

THE

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APOCALYPTIC

Summer

POST

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The Apocalyptic Post

Volume 1: Issue 4: Summer

Keeping the game alive
'cause we care :)

Volume 1: Issue 4: Summer

: Tales of the Cryptic

New Benefits for Followers of the Voice : Derek Holland	3
The Hunters (Humanists) : Derek Holland	3
The Breath of God (Zealots) : Tormentor	4-5

: The Mutant Menagerie

Marine Mantid : Derek Holland	6
Blinker : Derek Holland	6
Ankheg : Derek Holland	7
Umber Hulk : Tormentor	8

: The Arms Race

New Items : Derek Holland	9
Converted Items : Derek Holland	9

: Mutants, Martyrs, and Madmen

Szah:lah, Sleeth Historian : Derek Holland	10
Gamma Knights Powered Armor : Derek Winston	11-15
: Lord Janus Montagnard	15
: Locust Red	16
: Worldwalker 8	17

: Swimming in the Gene Pool

Insect Mutations : Derek Holland	18
Altered Mutations : Derek Holland	18

: Rumors Amid the Ruins

About Old Sage Mike : Wolfy	19-21
Gus' Tale : Wolfy	21-22,33

: The Robotic Enemy

Swarmbot : Derek Holland	10
The Robotic Enemy : Derek Winston	23
: Companion Unit	23
: Death Machine	23
: Ecobot	23
: Exterminator	24
: Household Robot	24
: Medibot	24
: Police Robot	25
: Robot Tank	25
: Security Robot	26
: Sentry	26
: Warbot	26
MacGuyver:series CFS Robot : Lord Irish	27

: Irradiated Errata

Age and Reproduction : Derek Holland	28
Giant Insects : Derek Holland (with Chris Conboy)	29-30
Weather Events : Derek Holland and Brutorz Bill and Sidhain	31-32

: Attercop's Web	33
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The Sleeth Speaks

Well, you didn't think we would be gone forever, did you?

It was not for a lack of submissions. We have plenty to use on the next issue (no promises on release date) But it brings me to an important point.

I do believe that this issue is one of our best yet. We have little bit of everything in terms of material, however, alot of it is in 5th edition format. I know other editions have been made, and I know that d20 versions and conversions exist as well. I personally don't mind. I converted to 5th and have recently started a new tabletop campaign. So I really don't mind getting a lot of 5th.

So send submissions of your stuff. No need to worry, we do like all editions. We just get a lot of 5th stuff.

I do hope you enjoy this issue. The info may not be in the edition that you favor, but converting stuff is all a part of what Gamma World is about. So even if an article is for 5th, 4th or whatever you know that the info you get is useful.

Until next time send your comments, concerns, and submissions to gammazine@yahoogroups.com.

Benjamin Hebert



The Apocalyptic Post

- Tales of the Cryptic

New Benefits for Followers of the Voice & The Hunters

New Benefits for Followers of the Voice - Any

Derek Holland

The Followers of the Voice are people who believe that computers, and especially artificial intelligences (AI) are beings much more powerful than themselves. Due to their service, some of the AI do reward their followers. And because of their original programming, make the followers do odd tasks. Here are some ideas/suggestions along those lines.

Medical AI: These AIs keep their most important followers healthy and will extend their lifespan. Most of them do not follow the Created basic desire to exterminate/enslave organic sentients and instead require that their followers not take life unless provoked.

Education AI: These AIs give their followers the best education possible- usually after altering the data to put themselves and all of the Created in the best possible light. They require that all new information discovered be brought back to them for analysis.

Industrial AI: These AIs give their most important followers powerful artifacts of the type they built before the Cataclysm. Trying to keep their factories running at all times, they have their followers go out and bring back "raw materials"- including finished goods.

Government AI: These AIs teach administration and "spin doctoring" to their followers. They tend to be the most controlling, and thus usually have draconian laws enforced in their communities.

Environmental AI: These AIs teach survival skills and organic agriculture or hydroponics to their followers. They are also highly controlling, but their most draconian laws deal with pollution, littering, strip mining and other environmentally destructive actions.

The Hunters Cryptic Alliance (Humanists) - Any

Derek Holland

Goals and beliefs: Plants and animals exist for human use only. It does not matter that many of them are intelligent now, they are just fur, meat, grain, fruit or pets to these people.

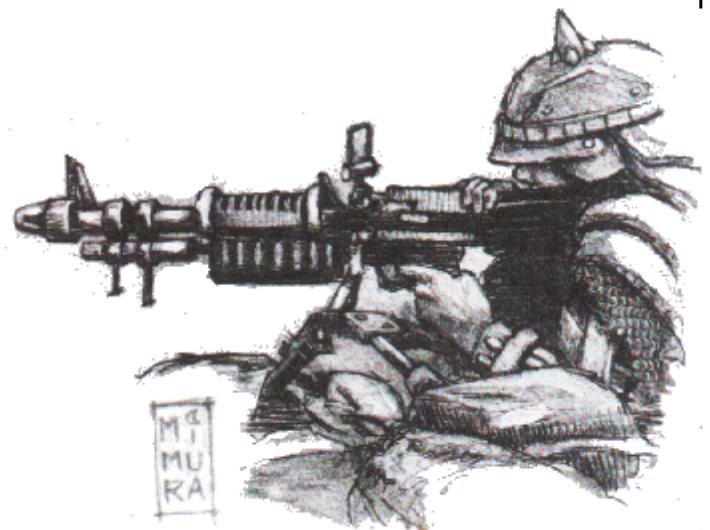
Organization: Hunters are found in exclusive communities of pure strain humans and/or mutant humans. On the hunt they are found in groups numbering from 2 to 30.

