisibility (14), teleportation (14)</i>		
Special Powers:	Can memorize 5 teleportation locations, can teleport twice per 3 hours		

Description: This mutated cougar is one of Gamma Terra's most dangerous predators. Though not truly sentient, it is cunning enough to use its mutations to full advantage, and can memorize up to 5 different locations for *teleportation*. It is most active during the night, but is potentially lethal at any time. It is possible to tame kits if captured during the first 2 weeks of life, but not afterwards – if captured, an older cat will simply teleport to its home territory or den.

Combat: Known for fierceness, a slashercat has numerous tactics, usually depending on stealth and mental invisibility to reach its prey, and then teleporting to a safe place with its kill. Instances have been recorded of a slashercat seizing a victim and then teleporting itself and the victim to its den – allowing its kits to practice their hunting skills on the poor unfortunate.

Usually, the weakest member of a group is selected for this. If a kit is seriously injured by a captured individual, the parent then cripples the victim and allows the kits to continue their play. If a person survives until the kits are bored (not likely), the parent then finishes him off. Kits have +2 THAC, 5 Hit Dice, and do 1d6 points of damage for each claw and bite attack.

Society: Slashercats usually live as a pride, consisting of a mated pair and their last 2 litters. Each litter consists at birth of 2 male and 2 female kits. The older litter will have adult stats with -2 on AC, Stealth, and THAC.

The younger litter will consist of kits. A litter is born every year.

Stickies [Swamp Suckers]

by Scott Swigart

(Based on the works of James Axler)

Number:	1d8+1
Percept:	8
Stealth/R.U.:	+4
AC:	8
MD:	8
Health:	20
Speed:	10
Level:	3
Hit Dice:	20 (70)
THAC:	+3
Attacks:	1
Life drain	1d6
Int:	Low
Morale:	17
Size:	L (2.5 m)
XP Value:	175

Frequency:	Common	Organization:	Squad
Activity Cycle:	Any	Diet:	Carnivore
Tech Level:	0	Artifacts:	None
Climate/Terrain:	Swamp		
Physical Mutations:	None		
Mental Mutations:	None		
Special Powers:	Life drain		

Description: Stickies are your basic big, ugly, smelly, and slimy creatures. They are slightly larger than men. Their heads are oversized, and they basically have no neck. Their eyes bulge from the sockets, their noses are large and flat, and their mouths stretch practically from one ear to the other. Their skin is very thick (equivalent to leather armor), and translucent. Internally, most of their organs are redundant (4 lungs, 4 kidneys, 2 livers, 3 hearts, etc.). As a result, their Health and CN scores are quite high. They move somewhat slowly, and are quite stupid.

Combat: Stickies will hide in small groups in swampy areas. They can sit motionless for hours. When a creature wanders near, the closest sticky will attack and the others will soon join. Stickies attack by grabbing onto the creature and using their special life draining powers. Their hands are somewhat sticky (hence the name), and their grips are incredible (treat as a PS of 21). Once attached to his victim, a sticky can drain 1d6 hit points per round (which gets added to his own hit point total). The sticky will continue to drain the victim until he has died or the hold is broken. Stickies rely on their toughness to endure whatever damage their target inflicts.

Stickies are also just smart enough to know to avoid their target's weapons. When they attack, they attempt to wrestle their opponent into a defenseless position. As a result, if a sticky successfully captures a creature in his hold, that creature receives a -2 penalty to his attack rolls (this effect is cumulative with other sticky attacks).

Society: Stickies live in communities of 20-50 individuals. They basically pile branches over a large area, then throw grasses and mud all over the top. Once that is done, they make tunnels into the resulting mess and clear out "rooms." The males form hunting parties, and may be gone for days. The females remain in the dens to raise the young. This consists of stuffing food into their mouths until they are old enough to give birth or hunt. If the den is threatened, all adult stickies will attack. The females have the same abilities as the males, but can only drain life at 1d4 hit points per round. Their PS score is 18 and they have 15 (52) Hit Dice.



Appendix A: Gamma World Timeline

by Kerry Jordan

The timeline contained within this appendix attempts to describe all the important events and discoveries before (and after) the cataclysm. It contains information normally only available to the Game Master and may not be suitable for players. The timeline is annotated and the sources include every product developed for the GAMMA WORLD® game or associated with it. Contradictions between sources are resolved in favor of the products specifically produced for the 4th edition of the GAMMA WORLD® game. Additionally, I have taken some literary freedom and describe some events and discoveries which are not listed in any GAMMA WORLD® product. These “unofficial” events and discoveries are clearly noted as such.

Year Event/Discovery

The Age of Wisdom
The Age of Live Metal
1940-2019

1942 Team under the direction of Enrico Fermi successfully brought the world’s first reactor to a “critical” state.

1945 First atomic bomb detonated by United States.

First use of atomic bomb in warfare. Blast killed 70,000 people. By end of year, total of 140,000 people were dead.

John Eckert and John Mauchly built the first general-purpose programmable computer (*ENIAC*).

1948 Transistor developed by Walter Brattain and William Shockley.

1949 First atomic bomb detonated by the U.S.S.R.

1952 First hydrogen bomb tested by United States.

1954 First nuclear submarine (*Nautilus*) launched.

1957 U.S.S.R. launched first artificial satellite (*Sputnik I*).

First commercial nuclear power plant built in Shippingport, PA by *Duquesne Light Company*.

1959 First probe (*Luna I*) to successfully escape Earth’s gravity launched by the U.S.S.R.

1960 First workable model of the laser demonstrated by Theodore Maiman.

1961 First manned spacecraft (*Vostok*) launched by the U.S.S.R.

1962 Space probe successfully arrived at *Venus* (*Mariner II*).

1964 Space probe successfully arrived at *Mars* (*Mariner IV*).

1969 First manned lunar landing (*Apollo 11*) occurred.

Arpanet (precursor of the *Internet*) founded.

1973 Recombinant-DNA technique (gene splicing) demonstrated.

1974 Space probe successfully arrived at *Mercury* (*Mariner 10*).

Secrets of the Ancients



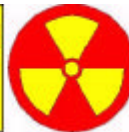
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| <p>1975 Space probe successfully arrived at <i>Jupiter</i> (<i>Pioneer 10</i>).</p> <p>First personal computer (<i>Altair</i>) built.</p> <p>1979 First major nuclear reactor accident (<i>Three Mile Island</i>) occurred. Radiation contained before being released into the environment.</p> <p>Space probe successfully arrived at <i>Saturn</i> (<i>Pioneer 11</i>).</p> <p>1986 First nuclear reactor accident in which radioactive material was released into the environment (<i>Chernobyl</i>) occurred. Nuclear reactor exploded, killing 31 workers.</p> <p>Space probe successfully arrived at <i>Uranus</i> (<i>Voyager II</i>).</p> <p>1989 Space probe successfully arrived at <i>Neptune</i> (<i>Voyager II</i>).</p> <p>1991 U.S.S.R. disbanded.</p> <p>1997 First clone of a large mammal (sheep) accomplished successfully.</p> <p>1998 First use of ionic propulsion (<i>Deep Space 1</i>).</p> <p>2003 Three optical telescopes placed in solar orbit by NASA (<i>Deep Space 3</i>).
[Assumed event: Based on current NASA planned missions]</p> <p>2005 Body builder invented.
[Assumed date: <i>Treasures of the Ancients</i>, page 66]</p> <p>2007 Construction of <i>International Space Station</i> (<i>ISS</i>) completed in <i>Earth</i> orbit.
[Assumed event: Based on current NASA planned missions]</p> <p>2008 Possibly-terraformable planet (<i>Sphere</i>) discovered in Alpha Centauri system by <i>Deep Space 3</i> telescopes.
[Assumed event: Foundation for <i>Columbus</i> mission]</p> <p><i>Watkin's Disease</i> appears in Atlantic Ocean, leading to the death of many types of fish. The disease soon spreads to the other oceans.
[Assumed event: Foundation for ecosystem collapse mentioned in <i>Metamorphosis Alpha to Omega</i>, page 20]</p> | <p>2009 Cure for <i>Watkin's Disease</i> discovered and introduced into all large bodies of water. Unfortunately, 30% of the total world fish population were already killed by the disease.
[Assumed event: Disease had to be cured before total ecosystem collapse]</p> <p>Food riots occurred world-wide, causing the collapse of many national governments.
[Assumed event: Foundation for United Americas and world government]</p> <p>China and other Asian nations combined to form the Asian Coalition.
[Assumed event: Foundation for United Americas and world government; coalition name provided by "Before the Dark Years"]</p> |
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Secrets of the Ancients