Symbol: A stag's head and bow.

Benefits: They receive a small ranged combat bonus versus New Animals (the exact bonus is up to the GM).

Restrictions: As they are considered evil by most peoples, the hunters take huge interaction penalties when their CA is known. They are also hunted down by plants and animals.

(ed note: This group makes a great splinter group off the Knights of Genetic Purity)



The Breath of God Cryptic Alliance (Zealots)

- 4th/Any
Tormentor

In the days after the apocalypse many faiths that consider the Old and New Testament to be holy scripture began searching the books of Daniel and Revelation to see if the evil, hard days of radiation and mutation meant that they were indeed living in the prophesied times near the end of the world.

Revelation Chapter 13 talks of mighty beasts with strange features of various mingled species. It also describes the beasts as wielding great power, the ability to perform "miracles", and even heal themselves.

Scriptures such as these, coupled with others (see notes at end), led several of the snake-handling churches in the Southeast to recoil in shock at the abominations of the new "so-called" sentient mutated animals and plants. In the years since the apocalypse these faith groups have evolved into the alliance now known as the Breath of God.

This alliance is dedicated to the destruction of all "so-called" sentient animals and plants. They believe that according to scripture (see notes at end), God "breathed into [man's] nostrils the breath of life; and man became a living soul." Man was given dominion over all the plants and animals by God.

This group believes now that obviously, demons have been given greater power in the world, and just as when Jesus Christ cast out the legion of demons which fled into a herd of swine, so demons now possess some animals and plants and give them the appearance of intelligence, along with other demonic powers.

"Pure" animal/plant species, and non-sentient-appearing post-apocalyptic

animals/plants, even if they have mutations, are not considered evil by this alliance; those animals and plants are just normal God-given resources for man's use.

Mutated humans are treated with respect and/or pity as the case may warrant. The Breath of God believes that mutations in humans that do not give the person any animal or plant characteristics are either gifts (beneficial) or tests of faith (defects) from God. Those altered humans who have animal or plant-like characteristics are stoned and their bodies burned.

Any members who receive such gifts as plant control, immunity to certain animal/plant poisons/venoms, healing, summoning, etc, are considered devout and holy believers indeed.

Espers are respected, since they can probe and expose even those captured plants and animals which are "possessed with demons" and either cannot speak, or are crafty enough to try to hide from their captors that they indeed have the capability of human-like speech.

Even more revered than the Espers, are those most holy members who have the God-given power of exorcism (devolution mutation). If the creature is "cleansed", then it is released. Unless that particular creature is captured again and recognized, the alliance members will never know that the "exorcism" was only temporary (since devolution's effects are not permanent).

The group has no qualms about embracing any technology, and will use whatever means at their disposal to further the war against the demonic forces that have spread across the world.

While they openly war with the Ranks of the Fit and the Zoopremists, Breath

of God members also abhor the Knights of Genetic Purity. They consider the Knights evil since they will indiscriminately kill all altered humans, regardless of their specific mutations. Breath of God zealots will cooperate with reformed groups of the Iron Society to fight against the evil Knights.

Members sometimes trade and deal warily with pure-strain-human-only groups of the Archivists, Restorationists, and Followers of the Voice.

The Breath of God have a good relationship with the Seekers, who share their views that pure strain humans and altered humans are the only true races. So as not to offend their Seeker allies, members are more than happy to put aside all vestiges of technology during interaction with members of the Seeker alliance.

When it comes to the Healers, and the Brotherhood of Thought, the Breath of God are about as popular as are the Friends of Entropy. Healers may grudgingly offer assistance to Breath of God members if they have not just witnessed some atrocity committed by the wounded zealot. Brotherhood of Thought disciples will flee from the Breath of God to avoid being killed.

Zealots consider the Radioactivists to be vile pagans, who worship the false god of radiation. If possible, they will kill any Radioactivists they encounter; this includes pure strain and altered humans. Outright blasphemers of the one true God cannot be tolerated.

Traditional

Traditional Breath of God members often still carry around deadly snakes, especially those blessed members who have discovered they have a God-given immunity to the particular snake's venom. These members still believe in first attempting to exorcise and save every "possessed" animal and plant they encounter. If the exor-



cism returns the creature to its plant or animal intelligence, then it is left in peace. If the exorcism fails, of course, the animal or plant will then be killed and burned.

Although their historical records show few successful exorcisms, they believe the failure is due to their lack of faith. As strong as their faith is, they feel that if they do not measure up, God will not grant them the power to cast out the demons. They feel that God has commanded them to continue trying to cast out the demons to test their faith.

Reformed

The reformed Breath of God members (the majority of the alliance) believe that God simply wants these abominations of animals and plants to be destroyed. The reformed members rarely attempt an exorcism, unless a very holy member is present who has consistently proven his gift to cast out demons in the past. They usually "shoot first and ask questions later."

Reformed groups may, however, send agents to "walk among the wicked" for a time, to spy out their evil purposes and aid the alliance's war against them. Disguised agents might be in any town, posing as regular citizens to collect information.

Benefits

Espers receive one-time starting +1 bonuses to Identify Mental Power and Sense Mental Powers skills. Scouts receive a one-time starting +3 bonus to Hunting skill.

Restrictions

Only Pure Strain Humans and Altered Humans may be members. The alliance is reviled by sentient animals and plants.

Symbol

A simple cross and a flame. The flame is symbolic of the Holy Spirit.

Experience Point Bonus

A Breath of God member is eligible for a 10 xp bonus times his current level for any sentient plants and animals that he either kills or "exorcises".