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| <p>2010 England, France, and other European countries combined to form the European Alliance.
 <i>[Assumed event: Foundation for United Americas and world government]</i></p> <p>Program to renew world fish population adopted by all major countries (<i>Project Restoration</i>).
 <i>[Assumed event: Some attempt to restore the oceans' ecosystems had to be made]</i></p> <p>Brazil and other South American countries united to form Unified South American Government.
 <i>[Assumed event: Foundation for United Americas and world government; government name provided by "Before the Dark Years"]</i></p> <p>Soviet Union reformed.
 <i>[Assumed event: Foundation for United Americas and world government]</i></p> <p>African nations combined to form the United People of Africa.
 <i>[Assumed event: Foundation for United Americas and world government]</i></p> <p>United States and Canada joined to form United North America.
 <i>[Assumed event: Foundation for United Americas and world government; event described in "Before the Dark Years"]</i></p> <p>Construction of experimental undersea cities by United North America began in order to monitor Atlantic and Pacific Ocean ecosystems and determine feasibility of ocean habitation by man (<i>Atlantis, Poseidon, and Pacific City</i>).
 <i>[Event described in Metamorphosis Alpha to Omega, page 20; city names assumed]</i></p> <p>Possibly-terraformable planet (<i>Valorious</i>) discovered in Proxima Centauri system by <i>Deep Space 3</i> telescopes.
 <i>[Assumed event: Foundation for Columbus mission]</i></p> <p>2012 Unified South American Government was unable to stabilize society. Unified South American Government joined United North America to form United Americas.
 <i>[Assumed event: United Americas mentioned in Home Before the Sky Falls, pages 2 and 63, and Treasures of the Ancients, pages 18 and 41]</i></p> | <p>2013 Possibly-terraformable planet (<i>Barnard IV</i>) discovered in orbit around Bernard's Star by <i>Deep Space 3</i> telescopes.
 <i>[Assumed event: Foundation for Marco Polo mission]</i></p> <p>2014 First lunar mining facility successfully established at Tycho Crater, where large amounts of high-grade ore could be found.
 <i>["A World Gone Mad", page 74]</i></p> <p>2015 Construction of <i>Atlantis, Poseidon, and Pacific City</i> completed. 7,000 inhabitants moved into <i>Atlantis</i> and <i>Pacific City</i>. 12,000 inhabitants moved into <i>Poseidon</i>.
 <i>[Assumed date: Event discussed in Metamorphosis Alpha to Omega, page 20]</i></p> <p>2017 <i>Atlantis</i> and <i>Poseidon</i> became self-sufficient.
 <i>[Assumed event: Based on "initial successes" discussed in Metamorphosis Alpha to Omega, page 20]</i></p> <p>2018 <i>Kurguelen Disaster</i> occurred at <i>Poseidon</i>. Daniel Kurguelen went mad and blew the main airlock in an attempt to return to the surface, killing himself and 10,750 others.
 <i>[Assumed date: Event discussed in Metamorphosis Alpha to Omega, pages 20-1]</i></p> <p>Undersea cities project abandoned by United Americas.
 <i>[Assumed date: Event discussed in Metamorphosis Alpha to Omega, pages 21]</i></p> <p>2019 First underground spaceport facility constructed at <i>Grisome Air Force Base</i>.
 <i>[Assumed date: Bonparr: The Unaligned Territories, page 5]</i></p> <p style="text-align: center; color: green;">The Era of Expansiveness
The Age of Wonder
2020-2300</p> <p>2020 First orbital colony established by a joint effort between European Alliance, Soviet Union, and United Americas. 780 inhabitants initially moved into colony.
 <i>[Assumed event: Based on Metamorphosis Alpha to Omega, page 21]</i></p> <p>Possibly-terraformable planet (<i>Gaea</i>) discovered in Tau Ceti system by <i>Deep Space 3</i> telescopes.
 <i>[Assumed event: Foundation for Magellan mission]</i></p> |
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| <p>2030 Two possibly-terraformable planets (<i>Scion</i> and <i>Essence</i>) discovered in Xi Ursae Majoris system by <i>Deep Space 3</i> telescopes.
[Assumed event: Foundation for <i>Pizarro</i> mission]</p> <p>2031 First self-aware computer with artificial intelligence (<i>Adam</i>) developed by <i>United States Defense Department</i>.
[Assumed event: Foundation for development of robots with AI]</p> <p style="padding-left: 20px;">Construction of first lunar colony completed as an expansion of the <i>Tycho Mine</i>. The combined mine and colony became known as <i>Tycho Center</i>.
[Assumed event]</p> <p>2033 Any human organ could be grown artificially.
[Assumed event]</p> <p style="padding-left: 20px;">Human cloning technique perfected.
[Assumed event]</p> <p>2035 Ionic nuclear propulsion system developed by Christopher Vanderberg. Rocket speeds of ½ light speed (assuming a sufficient amount of acceleration time) became possible.
[Assumed event: Efficient propulsion system needed for interstellar probes]</p> <p style="padding-left: 20px;">First privately-owned AI computer activated at the <i>University of Washington</i>.
[Assumed event: Foundation for development of robots with AI]</p> <p>2039 First robot with artificial intelligence produced by <i>Rossum's Universal Robots (RUR) Corporation</i>.
[Assumed date: <i>Cleansing War of Garik Blackhand</i>, page 3, and <i>Gamma World Adventure Booklet</i>, page 12]</p> <p>2043 Unmanned interstellar probe, <i>Santa Maria</i>, launched toward Alpha and Proxima Centauri. Problem with navigation system caused it to crash into an asteroid soon after leaving the solar system.
[Assumed event: At least one unsuccessful interstellar probe seemed probable]</p> | <p>2047 Unmanned interstellar probe, <i>Columbus</i>, launched toward Alpha and Proxima Centauri.
[<i>Metamorphosis Alpha to Omega</i>, page 21]</p> <p>Unmanned interstellar probe, <i>Magellan</i>, launched toward Tau Ceti.
[<i>Metamorphosis Alpha to Omega</i>, page 21]</p> <p>Unmanned interstellar probe, <i>Marco Polo</i>, launched toward Bernard's Star.
[<i>Metamorphosis Alpha to Omega</i>, page 21]</p> <p>Unmanned interstellar probe, <i>Pizarro</i>, launched toward Xi Ursae Majoris.
[<i>Metamorphosis Alpha to Omega</i>, page 21]</p> <p>2051 Method discovered to greatly increase growth rate of organic materials by Dr. Anne Bebris and William Carnett. Artificial organs and clones could be grown quickly with this procedure.
[Assumed event]</p> <p>2057 New tritium fusion reactor design developed. Fusion nuclear power plants began to replace fission plants.
[Assumed date: Many GAMMA WORLD® devices are fusion powered; fusion reactor design described in <i>Metamorphosis Alpha to Omega</i>, page 113-4]</p> <p>2060 Experimental crystal mine operated entirely by genetically engineered clones established on <i>Moon</i> by Asian Coalition.
[Assumed event]</p> |
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| <p>2061 <i>Columbus</i> reached Proxima Centauri and surveyed <i>Valorious</i>. Findings based on information from <i>Deep Space 3</i> telescopes determined to be false; key elements were not present and the planet was not terraformable. Transmission sent to Earth.
[Assumed event: Not every planet possibly terraformable should be terraformable]</p> <p>Various facilities to tap the thermal energies beneath the Earth's crust constructed. <i>Magmatap</i> was the second such facility built.
[Assumed date: <i>Bonparr: The Unaligned Territories</i>, page 16, and <i>Gamma World</i>, 4th edition, page 178]</p> <p>Weather regulation satellites launched into upper atmosphere by European Alliance. These satellites could not actually control the weather, but could affect the weather. Other nations at the same technological level soon launched their own satellites.
[Assumed event]</p> | <p>2073 Transmission from <i>Marco Polo</i> received.
[Assumed event: Radio waves travel at the speed of light]</p> |
| <p>2062 <i>Columbus</i> reached Alpha Centauri and surveyed <i>Sphere</i>. Findings based on information from <i>Deep Space 3</i> telescopes confirmed; planet was possibly terraformable. Transmission sent to Earth.
[Based on <i>Pizarro</i> information in <i>Metamorphosis Alpha to Omega</i>, page 21]</p> <p>Base established on <i>Mars</i> in order to begin experimental terraforming process.
[Assumed event]</p> | <p>2079 <i>Columbia Project</i> began by Dr. Tetsuo Aragami and Prof. Heinrich Schmidt. The project's goal was to create plants that were tuned into the planet's bioelectric energy patterns and capable of seeking out locations with optimal growing conditions. The project was funded by Agritech Corporation.
[Assumed date: <i>Bonparr: The Unaligned Territories</i>, page 25]</p> |
| <p>2063 Terraforming of <i>Mars</i> began.
[Assumed event]</p> | <p>2081 <i>Lunar Clone Incident</i> occurred. Clones on <i>Moon</i> revolted and took the mine supervisors as hostages. Clones wanted to be treated equally as naturally-born humans. Asian Coalition sent strike team to retake mining facility. Facility retaken at the cost of all clone lives and the lives of two of the three supervisors.
[Assumed event]</p> |
| <p>2066 <i>Sphere</i> transmission from <i>Columbus</i> received.
[Assumed event: Radio waves travel at the speed of light]</p> <p><i>Marco Polo</i> reached Bernard's Star and surveyed <i>Barnard IV</i>. Findings based on information from <i>Deep Space 3</i> telescopes confirmed; planet was possibly terraformable. Transmission sent to Earth.
[Based on <i>Pizarro</i> information in <i>Metamorphosis Alpha to Omega</i>, page 21]</p> | <p>2083 International treaty signed by majority of world leaders that granted clones the same rights as naturally-born humans and banned the creation of clones.
[Assumed event]</p> <p><i>Magellan</i> reached Tau Ceti and surveyed <i>Gaea</i>. Findings based on information from <i>Deep Space 3</i> telescopes confirmed; planet was possibly terraformable. Transmission sent to Earth.
[Based on <i>Pizarro</i> information in <i>Metamorphosis Alpha to Omega</i>, page 21]</p> |
| <p>2068 <i>Valorious</i> transmission from <i>Columbus</i> received.
[Assumed event: Radio waves travel at the speed of light]</p> | <p>2085 Dr. Aragami and Prof. Schmidt learned that Agritech hoped to use their research to develop a new biological weapon. The researchers destroyed their labs and research findings. The labs' destruction caused genetically altered plant fibers to be released into the upper atmosphere.
[Assumed date: <i>Bonparr: The Unaligned Territories</i>, page 25]</p> |
| | <p>2088 Procedure to control effects of gravity developed by Dr. Irving Copi.
[Assumed event: Foundation for <i>Napless Speedway</i>]</p> |
| | <p>2094 Transmission from <i>Magellan</i> received.
[Assumed event: Radio waves travel at the speed of light]</p> |