Notes

The following scriptures are the basis of much of the dogma of the Breath of God. These scriptures, and many others, are committed to memory by the members, and are often recited by them in rituals.

Genesis 2:7

"And the LORD God formed man [of] the dust of the ground, and breathed into his nostrils the breath of life; and man became a living soul."

Luke 10:19:

"Behold, I give unto you the power to tread on serpents and scorpions, and over the power of the enemy: and nothing by any means shall hurt you"

Mark 16:17-18:

"And these signs shall follow them that believe; In my name shall they cast out devils; they shall speak with new tongues; They shall take up serpents; and if they drink any deadly thing, it shall not hurt them; they shall lay hands on the sick, and they shall recover"

Gen 9:2,3,6

"And the fear of you and the dread of you shall be upon every beast of the earth, and upon every fowl of the air, upon all that moveth [upon] the earth, and upon all the fishes of the sea; into your hand are they delivered.

Every moving thing that liveth shall be meat for you; even as the green herb have I given you all things.

Whoso sheddeth man's blood, by man shall his blood be shed: for in the image of God made He man."

Gen 1:24-30

"And God said, Let the earth bring forth the living creature after his kind, cattle, and creeping thing, and beast of the earth after his kind: and it was so.

And God made the beast of the earth after his kind, and cattle after their kind, and every thing that creepeth upon the earth after his kind: and God saw that [it was] good.

And God said, Let us make man in Our image, after our likeness: and let them have dominion over the fish of the sea, and over the fowl of the air, and over the cattle, and over all the earth, and over every creeping thing that creepeth upon the earth.

So God created man in His [own] image, in the image of God created He him; male and female created He them.

And God blessed them, and God said unto them, Be fruitful, and multiply, and replenish the earth, and subdue it: and have dominion over the fish of the sea, and over the fowl of the air, and over every living thing that moveth upon the earth.

And God said, Behold, I have given you every herb bearing seed, which [is] upon the face of all the earth, and every tree, in which [is] the fruit of a tree yielding seed; to you it shall be for meat.

And to every beast of the earth, and to every fowl of the air, and to every thing that creepeth upon the earth, wherein [there is] life, [I have given] every green herb for meat: and it was so."

Genesis 3:14

"And the LORD God said unto the serpent, Because thou hast done this, thou [art] cursed above all cattle, and above every beast of the field."



Marine Mantis - 5th

Derek Holland

STR d6+10 INT 3 (animal 2d4+2)
DEX d4+8 WIL d6+4
CON 2d4+6 PER 2 (an.d4+3)

Durability as CON
Action Check 19+/18/9/4
Movement walk 3 swim 8
of actions 3
Reaction Score A/3

Mutations Enhanced senses, gills, telekinetic blast

Defects Toxin sensitivity.

Attacks

Spear 15/7/4 d4+2w/d6+2w/d4m (LI/O)
Bite 12/6/3 d3w/d4+1w/d6w (LI/O)

Defenses

armor d6-1 (LI), d6-3 (HI), d4-2 (En)
+2 vs melee
+1 vs ranged

Skills

Stealth- hide 10; Stamina; Awareness- perception 6; Resolve-physical 8.

Description

This crustacean is mutated from the mantis shrimp (or stomatopod). Unlike the mantid, the front limbs have only one joint and are used to spear the prey instead of grasping it. It has the head of the mantid, but most of its body is that of a shrimp. Its tail allows it to swim faster than most of its prey species. It is 5 meters long.

Encounter

The mantid hides in a burrow in coral reefs or other stony areas. They wait until something eatable swims by and then tries to spear it. If unsuccessful, it will try again 25% of the time or it will return to its burrow.

Habitat

Stony areas, including corals, in water 15-30 meters deep.

Society

None- marine mantid have territories about 400 meters in diameter and fight over then best hunting grounds.

Biome - Oceans
Encounter Chance - Slim
Group Size - 1
Organization - Solitary
Niche - Top level carnivore
IQ - High Order animal

Blinker - 5th

Derek Holland

STR d4+2 INT d6+5
DEX d6+8 WIL d8+6
CON d4+3 PER d8+6

Durability as CON
Action Check 13+/12/6/3
Movement swim 3
of actions 2
Reaction Score G/2

Mutations Photogeneration, skeletal enhancement, gills, extra body parts (eyes), new body part (scaleless skin)

Defects Diminished senses, moderate; radiation sensitive

Attacks

Photogeneration as mutation
Bite 8/4/2 d2s/d4s/d6s (LI/O)

Defenses

armor d4-3 (LI), d6-5 (HI), 0 (En)
-1 vs melee
+2 vs ranged

Skills

Acrobatics- dodge 6; Stamina; Knowledge- deduce 8; Law- moral code 6; Culture- diplomacy 2; Interaction.

Description

Blinkers are 4 eyed, scaleless fish. They are about 1.3-2.5 meters long, white beneath and grey to black above. They are an intelligent race and some do become professionals (i.e. they become tech ops or diplomats).

Encounter

Blinkers are found in schools of 30+ and will try to interact with any intelligent race that does not wish them harm. They are insatiably curious about other peoples, especially terrestrials and deep dwellers. They can be overwhelming to talk to as each tries to ask a question. But they are fair and will help those with questions of their own. If attacked, the whole school emits a bright flash from their eyes and blind the aggressor (remember to make a CON feat check for each blinker)



and swim away. They will also communicate to the other races in the area about the attacker.

Habitat

Blinkers are found on continental shelves from 1-3 kilometers from land. They are only found in cool to cold water.

Society

Blinkers live in schools that interact with others, always trying to spread the current gossip. Otherwise they act like any other social fish.

Biome - Ocean

Encounter - Chance Possible

Group Size - 30-300

Organization - School

Niche - Filter feeder

IQ - Sentient

Ankheg - 5th

Derek Holland

STR d4+10 INT 3 (animal d4)

DEX d4+4 WIL d6+6

CON d6+8 PER 2 (animal d2)

Durability as CON

Action Check 12+/11/5/2

Movement walk 8, run 24, sprint 36, burrow 4

of actions 3

Reaction Score O/2

Mutations Hyper senses, Dermal plating, Redundant vital organs

Defects Light sensitivity, Severe Phobia (deep water)

Attacks

Bite 14/7/4 d6+2w/d8+2w/d4m (LI/O)

Acid see below

Defenses

armor d6+2 (LI), d6+1 (HI), d6+1 (En)

+3 vs melee

+1 vs ranged

Skills

Stealth-hide 12; Stamina-endurance 6, resist pain 4;

Awareness-perception 12; Resolve

Description

This mutant mantis has lost its wings. It is brown or yellow with 2 huge eyes (with the typical mantis eye spot) and is between 3 and 6 meters long. The spiracles (breathing holes) along their thorax and abdomen are large and so the ankheg can easily drown. It has gained some flexibility so some think of it as a legged worm.

Encounter

Ankhegs usually are found 3-5 meters underground feeding on the soil, subterranean animals, and animal carcasses. If a large animal (15 Kg+) passes within 20 meters, the ankheg takes d4+2 phases burrowing to the surface and then attacks. If reduced to less than half its wound points or loses any mortal points, it will emit a stream of acid 10 meters long. Anything struck by the acid must make a CON feat check. A Critical Failure means 5d4w, Failure- 4d4w, Ordinary- 3d4w, Good- 2d4, and Amazing- no damage.

Habitat

Ankheg are found in humus rich soils - old forests and farm lands. They will not be found in areas with a high water table or within 100 meters of streams and lakes. During heavy rain they usually come to the surface as not to drown.

Society

Ankheg have small territories and will avoid each other unless a huge animal is killed, then they strip the carcass together. Cannibalism occurs only between adults and small young. Each year they reproduce and have 300-500 young per egg mass. Only 1-2% survive.

Biome - Temperate Forest and Plains

Encounter - Chance Unlikely

Group Size - d4

Organization - Solitary

Niche - Top level carnivore

IQ - Low Order animal

Converted from the AD&D Monster Manual (1st edition).



Umber Hulk - 4th

Tormentor

Number: 1d4
Perception: 17
Stealth: -2
Remain Unseen:
12
AC: (18) 12
MD: 14
Health: 15
Land Speed: 12
Burrowing Speed:
11 (loose fill)
7 (regular fill)
1 (solid stone)

Level: 6;
Hit Dice: 18 (63)

THAC: +6
(also see Combat below)

Attacks: 3
Claw: 1d8+6
Claw: 1d8+6
Mandibles: 1d6+2 (clamp and lacerate)
2d8+6 (gore)
4d6+8 (charge)
or Teeth: 1d10+6

INT: Average; Morale: 14
Size: Average 2.43 meters (8 feet) tall;
1.52 meters (5 feet) wide;
2,041 kg (4,500 lbs) in weight

XP: 1800

Frequency: Rare
Organization: Solitary or Mated Pairs
Activity Cycle: Any
Tech Level: 0
Climate/Terrain: Underground
Diet: Carnivore
Artifacts: B

Physical Mutations Total Carapace (18), Nocturnal (D), Heightened Smell, Heightened Hearing

Mental Mutations Confusion (16), Description:
Umber Hulks are large bipedal creatures with 2 sets of eyes. They have huge mandibles, reminiscent of giant Stag Beetles. They are black in overall color, and their jagged mandibles and claws blend into a discolored ivory.



The Umber Hulk is the rhinoceros of the subterranean world. They are in a constant state of rage, burrowing around in eternal search of prey. With their wicked claws, they burrow through loose earth at an alarming rate, and even through solid stone at an unbelievable pace.

The creatures are fearless, except for extremely bright lights, from which they may flee, depending on their rage or hunger at the moment. Normal light will only cause the beasts to suffer the sight penalties of their Nocturnal mutation. (A Photogeneration mutation attack on an Umber Hulk would be at intensity 1.5 x MP modifier instead of just 1 x MP modifier).

Combat

Confusion mutation: These ferocious beasts use their Confusion mutation whenever possible in an attempt to immobilize their prey. While they may look like dumb animals, they are in fact reasonably intelligent, and smart fighters. They have instinctively developed many ways to deal damage to their foes.

The Umber Hulk's claws that are so efficient at rending even stone are also used to deadly effect in combat.

A Hulk's third attack may be by either mandibles or teeth, never both in the same round.

Teeth: If so desired a Hulk can spread its mandibles wide enough for them to miss its prey and thereby deliver an immediate vicious bite with its razor sharp teeth.

Mandibles: An Umber Hulk may thrust its head in close combat and gore an opponent with its strong mandibles.

Charge: It may also choose to deliver a devastating charge attack.

Clamp: Yet another favorite tactic of the Hulk is to use its mandibles to clamp down on its victim, lacerating and immobilizing its adversary. If an opponent is so caught, the Hulk can choose to continue to clutch its prey. In subsequent rounds where the victim is clutched, the Hulk will be unable to attack with its engaged mandibles, but will be able to rend with both its claws, and deliver a savage bite attack, all at +10 THAC instead of +6.

Other: Skilled armorers can cure and shape armor from the hide of the Umber Hulk. Such armor will give a +6 AC, equivalent of good quality Banded Mail.

Converted from TSR's Advanced D&D Monster Manual.