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- 2099 Process developed to combine various minerals with high-grade ore in a zero-gravity environment to produce duralloy. Due to its ore production, *Tycho Center* quickly gained great importance.
[Assumed date: *Gamma World*, 4th edition, page 72; “A World Gone Mad”, page 74]
- Indianapolis Speedway* was converted into an aerial raceway for antigrav vehicles.
[Assumed date: *Bonparr: The Unaligned Territories*, page 22]
- 2102 Lightning gun prototype developed.
[Assumed date: *Treasures of the Ancients*, page 16]
- First force field generator developed.
[Assumed date: Many GAMMA WORLD® devices use force fields; force fields are needed for interstellar colony starships]
- 2108 *Pizarro* reached Xi Ursae Majoris and surveyed *Scion* and *Essence*. Findings based on information from *Deep Space 3* telescopes confirmed; planets were possibly terraformable. Transmission sent to Earth.
[*Metamorphosis Alpha to Omega*, page 21]
- 2110 Control of all lunar facilities (except for various military defense bases) was centralized at *Tycho Center*. All personnel from these facilities were moved to *Tycho Center*. With a population of approximately 50,000, *Tycho Center* became the only inhabited lunar facility.
[“A World Gone Mad,” page 74]
- 2112 Construction of interstellar colony starship, *Pioneer*, began.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2113 Warp-pulse communication developed by *Spacial Communications, Inc.* Warp-pulse allowed recorded messages to be transmitted at roughly four times the speed of light.
[Assumed event: Some form of interstellar communication needed for colonies]
- 2116 Construction of *Pioneer* completed. *Pioneer* left *Earth* with 5,000 colonists.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2120 First purely pleasure spaceport built between the inner and outer rings of *Saturn*.
[Assumed event Based on information in *Albuquerque Starport*, page 5]
- 2126 *Pioneer* reached *Sphere*. First interstellar colony established.
[Assumed date: *Metamorphosis Alpha to Omega*, page 20]
- 2127 Transmission from *Pizarro* received.
[*Metamorphosis Alpha to Omega*, page 21]
- Terraforming of *Mars* completed. Majority of *Mars* successfully terraformed.
[Assumed event]
- 2135 Construction of interstellar colony starship, *Casa Nueva*, began.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2140 Construction of *Casa Nueva* completed. *Casa Nueva* was first starship equipped with terraforming equipment. *Casa Nueva* left *Earth* with 37,000 colonists.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2143 Construction of interstellar colony starship, *Luthien*, began.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2147 Against the *Treaty of 2083*, Soviet Union and Asian Coalition had engaged in a secret project to create genetically-engineered clone soldiers (*Project Hercules*). *Project Hercules* was discovered by other nations. Soviet Union and Asian Coalition ended program, but international trust had been broken. Arms build-up and cold war began.
[Assumed event: Based on information in *Legion of Gold*, page 8]
- 2148 Construction of *Luthien* completed. *Luthien* left *Earth* with 50,000 colonists.
[Assumed event: Based on information in *Metamorphosis Alpha to Omega*, page 20]
- 2150 *United Americas* military began building survival shelters in order to insure the survival of certain high level officials in case of attack.
[*Legion of Gold*, page 8]