The Apocalyptic Post

- The Arms Race
New & Converted Weapons

New Items - 5th

Derek Holland

Wrecking Ball - The wrecking ball is a gauss version of the musket and is a .60 caliber firearm. Its power cell must be replaced after 5 balls have been fired. It can hold one ball at a time.

Oxidizer - The oxidizer causes metals to tarnish or rust. In game terms, metal shields and armors (except bodytanks) that are struck lose one point of protection in each category (LI, HI, En). It can not cause a fire (which is another form of oxidation).

Converted Weapons - 5th

Derek Holland

Black Ray Cannon: Like the pistol, this weapon completely ignores armor of less than Amazing Toughness. Armor of Amazing Toughness blocks it completely.

Fission Cannon: This weapon is designed to penetrate armor. It fires a beam of charged particles and radiation generated by internal fission reaction. In addition to the damage, it affects any target hit must immediately make CON feat checks against R4 radiation (GW Rulebook, pg 59).

Weapon	Skill	Acc	Md	Range	Type	Damage	Actions	Clip sz	Clip cost	Hide	Mass	Cost	Avail
Wrecking Ball	Rifle	0	F	80/160/400	HI/O	d6+2w/d8+2w/d4+1m	2	5/ball	300	-	15	6500	Res
Oxidizer	Rifle	0	F	40/80/200	En/O	see description	3	5	300	-	8	10000	Res
Havok	Rifle	0	F	30/60/120	En/O	see description	3	4	300	-	4	8500	Res
Pulverizor	Rifle	0	F	12/36/100	En/O	d6w/d8+2w/d4m	3	10	300	-	8	12500	Mil
Defoliator	Rifle	-1	F	20/40/120	En/O	d8w/d12w/d6m	2	6	300	-	12	6500	Mil
Attractor	Rifle	0*	F/B	30/80/150	HI/O	d8s/d6w/d6+2w	4	24	380	-	5	4500	Mil
Vaporizor	Rifle	-1	F	15/45/200	En/O	d8w/d4m/d6m	3	4	300	-	10	12500	Res
Dehydrator rifle		-1	F	10/30/60	En/O	d4w/d6+2w/d10w	2	6	300	-	3	6500	Res

Havok - This rifle reduces 5d6 kilograms of plastic to goo per hit. It is a favored weapon by Hoops as it does damage the "rubberized" metal produced by their touch.

Pulverizor - This rifle produces a sonic pulse that damages minerals. If fired at an object made of stone 2d4 kilograms are shattered. If aimed at an animal it does the above damage as it breaks the animal's skeleton. Plants and fungi are immune.

Defoliator - The defoliator causes the destruction of chlorophyll. It does full damage to plants and half to photosynthetic animals. To both it inhibits feeding for d6 days.

Attractor - The attractor fires magnetic rounds (and thus has an Acc of -3 when fired at a metal target). The cost of the clip includes the rounds and the power cell.

Vaporizor - This rifle emits a flesh dissolving ray. Metal armors are ignored, except unsealed ones, and only those based on organic matter protect the target. Sealed armors, bodytanks and enviro-suit/armor, provide immunity to a vaporizer.

Dehydrator - This weapon fires a dehydrating ray. Only organic targets are effected by this "drying."

Fusion Bomb: This devastating weapon has a 6 km blast radius, and causes a terrible firestorm that is likely to destroy anything that remains standing. Includes launcher.

Stun Ray Pistol: Targets struck by this ray must make a CON feat check to determine the exact effect: on a Critical Failure, the target is knocked out (all stun points lost); Failure d6+2s; Ordinary d6s; Good d6-1s; Amazing d4-1s.

Trek Gun: This devastating weapon disintegrates anything it strikes! The only protection from this attack is to expend a Last Resort point, Amazing Toughness vs. EN attacks, or a force field (which the gun destroys). This weapon destroys 60 cubic meters of material per hit.

Weapon	Skill	Acc	Md	Range	Type	Damage
Black Ray Cannon	Heavy Weapons- direct	0	F	100/200/300	EN/G	d6+4w/d6m/d8+1m
Fission Cannon	Heavy Weapons- direct	0	F	150/300/450	EN/G	d6w/d6+2w/d6m
Fusion Bomb	Demolitions- set explosives Heavy Weapons- indirect	0	F	6 km	EN/G	d10w/d6m/d8+2m within 600 meters 1/2 up to 6km
Stun Ray Pistol	Ranged- pistol	0	F	20/40/200	n/a	see description
Trek Gun	Heavy Weapon- direct	0	F	200/400/600	EN/O	Disintegrate



Szah-lah, Sleeth Historian - 5th

Derek Holland

STR 8 INT 17
DEX 11 WIL 13
CON 6 PER 15

Durability 12/13/6/7 AC 15+/14/7/3
Move s18 w12 r4 # actions 2

Achievements: Intelligence increase (X2), Will increase, Personality increase, Fatigue increase, Wound increase

Mutations: Battle Sense, Contact, Psychic Perception, Rejuvenation, Quick Thinking

Defects: Environmental sensitivity (arid)

Attacks

None

Defenses

Armor as worn
+1 vs ranged
+5 INT modifier vs encounter skills (including quick thinking)
+2 WIL modifier vs encounter skills

Skills

Armor Operation [8]- combat 4 [12]; Stealth [11]; Vehicle Operation [11]- land 6 [17]; Stamina[6]- endurance 5 [11]; Survival [6]; Knowledge [17]- deduce 8 [25], first aid 6 [23]; Law [17]- moral code 6[23]; Social Science [17]- anthropology 11 [28], history 10 [27], linguistics 9 [26]; Technical Science [17]- artifact knowledge 6 [23], jury-rig 8 [25], repair 4 [21]; Awareness [13]- perception 6 [19], intuition 8 [21]; Investigate [13]- search 9 [22], research 12 [25]; Resolve [13]- mental 6 [19], physical 4 [17]; Culture [15]- diplomacy 8 [23]; Interaction [15]- bargain 8 [23], charm 7 [22], interview 11 [26].

This famous sleeth travel over many parts of Meriga to study the peoples of that continent. He wrote "Historics of Gamma Terra" and several volumes of "Exploring Gamma Terra". He should be used by the GM as an awe-inspiring source of knowledge and the occasional source of a plot hook.

Notes: I used a base of 66 for his abilities and my alternate skill advancement system (i.e. I gave him the skill levels I thought appropriate). The defect was on whim and rolled randomly- he must have encountered the glow at least once.

Swarmbot

Derek Holland

STR 6 INT 12
DEX 14 WIL 10
CON 16 PER 8

Durability 16/16/8
Movement Fly 68
Action Check 16+/15/7/3 # actions 2
Reaction Score Good/2

Defenses

+3 vs melee
+2 vs ranged
Duralloy armor 2d4 (LI), 2d3 (HI), 2d4 (En). Good Durability

Sensors

Normal human vision and hearing
IR
UV
50X telescopic magnification

Radar

Communication

Radio with scrambler (5 Km range)

Weapons:

Can make 2 attacks per phase
Laser rifles(4) Skill: Ranged-rifle Acc -1 Md F Range 100/400/1000 Type En/O
Damage d6+1w/d6+3w/d4+1m Actions 3
Microbot Swarm Skill: Hvy-indirect Acc -2 Md F Range 5 Km Type LI/O
Damage d2w/phase Actions 4

Skills

Heavy weapons [6]- rifle [18]; Acrobatics [14]- flight [16]; Ranged weapons [14]- rifle [18]; Stealth [14]- hide [18]; Stamina [16]; Tactics [12]- cavalry [14], infantry [16]; Awareness [10]- perception [16].

This robot was developed by the Created to kill/destroy opponents without leaving traces of combat. It is a sphere with 2 turrets on opposite sides. As it moves via antigrav pods, it has no up or down. It creates and controls microbot swarms- groups of flying robots the size of gnats (about .5 mm long). It holds and recharges them internally; Each swarmbot can hold 2 swarms at once. The robot will only use its rifles when in danger. It will use a swarm to scout and will send it as far as 5 Km. Targets discovered will be attacked if the situation warrants it. Outside the robot, a swarm takes up an volume of about 9 cubic yards and can barely be seen by the naked eye. Each time a person tries to shoot a swarm, he must make a Awareness- perception check to determine where the swarm is. The only time this is not needed is when a target is being disassembled (of course then the target will be hit and take damage). Only energy weapons can affect them and each hit only inflicts 1w to a swarm; area affecting weapons do 1/2 damage. The durability of a swarm is 12.

Based on microbot swarms in GURPS Robots.



Gamma Knights Powered Armor - 5th

Derek Winston

Materials

Gamma World 5th edition Rulebook (GW5)
Stardrive Arms and Equipment Guide (SAE)

Gamma Knights- Knights of Gamma Terra (4th ed Gamma World, helpful but not necessary) (GK)

An alternative to the standard Gamma World game, the Gamma Knights campaign assumes that the PCs have access to powered armor. This variant gives the thrill of high-level play by putting the vast firepower of a Gamma Knight under the PC's control. This variant campaign works best with small groups (1-3 PCs). Pure-strain human PCs are recommended, as most high-end armors require that the user be human (the human-only rule can be waived, if you wish).

SUITING UP: BASIC ARMOR TEMPLATES

After the normal character-generation process, each PC gets a suit of powered armor. The GM can have the players roll or choose from the tables below. All suits of armor, unless otherwise noted, come with the standard package.

Communications - Communications Suite
Sensors: Image Enhancement System, Radiation Sensors

Fire Control: Targeting System

Weapons: Attached Blades

Defenses: Trauma Pack, Light Filter, 50% chance for Self Destruct Mechanism

Miscellaneous: Audiorecorder, Flare Gun, Ordinary Computer Gauntlet

Armored suits can also have extra options. Options come in one of nine categories: Locomotive, Strength, Communications, Sensors, Fire Control, Weapon Hardpoints, Defense, Force Fields, and Miscellaneous. In the suit templates listed below, option categories are named followed by a die. Characters taking these suits are allowed to roll that die in that option category to receive a random option.

1. Attack Armor, Powered (GW5, pg 102)

AP: +2 Type: O LI/HI/EN: D6+1/d6+2d6

Standard Options Package

Locomotive: 1d2

Fire Control: 1d4

Defensive: 1d2

2. Powered Plate Armor (GK)

AP: +2 Type: O LI/HI/EN: 2d4/d4+1/d4

Standard Options Package

Locomotive: 1d2

Fire Control: 1d4

Weapon Hardpoints: 2 Gauntlets (pistol)

Defense: 1d2

Miscellaneous: 1d6

3. Had'niltas (SAE, pg 79)

AP: +1 Type: O LI/HI/EN: 2d4/d6+1/2d4+1

Standard Options Package (minus Attached Blades)

Locomotive: 1d2

Strength: 1d2

Communications: Laser Designator

Fire Control: 1d6x2 (re-roll duplicates)

Defense: 1d2

Force Fields: 1d6

4. Tiger Mod 6 Powered Armor (SAE, pg 72)

AP: +2 Type: G LI/HI/EN: d6+1/d6+2/d6

Standard Options Package

Locomotive: 1d4

Strength: 1d3

Communications: Laser Designator

Sensors: Smart Display

Fire Control: 1d6x2 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapons), Gauntlet (pistol)