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| <p>2157 Casa Nueva reached <i>Bernard IV</i> and began terraforming process.
 <i>[Assumed event: Based on information in Metamorphosis Alpha to Omega, page 20]</i></p> <p>2173 Terraforming of <i>Bernard IV</i> delayed due to malfunction of terraforming equipment. Replacement equipment had to be sent from <i>Earth</i>.
 <i>[Assumed event: Based on information in Metamorphosis Alpha to Omega, page 20]</i></p> <p>2183 <i>Luthien</i> reached <i>Gaea</i> and began terraforming process.
 <i>[Assumed event: Based on information in Metamorphosis Alpha to Omega, page 20]</i></p> <p>2193 Meetings between nations lead to agreements to reduce arms and increase cooperation world-wide. Cold war between nations effectively ended.
 <i>[Assumed event: Legion of Gold, page 8]</i></p> <p>2203 Lucien La Prix founded <i>La Prix Industries</i>.
 <i>[Famine in Far-Go, page 14]</i></p> <p>2214 Fission nuclear reaction process developed which produced roughly twice the power of existing fusion reactors. Process depended upon producing several fission reactions in a row (termed megafission reaction). Several prototype facilities were built at various locations; one such location was Albuquerque, New Mexico.
 <i>[Assumed event: Foundation for Albuquerque disaster]</i></p> <p>2232 Terraforming of <i>Gaea</i> completed. Second interstellar colony established.
 <i>[Metamorphosis Alpha to Omega, page 20]</i></p> <p>2233 Terraforming of <i>Bernard IV</i> completed. Third interstellar colony established.
 <i>[Metamorphosis Alpha to Omega, page 20]</i></p> <p>2257 International treaty banning the manufacture of the cyclorator, fusion rifle, graser, and Stokes Coagulator was signed by majority of world leaders. The treaty did not call for the destruction or reduction of the current supply of these weapons.
 <i>[Cleansing War of Garik Blackhand, page 29; cyclorator, fusion rifle, and graser added due to comment in Treasures of the Ancients, page 14]</i></p> | <p>2261 <i>Albuquerque Disaster</i> occurred. Megafission reactor in Albuquerque exploded, killing 5 million and creating a crater 25 km in diameter.
 <i>[Albuquerque Starport, page 1]</i></p> <p>Radiation cloud from megafission reactor explosion caused a potted fern in the <i>Albuquerque Starport</i> to mutate dangerously.
 <i>[Albuquerque Starport, page 3]</i></p> <p>2265 Stasis chamber developed. The chamber was designed to be used for the incurably ill and extreme deep space voyages.
 <i>[Assumed event: Stasis chambers were used aboard Warden as described in Metamorphosis Alpha to Omega, pages 106-7, yet were relatively new before the Cataclysm as described in Home Before the Sky Falls, page 2]</i></p> <p>2267 <i>Project Hibernation</i> began in order to determine the effects of prolonged stasis chamber usage. Volunteers were selected to be placed into stasis for up to 10 years. Lieutenant general Peter Thornton was one of the volunteers selected.
 <i>[Assumed date: Home Before the Sky Falls, page 2]</i></p> <p>2273 <i>Legion of Free Men</i> formed to promote a united world government.
 <i>[Assumed date: Gamma World, 1st edition, page 3]</i></p> <p>2275 <i>United Nations</i> gained greater power and was joined by all nations. <i>United Nations</i> name changed to <i>United Earth Government</i> to reflect these changes. <i>United Earth Government</i> governed by council of seven men, elected by national leaders. Day-to-day decisions still made by individual national leaders, but world laws had precedence over national laws.
 <i>[Assumed event]</i></p> |
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2277 Projected end of *Project Hibernation* reached. Scientists in charge of project determined to continue study with undefined end date (test subjects were not consulted). Roughly 50% of test subjects had been revived by this point with no ill effects. Stasis chambers considered a success. Peter Thornton remained in stasis.
[Assumed event: Explanation for 10 year time span in Home Before the Sky Falls, page 2]

Construction of interstellar colony starship, *Warden*, began in geosynchronous *Earth* orbit.

[Metamorphosis Alpha, page 3; Metamorphosis Alpha to Omega, page 21]

2284 United States decided to re-evaluate the feasibility of underwater habitations. Several *Sub-Aquan Marine United Research And Investigation (SAMURAI)* stations were established by Jon Reeman as a result.
[Legion of Gold, page 12]

2288 Construction of *Warden* completed. Loading of supplies, habitats, and colonists began.
[Metamorphosis Alpha, page 3; Metamorphosis Alpha to Omega, page 21]

2290 *Warden* left *Earth* orbit with 1.5 million colonists.
[Metamorphosis Alpha, page 3; Metamorphosis Alpha to Omega, page 21]

2298 Interstellar colonies demanded independence. Some countries wanted to grant independence to these colonies, but majority of countries did not wish to lose the benefits of the *Earth* empire. *Autonomists* formed to promote the colonies' independence and greater distribution of power to the individual nations.
[Assumed event: Demand for independence mentioned in Metamorphosis Alpha to Omega, page 20; Autonomists mentioned in Gamma World, 1st edition, page 3]

2299 Prototype of the life chamber developed by Dr. Mark Rimer.
[Assumed date: Treasures of the Ancients, page 30]

The Shadow Years 2300-2307

2300 Talks between *Earth* and colonies broke down; interstellar war declared. *Autonomist* protested and rioted world-wide.
[Assumed event]

After a few limited engagements, the warring governments realized they were at a stalemate: “while *Earth* had the superior forces, it could not send them against any one of the rebels without leaving itself open to a combined attack by the other two.”
[Assumed date: Metamorphosis Alpha to Omega, page 20]

New Technologies Corp. produced the trashman.
[Assumed date: Treasures of the Ancients, page 84]

International *Earth* relations grew worse between the nations who wanted the war to continue and those who did not.
[Assumed event]

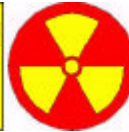
2301 Man-portable force field generators developed.
[Assumed date: Gamma Knights: Battle Book, page 2]

2302 Trashman voluntarily taken off the market by *New Technologies*.
[Assumed date: Treasures of the Ancients, page 84]

Construction of the *Global Network Computer (GNC)* began. The *GNC* was designed to coordinate all of *Earth's* interstellar defenses and protect *Earth's* nations against attack.
[Assumed date: Metamorphosis Alpha to Omega, page 20]

Process to manufacture liquid metal developed by Boon Toe.
[Assumed date: Treasures of the Ancients, page 76]

Secrets of the Ancients



- 2304 *Project Mindkeep* founded by Osmond Coot. Purpose of project was to discover the Alpha Factor, the key to creating beneficial genetic mutations.
[Assumed date: *Alpha Factor*, pages 10 and 18]
- Canopus Plague* brought to Sol system by *Star Voyager*. Ship had been on deep space exploratory mission to Canopus system and returned on auto-pilot to *Earth* orbit. Team from orbital *Spaceport IV* sent to investigate. Infected by plague which eventually lead to the infection of the spaceport. Unfortunately, two other orbital starports were also contaminated due to infected refugees from *Spaceport IV*. The public was told that all complexes were destroyed to prevent the possible spread of infection. However, *Spaceport IV* was not destroyed, but kept in quarantine in order to study the plague (and the possible military uses).
[Assumed event: Based on *Albuquerque Starport*, page 5]

- 2306 5,000 members of the *Legion of Free Men* were killed by a neutron bomb during a convention promoting world unity and the war. It was believed that the *Autonomists* set off the bomb.
[Assumed date: *Gamma World*, 1st edition, page 3]
- 3,000 people killed by the release of nerve gas in an office building housing the *Autonomists'* headquarters. Several hundred *Autonomist* leaders were also assassinated. It was believed that the *Legion of Free Men* was responsible.
[Assumed date: *Gamma World*, 1st edition, page 3]
- High-speed Analog Neurotronic Computer (HANC)* installed at Grissom Air Force Base to control all aspects of the base except security.
[Assumed date: *Bonparr: The Unaligned Territories*, page 5]
- Riots and hostilities around the world rose to ever increasing levels. Group calling itself *The Apocalypse* issued an ultimatum:
People of the world, you appear bent upon the destruction of a civilization that has taken centuries to build, and the extinction of life on Earth.
If that is your will... so be it!
We, *The Apocalypse*, demand an immediate cessation of this insane violence, or we will end it for you. . . with a force you cannot conceive.
We have the power!
The choice is yours!
[Assumed date: *Gamma World*, 1st edition, page 3]
- Construction of *GNC* completed. Control of interstellar defenses and interstellar communication routed to *GNC*.
[Assumed event: Based on *Metamorphosis Alpha to Omega*, page 20]

Secrets of the Ancients



2307 Shuttle arrived at the secondary command post of *Grissom Air Force Base*.
 [Home Before the Sky Falls, page 53]

The **Cataclysm** occurred. As hostilities around the world continued, *The Apocalypse* destroyed the capital of every nation on *Earth* with biological, chemical and nuclear weapons. Additionally, either an *Autonomist* agent or an *Apocalypse* agent infected the *GNC* with virus in an attempt to disable the computer and force the world leaders to find a peaceful solution with the colonies. The virus was not well-designed and did not cause the *GNC* to shut down; instead, the virus caused severe memory core damage and activated the computer's self-defense systems. The *GNC* immediately blocked all interstellar transmissions within the Sol system and launched a devastating attack on the various colonies within the solar system and *Earth*. Minutes after the attack was launched, scientists at the Fermee installation were able to erect an experimental force field for protection. After the initial attack, the *GNC* began acting unpredictably – occasionally launching attacks against various targets and then entering stand-by mode. However, the *GNC*'s defense system operated correctly and would not allow any successful attacks upon the main *GNC* station, no matter the *GNC*'s state. The *GNC*'s attacks, combined with the damage and confusion caused by *The Apocalypse*, resulted in billions killed and the destruction of needed supplies (industrial, agricultural, and medical). The attacks also created *Earthwound*, and a small crack in *Magmatap*'s magma conduit. Nations attacked nations for these limited supplies. The resulting wars were termed the *Social Wars* and lead to the total collapse of civilization. Waldis and several other scientists placed themselves in stasis chambers to be awoken 100 years later. During this time, warbot #RM-1975 was activated at *Grissom Air Force Base*.