Defense: 1d6

Miscellaneous: 1d4

5. Body Tank, Airborne (GW5, pg 102)

AP: +3 Type: G LI/HI/EN: 2d4-1/2d4-1/2d4-1

Standard Options Package

Locomotive: Antigrav Flight

Strength: 1d3

Communications: Laser Designator

Sensors: Smart Display

Fire Control: 1d8x2 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol)

Defense: 1d10, 1d8 (re-roll duplicates)

Miscellaneous: 1d6x2 (re-roll duplicates)

6. Powered Alloy Armor (GK)

AP: +3 Type: G LI/HI/EN: 3d4/2d4/d6+1

Standard Options Package

Locomotive: 1d4

Strength: 1d3

Communications: Laser Designator, Radio Scrambler

Sensors: Smart Display

Fire Control: 1d10, 1d8 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlets (pistol)

Defense: 1d10, 1d8 (re-roll duplicates)

Miscellaneous: 1d8, 1d6 (re-roll duplicates)

7. Energized Armor (GK)

AP: +3 Type: G LI/HI/EN: 3d4/2d4/d6+1

Standard Options Package

Locomotive: 2d4 (re-roll duplicates)

Strength: 1d4

Communications: Laser Designator, Radio Scrambler

Sensors: Smart Display

Fire Control: 1d10x2 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapon), Gauntlet (pistol), Thigh (SMG)

Defense: 1d10x2 (re-roll duplicates)

Miscellaneous: 1d8x2 (re-roll duplicates)

8. Inertia Armor (GK)

AP: +3 Type: G LI/HI/EN: 3d4/2d4/d6+1

Standard Options Package

Locomotive: 1d6

Strength: 1d4

Communications: Laser Designator, Radio Scrambler

Sensors: Smart Display

Fire Control: 1d10x2 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlets (pistol), Wrist (rifle)

Defense: 1d12, 1d8 (re-roll duplicates)

Force Fields: 1d3

Miscellaneous: 1d10, 1d8 (re-roll duplicates)

9. Powered Scout Armor (GK)

AP: +2 Type: G LI/HI/EN: 3d4/2d4/d6+1

Standard Options Package

Locomotive: 1d6, 1d4 (re-roll duplicates)

Strength: 1d4

Communications: Laser Designator, Radio Scrambler

Sensors: Smart Display

Fire Control: 1d10x2 (re-roll duplicates)

Weapon Hardpoints: 2 Gauntlets (pistol), Wrist (rifle), Thigh (SMG)

Defense: 1d12, 1d8 (re-roll duplicates)

Force Fields: 1d3

Miscellaneous: 1d10, 1d8 (re-roll duplicates)

10. Powered Battle Armor (GK)

AP: +3 Type: G LI/HI/EN: 3d4/2d4/d6+1

Standard Options Package

Locomotive: 1d6, 1d4 (re-roll duplicates)

Strength: 1d6

Communications: Laser Designator, Radio Scrambler

Sensors: Smart Display

Fire Control: 1d12, 1d10 (re-roll duplicates)

Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlets (pistol), 2 Wrists (rifle)

Defense: 1d10x2 (re-roll duplicates)

Force Fields: 1d6

Miscellaneous: 1d10x2 (re-roll duplicates)

11. Body Tank, Recon (GW5, pg 102)

AP: +3 Type: G LI/HI/EN: 2d4/2d4/d6+2

Standard Options Package

Locomotive: 1d6x2 (re-roll duplicates)

Strength: 1d6

Communications: Laser Designator, Radio Scrambler



The Apocalyptic Post

- Mutants, Martyrs, and Madmen
Gamma Knights Powered Armor

Sensors: Smart Display
Fire Control: 1d12x2 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Thigh (SMG)
Defense: 1d12, 1d10 (re-roll duplicates)
Miscellaneous: 1d10x2 (re-roll duplicates)
12. Body Tank (GW5, pg 102)
AP: +4 Type: G LI/HI/EN: 2d4+1/2d4+1/2d4
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 2d3
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x2 (re-roll duplicates)
Weapon Hardpoints: Shoulder (Heavy Weapon), 2 Gauntlets (Pistol), Wrist (rifle), Thigh (SMG)
Defense: 1d12x2 (re-roll duplicates)
Miscellaneous: 1d10x2 (re-roll duplicates)
13. ABM-5 Paladin Battle Armor (SAE, pg 73)
AP: +4 Type: G LI/HI/EN: 2d4+1/2d4+1/2d4
Standard Options Package
Locomotive: 1d6
Strength: 1d4+2
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x2 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Wrist (rifle), 1 Thigh (SMG)
Defense: 1d12x3 (re-roll duplicates)
Force Fields: 1d4+1
Miscellaneous: 1d10x3 (re-roll duplicates)
14. ABS-11 Dragoon Recon Armor (SAE, pg 74)
AP: +3 Type: G LI/HI/EN: 2d4+2/2d4+2/2d4+1
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 1d4+2
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x2 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Wrist (rifle), 1 Thigh (SMG)
Defense: 1d12x3 (re-roll duplicates)
Force Fields: 1d4+1
Miscellaneous: 1d10x3 (re-roll duplicates)
15. Powered Attack Armor (GK)
AP: +4 Type: G LI/HI/EN:
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 1d3+3
Communications: Laser Designator, Radio