[*Metamorphosis Alpha to Omega*, page 21: *Warden* was roughly 5 light years away from Sol system and could not notice cessation of warp-pulse communication from the system until at least one year later; additional events based on information in *Beta Principle*, *Bonparr: The Unaligned Territories*, pages 5 and 16, *Gamma World*, 1st edition, page 3, and *Gamma World*, 4th edition, pages 173-4, and 178]

The Dark Years 2308-2325

- 2308 Many *Tycho Center* colonists traveled to *Earth*. A few returned to *Tycho Center* – infecting the colony with the deadly diseases ravaging the *Earth*. All of the colonists died. Ren Odinson, the colony's commander, programmed the colony's main computer to continue all normal operations before he died.
 [Assumed date: "A World Gone Mad," page 75]
- 2309 Radioactive fallout reacted with dormant plant fibers from the *Columbia Project* to create the *Rambling Woods*.
 [Assumed date: *Bonparr: The Unaligned Territories*, page 25]
- 2318 *Warden* strayed into undetected radiation cloud. Majority of crew and colonists died from radiation exposure.
 [Metamorphosis Alpha to Omega, page 22; event described in *Metamorphosis Alpha*, page 3]

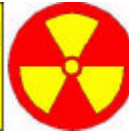
Warden's armory was looted.
 [Metamorphosis Alpha to Omega, page 113]
- 2319 Scientists left the *Saginaw Institute* in an attempt to aid the rebuilding of civilization. Instead of leaving, the president of the *Institute* committed suicide.
 [Assumed date: *Mutant Master*, pages 12 and 36]
- 2325 *Cyberoid Uprising* occurred. In many of the intact installations, the artificial life forms revolted – killing their creators.
 [Legion of Gold, page 15]
- 2340 *Magmatap* volcano formed.
 [Assumed date: *Gamma World*, 4th edition, page 178]
- 2348 *Warden* reached Xi Ursae Majoris. The terraforming of *Scion* and *Essence* initiated (*Genesis Project*).
 [Metamorphosis Alpha to Omega, page 22]

Secrets of the Ancients



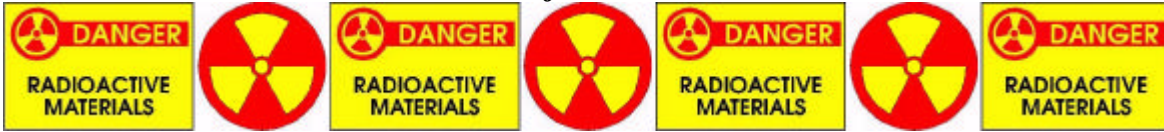
- | | |
|--|--|
| <p>2360 Mutated plant life gained full control over the hydroponics section in <i>Tycho Center</i>.
[“A World Gone Mad,” page 75]</p> <p>2363 The main computer at the <i>Saginaw Institute</i> mal-functioned. It began to bury the <i>Institute</i>.
[Assumed date: <i>Mutant Master</i>, page 12]</p> <p>2387 Jospeen founded by the Zoopremists.
[Assumed date: <i>Bonparr: The Animal Sector</i>, page 34]</p> <p>2401 Mutated macrobes gained control of the microlabs section in <i>Tycho Center</i>.
[Assumed date: “A World Gone Mad,” page 75]</p> <p>2407 Waldis awoke from stasis. All other scientists in stasis had died.
[<i>Beta Principle</i>]</p> <p>2432 Waldis created live metal garden.
[Assumed date: <i>Beta Principle</i>, page 11]</p> <p>2438 Band of arks stumbled upon Gruesome Afbayz (Grissom Air Force Base). They were destroyed by RM-1975 and two other warbots.
[Assumed date: <i>Bonparr: The Unaligned Territories</i>, page 5]</p> <p>2440 Vendetti lead by Bromwint discovered and attacked the citydomes.
[Assumed date: <i>Metamorphosis Alpha to Omega</i>, page 137-8]</p> <p>2441 Descendants of <i>Warden</i> crew killed by a mutant army lead by Bromwint.
[Assumed date: Event described in <i>Metamorphosis Alpha to Omega</i>, page 22]</p> <p><i>Genesis Project</i> completed; <i>Scion</i> and <i>Essence</i> successfully terraformed.
[Assumed date: Event described in <i>Metamorphosis Alpha to Omega</i>, page 22]</p> <p>2442 Meteor struck <i>Warden</i> and ruptured the hull.
[Assumed date: <i>Metamorphosis Alpha to Omega</i>, page 133]</p> <p>2450 <i>Tick Shallop</i> docked against <i>Warden</i>.
[Assumed date: <i>Metamorphosis Alpha to Omega</i>, page 125]</p> <p>2455 Far-Go founded.
[Assumed date: <i>Famine in Far-Go</i>, page 2]</p> | <p>2480 All veterinarians at the Zoo died from various environmental hazards.
[Assumed date: <i>All Animals Are Equal</i>, page 16]</p> <p>2485 Radiation in The Pit dropped to levels low enough to allow plants and small animals to inhabit the area.
[Assumed date: <i>Gamma World</i>, 1st edition, page 179]</p> <p>2486 Healers discovered plant able to generate a sound frequency that soothed non-intelligent creatures.
[Assumed date: “Cryptic Alliance of the Bi-month: The Healers,” page 8]</p> <p>2525 Freleng was born.
[Assumed date: <i>Delta Fragment</i>, page 32]</p> <p>2529 Dollar founded by merchants.
[Assumed date: <i>Delta Fragment</i>, page 48]</p> <p>2531 The commander of the Finday (Findlay, Ohio) garrison in Bonparr imposed a tyrannical rule over the people. When Bonparr central command learned of his activities, he was arrested, tried, and executed.
[<i>Bonparr: The Animal Sector</i>, page 17]</p> <p>2538 General Stanley lead four divisions of Bonparr infantry, supported by artillery, cavalry, and flyers, against Gruesome Afbayz (Grissom Air Force Base). His troops were decimated by RM-1975 and another warbot. General Stanley was atomized before a retreat was ordered (by Colonel Napoleon).
[<i>Bonparr: The Unaligned Territories</i>, page 7; <i>Gamma World</i>, 4th edition, page 176]</p> <p>2541 The Fermee force field collapsed
[Assumed date: <i>Gamma World</i>, 4th edition, page 174]</p> <p>2542 General Napoleon III was assassinated by a Zoopremist radical. Colonel Ursal tracked down the radical and was promoted to general by the Bonparr council of colonels as a result.
[Assumed date: <i>Bonparr: The Animal Sector</i>, pages 7 and 12]</p> |
|--|--|

Secrets of the Ancients



- 2550 Last major eruption of Magmatap occurred.
[Assumed date: Bonparr: The Unaligned Territories, page 17; Gamma World, 4th edition, page 178]
- Oil storage tanks began leaking oil into Il-noy River. Upper portion of river was renamed Burning River after the leaked oil caught fire a few times.
[Assumed date: Gamma World, 4th edition, page 173]
- 2551 Mar Merc was born.
[Assumed date: "Cryptic Alliance of the Bi-month: The Healers," page 8]
- 2552 John Law was born.
[Assumed date: "Cryptic Alliance of the Bi-month: The Knights of Genetic Purity"]
- 2554 Ursula was born at the Zoo.
[All Animals Are Equal, page 16]
- Keral Kon was born.
[Assumed date: "Cryptic Alliance of the Bi-month: The Iron Society," page 7]
- 2558 Havrilla 23 was shot by Houseman 380 during an argument over the annual budget. The damage left Havrilla 23 paralyzed.
[Assumed date: Gamma World Adventure Booklet, page 15]
- 2559 Kris-Pat began his travels.
[Assumed date: Home Before the Sky Falls, page 58]
- 2561 Lotto was razed and destroyed by arks. The citizens later rebuilt the town.
[Assumed date: Bonparr: The Unaligned Territories, page 4]
- Age of peace began for Bonparr.
[Assumed date: Bonparr: The Animal Sector, page 12]
- 2567 Darien was born at the Zoo.
[All Animals Are Equal, page 12]
- 2570 Victor repaired lighthouse on Tower Island.
[Assumed date: "The Door Islands," page 11]
- Hal Offa was elected mayor of Ichun.
[Assumed date: Bonparr: The Unaligned Territories, page 13]
- 2571 Timon arrived at Oskar.
[Alpha Factor, page 9]
- A land killer whale punched a large opening into the secondary command post of Grissom Air Force Base.
[Home Before the Sky Falls, page 49]
- Rard Tafor lost the use of his left eye as a result of a brawl with his brother, Rora. They have not spoken since.
[Alpha Factor, page 62]
- 2572 Equus was born at the Zoo.
[All Animals Are Equal, page 21]
- Sleeth historian, Szah-lah, began his "great journey."
[Assumed date: Bonparr: Animal Sector, page 3]
- 2573 Pygmaeus began delivering foodstuffs at the Zoo.
[All Animals Are Equal, page 7]
- 2576 The *Jospeen Manufacturing Company* was inaugurated.
[Bonparr: The Animal Sector, pages 33 and 37]
- Radiation levels dropped to tolerable levels in Gary (Indiana).
[Gamma World, 4th edition, page 174]
- Engineers at the *Bonparr Technological Research Institute* in Elda reinvented the steam engine.
[Bonparr: The Animal Sector, pages 30 and 44]
- 2578 Spizella assumed the position of *Foremost Sparrow* of the *Administration* at the Zoo.
[All Animals Are Equal, page 6]
- Groun Paure was elected mayor of Defiance.
[Bonparr: The Animal Sector, page 42]
- 2579 Caballus was born at the Zoo.
[All Animals Are Equal, page 6]
- Nik'toth completed the Nwayvo Beestyia.
[Beta Principle, pages 19 and 30]
- Colonel Bertram became governor of Fortain.
[Assumed date: Bonparr: The Animal Sector, page 49]

Secrets of the Ancients



- 2580 First capture of an entire village by the forces of No'tyene'yama.
[*Beta Principle*, page 19]

Replicator malfunctioned at the Zoo. While trying to repair it, the apes and the orangutans destroyed it.
[*All Animals Are Equal*, page 6]

Major Caphis was assigned to Yrsahl.
[*Bonparr: The Animal Sector*, page 27]

- 2581 **GAMMA WORLD® game begins.**
[Assumed date: *All Animals Are Equal*, page 2; *Gamma Knights: Battle Book*, page 2; *Metamorphosis Alpha to Omega*, page 22; *Treasures of the Ancients*, page 2; contradicted by *Gamma World*, 4th edition, page 4]

Secrets of the Ancients



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Appendix B: Gamma World Product List

by Robert Flack

Revised by CdBd3rd, Chris Conboy, Kerry Jordan, and Scott Kent

This list is broken into several sections. These sections are Game Systems, Accessories, Adventures, Books, and Miniatures.

All product entries (except miniatures) follow the same basic format. This is a title with detailed information underneath. Some entries of the detailed information needs explaining, as the entry may not be obvious:

Company can vary, as TSR, Inc. was not always known by that name. The company name is shown as printed on the product.

Code is the internal code used by TSR, Inc. This makes for a good quick reference instead for referring to a product by a long name, cryptic ISBN, or stock number. It is certainly easier to say that you're looking for "module GW3" than "The Cleansing War of Garik Blackhand."

Stock is the number referred to when ordering. If it is a 4-digit number, most distributors prefix it with "TSR." The exception is if it isn't a 4-digit number, like *Metamorphosis Alpha* or adventures GW2, GW3, or GW4. Some places use only the last 4 digits prefixed with TSR for these, but not consistently.

Format is the basic container of the product. I have broken this down into several different types:

Format

Type	Description
Book	Approximately 8.5" by 11" with a glue bound edge
Booklet	As above but with staples as the binding, not glue
Boxed Set	Materials of varying formats gathered in a box
Folio	As booklet, but the light-stock cover not attached
Paperback	A standard paperback book
Tri-Fold	Cover is heavy-stock and has third face

Game Systems

This section is for products that present basic rules. With the many different rule sets GAMMA WORLD® (and related settings) have gone through, this constitutes a section by itself. These products also define the settings for adventures to be run under their systems.

Metamorphosis Alpha

Company: TSR Rules **ISBN:** None
Code: None **Stock:** SF18-R
System: Metamorphosis Alpha
Copyright: 1976
Setting: Starship Warden
Format: Booklet
Author: James M. Ward

Secrets of the Ancients



Gamma World, 1st Edition

Company: TSR Hobbies, Inc.

ISBN: None

Code: None

Stock: 3002

System: Gamma World 1 Copyright: 1978

Setting: Gamma World Format: Boxed Set

Author: James M. Ward & Gary Jaquet

Gamma World, 2nd Edition

Company: TSR, Inc. ISBN: None

Code: None Stock: 7010

System: Gamma World 2 Copyright: 1983

Setting: Gamma World Format: Boxed Set

Author: James M. Ward, James Ritchie, Gary Jaquet

Gamma World, 3rd Edition

Company: TSR, Inc. ISBN: 0-88038-330-5

Code: None Stock: 7010

System: Gamma World 3 Copyright: 1986

Setting: Gamma World Format: Boxed Set

Author: James M. Ward, James Ritchie, Gary Jaquet

Gamma World, 4th Edition

Company: TSR, Inc. ISBN: 1-56076-401-5

Code: None Stock: 7514

System: Gamma World 4 Copyright: 1992

Setting: Gamma Terra Format: Book

Author: Bruce Nesmith & James M. Ward

Metamorphosis: Alpha to Omega

Company: TSR, Inc. ISBN: 1-56076-851-7

Code: AM7 Stock: 2708

System: Amazing Engine

Copyright: 1994

Setting: Starship Warden Format: Book

Author: Dale "Slade" Henson

Accessories

This section is for products that consolidate, clarify, or expand upon the basic rules and settings for specific systems.

Gamma World Referee's Screen & Mini-Module, 1st Edition

Company: TSR Hobbies, Inc.

ISBN: 0-935696-78-4

Code: None

Stock: 6501

System: Gamma World 1 Copyright: 1981

Setting: Gamma World Format: Tri-Fold

Author: None listed

(Mini-Module by Paul Reiche III)

Gamma World Referee's Screen & Mini-Module, 2nd Edition

Company: TSR, Inc. ISBN: 0-88038-30-6

Code: None Stock: 6502

System: Gamma World 2 Copyright: 1983

Setting: Gamma World Format: Tri-Fold

Author: None listed

(Mini-Module by Paul Reiche III)

Gammaraiders

Company: TSR, Inc. ISBN: 0-88038-475-1

Code: None Stock: 7015

System: Gamma World 3 Copyright: 1987

Setting: Gamma World Format: Boxed Set

Author: Allen Varney, Jeff Grubb, Mike Breault, Zeb Cook

Revenge of the Factoids

Company: TSR, Inc. ISBN: 0-88038-595-2

Code: None Stock: 7016

System: Gamma World 3 (Gammaraiders)

Copyright: 1989

Setting: Gamma World Format: Folder Set

Author: Douglas Niles

Gamma Knights

Company: TSR, Inc. ISBN: 1-56076-402-3

Code: None Stock: 7515

System: Gamma World 4 Copyright: 1992

Setting: Gamma Terra Format: Boxed Set

Author: Dale "Slade" Henson

Treasures of the Ancients

Company: TSR, Inc. ISBN: 1-56076-577-1

Code: GWA1 Stock: 7517

System: Gamma World 4 Copyright: 1993

Setting: Gamma Terra Format: Booklet

Author: Dale "Slade" Henson

Secrets of the Ancients



The Overlord of Bonparr

Company: TSR, Inc. **ISBN:** 1-56076-599-2
Code: GWA2 **Stock:** 7518
System: Gamma World 4 **Copyright:** 1993
Setting: Gamma Terra **Format:** Boxed Set
Author: None listed

Adventures

This section is for products that are mostly complete adventures to run with specific systems. Some of these products contain additional information that supplements the basic rules of a system, but are included here since they are primarily scenarios to play. Most of these “modules” are easily converted to other GAMMA WORLD® systems.

Legion of Gold

Company: TSR Hobbies, Inc.
Code: GW1 **ISBN:** 0-935696-61-X
Stock: 7503
System: Gamma World 1 **Copyright:** 1981
Setting: Gamma World **Format:** Folio
Author: Gary Gygax with Luke Gygax & Paul Reiche

Famine in Far-Go

Company: TSR Hobbies, Inc.
Code: GW2 **ISBN:** 0-935696-88-1
Stock: 117-T-7502
System: Gamma World 1 **Copyright:** 1982
Setting: Gamma World **Format:** Folio
Author: Michael Price

The Cleansing War of Garik Blackhand

Company: TSR, Inc. **ISBN:** 0-88038-015-2
Code: GW3 **Stock:** 116-F-7504
System: Gamma World 2 **Copyright:** 1983
Setting: Gamma World **Format:** Folio
Author: Michael Price & Garry Spiegle

The Mind Master

Company: TSR, Inc. **ISBN:** 0-88038-029-2
Code: GW4 **Stock:** 117-T-7505
System: Gamma World 2 **Copyright:** 1983
Setting: Gamma World **Format:** Folio
Author: Phil Taterczynski

Rapture of the Deep

(Never published)
Company: TSR, Inc. **ISBN:** N/A
Code: GW5 **Stock:** 7506
System: Gamma World 2 **Copyright:** N/A
Setting: Gamma World **Format:** Folio
Author: N/A

Alpha Factor

Company: TSR, Inc. **ISBN:** 0-88038-294-5
Code: GW6 **Stock:** 7509
System: Gamma World 3 **Copyright:** 1986
Setting: Gamma World **Format:** Folio
Author: Kim Eastland

Beta Principle

Company: TSR, Inc. **ISBN:** 0-88038-404-2
Code: GW7 **Stock:** 7510
System: Gamma World 3 **Copyright:** 1987
Setting: Gamma World **Format:** Folio
Author: Bruce Nesmith

Gamma Base

Company: TSR, Inc. **ISBN:** 0-88038-405-0
Code: GW8 **Stock:** 7511
System: Gamma World 3 **Copyright:** 1987
Setting: Gamma World **Format:** Folio
Author: Kim Eastland

Delta Fragment

Company: TSR, Inc. **ISBN:** 0-88038-406-9
Code: GW9 **Stock:** 7512
System: Gamma World 3 **Copyright:** 1987
Setting: Gamma World **Format:** Folio
Author: Kim Eastland

Secrets of the Ancients



Epsilon Cyborgs

Company: TSR, Inc. **ISBN:** 0-88038-477-8
Code: GW10 **Stock:** 7513
System: Gamma World 3 **Copyright:** 1987
Setting: Gamma World **Format:** Folio
Author: Kim Eastland

Mutant Master

Company: TSR, Inc. **ISBN:** 1-56076-411-2
Code: GWQ1 **Stock:** TSR 7516
System: Gamma World 4 **Copyright:** 1992
Setting: Gamma Terra **Format:** Folio
Author: Bruce Nesmith

All Animals Are Equal

Company: TSR, Inc. **ISBN:** 1-56076-638-7
Code: GWQ2 **Stock:** 7519
System: Gamma World 4 **Copyright:** 1993
Setting: Gamma Terra **Format:** Booklet
Author: Dale "Slade" Henson

Home Before the Sky Falls

Company: TSR, Inc. **ISBN:** 1-56076-674-3
Code: GWQ3 **Stock:** 7520
System: Gamma World 4 **Copyright:** 1993
Setting: Gamma Terra **Format:** Booklet
Author: Beach, Bittner, Eastland, and Reigel

Books

This section covers products that can be used without the basic rules. These include both the **EndlessQuest®** system where the reader plays through a scenario by choosing an action and turning to an entry in the book, and pure fiction.

Light on Quests Mountain

Company: TSR, Inc. **ISBN:** 0-88038-055-1
Code: #12 **Stock:** 8512
System: EndlessQuest **Copyright:** 1983
Setting: Gamma World **Format:** Paperback
Author: Mary Kirchoff and James Ward

Mystery of the Ancients

Company: TSR, Inc. **ISBN:** 0-88038-217-1
Code: #28 **Stock:** 8528
System: EndlessQuest **Copyright:** 1985
Setting: Gamma World **Format:** Paperback
Author: Morris Simon

American Knights

Company: TSR, Inc. **ISBN:** 1-56076-899-1
Code: None **Stock:** 8091
System: EndlessQuest **Copyright:** 1995
Setting: Gamma Terra **Format:** Paperback
Author: Nick Pollotta

The 24-Hour War

Company: TSR, Inc. **ISBN:** 0-7869-0198-5
Code: None **Stock:** 8100
System: EndlessQuest **Copyright:** 1995
Setting: Gamma Terra **Format:** Paperback
Author: Nick Pollotta

Miniatures

While this section could be part of the Accessories section, it has been separated. This is because I consider miniatures to be a stand-alone hobby as well as an aid to role-playing. The product entries also don't fit the same format as the other types.

Gamma World Adventurers Set

Company: Grenadier Models, Inc.
Code: 0005

Description: Boxed set with 20 figures:

- | | |
|----------------------|-----------------------|
| 1. Member B.O.T. | 11. Maintenance Robot |
| 2. Seeker | 12. Medic Robot |
| 3. Seeker w/Axe | 13. Healer |
| 4. Protech Armor | 14. Mutant Man |
| 5. Riot Armor | 15. Battle Armor |
| 6. Female Warrior | 16. Photon Grenadier |
| 7. Woman Gunner | 17. Rocketeer |
| 8. Village Woman | 18. Man Blastergun |
| 9. Adventurer AK-47a | 19. Man Laser Rifle |
| 10. Adventurer M-16 | 20. Heavy Power Armor |

Secrets of the Ancients



Gamma World Denizens Set

Company: Grenadier Models, Inc.

Code: 0006

Description: Boxed set with 20 figures:

- | | |
|-------------|------------------------|
| 1. Hisser | 11. Tribesman |
| 2. Hisser | 12. Barksin |
| 3. Orlen | 13. Badder Chief |
| 4. Orlen | 14. Tribesman |
| 5. Sleeth | 15. Tribesman |
| 6. Android | 16. Iron Society |
| 7. Android | 17. Iron Society Chief |
| 8. Serf | 18. Wolfoid |
| 9. Serf | 19. Wolfoid |
| 10. Gorilla | 20. Badder |

Gamma World Androids, Class II

Company: Grenadier Models, Inc.

Code: G-01

Description: Warriors and workers

Gamma World Human Adventurers

Company: Grenadier Models, Inc.

Code: G-02

Description: Armed differently

Gamma World Human Adventurers

Company: Grenadier Models, Inc.

Code: G-03

Description: None

Gamma World Grens with Missile Weapons

Company: Grenadier Models, Inc.

Code: G-04

Description: None

Gamma World Serfs

Company: Grenadier Models, Inc.

Code: G-05

Description: 2 poses

Gamma World Orlens

Company: Grenadier Models, Inc.

Code: G-06

Description: Multi-poses

Gamma World Healers Cryptic Alliance

Company: Grenadier Models, Inc.

Code: G-07

Description: None

Gamma World Restorationists Cryptic Alliance

Company: Grenadier Models, Inc.

Code: G-08

Description: None

Gamma World Knights of Genetic Purity Cryptic Alliance on Foot

Company: Grenadier Models, Inc.

Code: G-09

Description: None

Gamma World Brotherhood of Thought Cryptic Alliance

Company: Grenadier Models, Inc.

Code: G-11

Description: Humans, humanoids and animals

Gamma World Seekers Cryptic Alliance

Company: Grenadier Models, Inc.

Code: G-12

Description: None

Gamma World Iron Society Cryptic Alliance

Company: Grenadier Models, Inc.

Code: G-13

Description: None

Gamma World Tribesman

Company: Grenadier Models, Inc.

Code: G-14

Description: Human with weapons

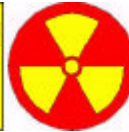
Gamma World Tribesman, Mutants

Company: Grenadier Models, Inc.

Code: G-15

Description: Barkskins with swords

Secrets of the Ancients



Gamma World Tribesman, Mutants II

Company: Grenadier Models, Inc.

Code: G-16

Description: Small winged humanoid

Gamma World Soul Besh & Cal-thens

Company: Grenadier Models, Inc.

Code: G-25

Description: None

Gamma World Tribesman, Mutants II

Company: Grenadier Models, Inc.

Code: G-17

Description: Winged, insect nosed

Gamma World Hissers

Company: Grenadier Models, Inc.

Code: G-26

Description: 3 poses

Gamma World Women Adventurers

Company: Grenadier Models, Inc.

Code: G-18

Description: None

Gamma World Keeshin & Sleeths

Company: Grenadier Models, Inc.

Code: G-27

Description: None

Gamma World Townsman Pack

Company: Grenadier Models, Inc.

Code: G-19

Description: None

Gamma World Menarl & Blight

Company: Grenadier Models, Inc.

Code: G-28

Description: None

Gamma World Settlement Pack

Company: Grenadier Models, Inc.

Code: G-20

Description: None

Gamma World Arks

Company: Grenadier Models, Inc.

Code: G-29

Description: 2 poses

Gamma World Powered Armor Pack

Company: Grenadier Models, Inc.

Code: G-21

Description: None

Gamma World Badders

Company: Grenadier Models, Inc.

Code: G-30

Description: None

Gamma World Partial Armor Pack

Company: Grenadier Models, Inc.

Code: G-22

Description: None

Gamma World Hoops

Company: Grenadier Models, Inc.

Code: G-31

Description: None

Gamma World Arns & Blaash

Company: Grenadier Models, Inc.

Code: G-23

Description: None

Gamma World Centisteed

Company: Grenadier Models, Inc.

Code: G-32

Description: None

Gamma World Gerps & Parns

Company: Grenadier Models, Inc.

Code: G-24

Description: None

Gamma World Brutorz & Rakox

Company: Grenadier Models, Inc.

Code: G-33

Description: None

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Gamma World Podogs

Company: Grenadier Models, Inc.
Code: G-34
Description: 2 poses

Gamma World Security & Supervisory

Company: Grenadier Models, Inc.
Code: G-35
Description: Robots

Gamma World Medic & Maintenance

Company: Grenadier Models, Inc.
Code: G-36
Description: Robots

Gamma World Attack-Defense Borg

Company: Grenadier Models, Inc.
Code: G-37
Description: None

Gamma World Ecology/Agriculture Bots

Company: Grenadier Models, Inc.
Code: G-38
Description: None

Gamma World Engineering Bots

Company: Grenadier Models, Inc.
Code: G-39
Description: Medium and light duty

Gamma World Transport & Lifter Bots

Company: Grenadier Models, Inc.
Code: G-40
Description: None

Gamma World Intelligent Ape, Bear, Raccoon

Company: Grenadier Models, Inc.
Code: G-43
Description: None

Gamma World Various Rifles, Heavy Weapons

Company: Grenadier Models, Inc.
Code: G-44
Description: None

Gamma World Ancient Weapons

Company: Grenadier Models, Inc.
Code: G-45
Description: None

Gamma World Various Medical Devices

Company: Grenadier Models, Inc.
Code: G-46
Description: None

Gamma World Mutant Polymorphic Pack

Company: Grenadier Models, Inc.
Code: G-47
Description: Human torsos with parts

Gamma World Mutant Polymorphic Pack

Company: Grenadier Models, Inc.
Code: G-48
Description: Reptile torsos with parts

Gamma World Mutant Polymorphic Pack

Company: Grenadier Models, Inc.
Code: G-49
Description: Animal torsos with parts

Gamma World Yexil

Company: Grenadier Models, Inc.
Code: G-50
Description: Giant flying monster

Gamma World Goliath II Robot Tanks

Company: Grenadier Models, Inc.
Code: G-51
Description: Laser, missile, and photon howitzer

Gamma World Goliath II Robot Tanks

Company: Grenadier Models, Inc.
Code: G-52
Description: Command and recovery

Gamma World/Star Frontiers Pure Strain Humans

Company: TSR, Inc./Grenadier Models, Inc.
Code: TSR5502
Description: Blister pack with 3 figures of pure strain humans

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Gamma World/Star Frontiers

Mutants/Aliens

Company: TSR, Inc./Grenadier Models, Inc.

Code: TSR5505

Description: Blister pack with 3 figures of mutated humans

Gamma World/Star Frontiers Androids

Company: TSR, Inc./Grenadier Models, Inc.

Code: TSR5508

Description: Blister pack with 3 figures

Gamma World/Star Frontiers Cyborgs

Company: TSR, Inc./Grenadier Models, Inc.

Code: TSR5511

Description: Blister pack with 3 figures

Gamma World/Star Frontiers Winged Ripper & Sand Shark

Company: TSR, Inc./Grenadier Models, Inc.

Code: TSR5803

Description: Blister pack with 2 figures

The Ultimate ATV

Company: Ral Partha

Code: 10-600

Description: 21 pieces; large figure based on cover of Gamma World 3rd edition game box

Secrets of the Ancients



Appendix C: Credits

Authors

Reginald Blue

<bluerv@surf.free.com>

**Game Enhancements: Robotic Critical
Hit System**

“Long live Gamma Terra!”

Don Brown

<dbrown@one.net>

Creatures: Chameleon Beasts

CdBd3rd (Gary Hickerson)

<cdbd3rd@postoffice.worldnet.att.net>

Addition to **Appendix B: Product List**

*“Proud owner of way too much Gamma
World material!”*

Chris Conboy

<CConboy@optonline.net>

Addition to **Appendix B: Product List**

*“Hey – where’s my sonic death farts
mutation submission?”*

Bob Crichton

<RCrichton@aol.com>

Creatures: Rasp Brambles

Creatures: Slashercats

Game Enhancements: Industrial Hazards

Robert Flack

<flack-rg@saalem.ge.com>

Appendix B: Product List

Derek Holland

<dmh71@juno.com>

Equipment: Ice Needler

**Mutations: Claws, Hypernecrosis, Ionic
Susceptibility (Lightning Rod), Poison,
Pyrosensitivity (Heat Sink)**

Keith Johnson

<ncc74656@airmail.net>

Cryptic Alliances: Female Supremacists

Equipment: Warheads

Kerry Jordan

<kdjordan@netdoor.com>

Consult **Introduction**

*“A Gamma World netbook? That should be
easy to do. . .”*

Note: Died during netbook creation

Scott Kent

<sfkent@pcisys.net>

Addition to **Appendix B: Product List**

Daniel Movrich

<dmovrich@execpc.com>

Cryptic Alliances: Arannists

**Mutations: Comatose Healing, Friction
Control, Genetic Transfusion, Genius
Capability, Mental Absorption, Mineral
Manipulation, Molecular Sense, Multiple
Teeth, Silk Cribellum**

ZorOne

<ZorOne@aol.com>

Equipment: Hydrator

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Sammy Spade

<sammy_spade@hotmail.com>

Equipment: Misosyn, Sensyn, Sustak

"This is really cool."

Scott Swigart

<swig@teleport.com>

Creatures: Stickies

David Wheeler

<wyldfyre@cac-bbs.com>

Equipment: Composite Heavy Crossbow, Composite Light Crossbow, Composite Long Bow, Composite Pistol Crossbow, Composite Short Bow, Compound Bow, Compound Crossbow, Pistol Crossbow

Games

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