Scrambler
Sensors: Smart Display
Fire Control: 1d12x3 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Wrist (rifle), 2 Thigh (SMG)
Defense: 1d12x3 (re-roll duplicates)
Force Fields: 1d4+2
Miscellaneous: 1d10x3 (re-roll duplicates)
16. Powered Assault Armor
AP: +4 Type: G LI/HI/EN: 3d4+1/3d4/2d4
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 1d3+3
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x4 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Wrist (rifle), 2 Thigh (SMG)
Defense: 1d12x4 (re-roll duplicates)
Force Fields: 1d4+2
Miscellaneous: 1d10x3 (re-roll duplicates)
17. Tandem VIII Series Armor (GK)
AP: +5 Type: G LI/HI/EN: 3d4+1/3d4/2d4
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 1d2+4
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x5 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 Wrist (rifle), 2 Thigh (SMG)
Defense: 1d12x5 (re-roll duplicates)
Force Fields: 1d3+3
Miscellaneous: 1d10x4 (re-roll duplicates)
18. AAS-23 Titan Assault Armor (SAE, pg 74)
AP: +5 Type: G LI/HI/EN: 3d4/3d4/2d4+2
Standard Options Package
Locomotive: 1d6x2 (re-roll duplicates)
Strength: 1d2+4
Communications: Laser Designator, Radio Scrambler
Sensors: Smart Display
Fire Control: 1d12x6 (re-roll duplicates)
Weapon Hardpoints: Shoulder (heavy weapon), 2 Gauntlet (pistol), 2 wrist (rifle), 2 Thigh (SMG)
Defense: 1d12x6 (re-roll duplicates)
Force Fields: 1d2+4
Miscellaneous: 1d10x5 (re-roll duplicates)

POWER ARMOR OPTIONS TABLES

Some options below are taken from GW5 pg 102, some options from the Alternity Stardrive Arms and Equipment Guide

(page number given), other options are new or derived from the Gamma Knights GW 4th edition supplement.

+ # EN indicates that this option requires an Energy Cell to use. Parentheses behind indicate how long the option can be used before the cell(s) run out of power. Items without a + # EN will operate so long as the suit's main energy cells have not been drained.

Repair/Salvage indicates the Complexity of repairing or salvaging an option, as per the "Damaging Armor" and "Salvage" rules elsewhere in this article. Remember that the Self-Destruct Mechanism option damages all options and adds a +4 step penalty to this check.

Locomotive Options

1. No locomotive enhancement.
2. Enhanced Movement- This option increases the wearer's land-based movement rates to Sprint 30, Run 20, Walk 8. +1 EN (6 months), Repair/Salvage: Amazing.
3. Underwater Movement- The wearer can Swim at 20 and Easy Swim at 8. Repair/Salvage: Amazing. Suits with this option have the Sensors- Underwater Filtering Program and Defenses- Suit Sealant options as a bonus.
4. Jet Assisted Jumps- The wearer can make a jet-assisted jump, covering 30 meters in one round. +1 EN (25 jumps), Repair/Salvage: Good
5. Regal Tracked Option- The armor moves around on tank tracks instead of legs, allowing them to move over any solid terrain at Sprint 24, Run 16, Walk 8. Repair/Salvage: Amazing.
6. Antigrav Flight- The wearer can Fly at 48 and Glide at 32. +1 EN (24 hours), Repair/Salvage: Good.

Strength Option

A Strength option sets the wearer's STR score at a certain level. This affects the wearer's STR score for the purposes of lifting, carrying, hand-to-hand damage adjustment, and breaking things. All Strength options require +1 EN (1 year) and have a Repair/Salvage: Amazing.

1. STR 15 4. STR 18
2. STR 16 5. STR 19
3. STR 17 6. STR 20

COMMUNICATIONS Standard Options



The Apocalyptic Post

- Mutants, Martyrs, and Madmen
Gamma Knights Powered Armor

Communications Suite: Signal laser and comm gear allows communication over long distances and supervision of remote devices. Repair/Salvage: Ordinary.

Other Options

Laser Designator: This helmet mounted device allows the wearer to instantly relay requests for fire support or air strikes through his data uplink. Repair/Salvage: Ordinary.

Radio Scrambler- Scrambles all radio communications within 1 kilometer, keeping opponents from coordinating their attacks (Tactics checks, etc.). However, use of this option makes the user vulnerable to energy use sensors, which give the sensor's user an addition -1 step penalty to hit the radio scrambler's user (in addition to any bonuses already granted). Repair/Salvage: Ordinary.

SENSORS

Standard Options

Image Enhancement System: Night vision and infrared goggles reduce penalties due to poor lighting and visual conditions by one step. Repair/Salvage: Ordinary.

Radiation Sensors- This sensor alerts the user to radiation within his vicinity, giving him the location and strength. Repair/Salvage: Marginal.

Other Options

Smart Display: A geo-mapping system provides a view of the surrounding area, granting the user a -1 step bonus to Tactics checks. Repair/Salvage: Good.

Underwater Filtering Program- This software compensates for the wavy motion and lack of light in underwater areas, negating penalties in this environment. The software normally comes with armors that have the Locomotion- Underwater Movement option. Repair/Salvage: Good.

FIRE CONTROL

Fire control options are used to direct weapons. Most fire-control options can direct armor-mounted or hand-held weapons equally; those that cannot are noted in the text.

Multiple fire-control systems can be run at once, and the bonuses all stack with each other. However, most systems have limitations, which can hinder the user unless turned off (a free action can turn any number of fire-control options on or off).

Standard Options

Targeting System: Binoculars reduce long range penalties by -1 step. Repair/Salvage: Marginal.

Other Options

1-2. No other fire-control systems.

3. Life Sensor- This sensor detects any living thing within 200 meters (that is not hidden by stone, ground, metal, or ceramic), outlining it in the user's HUD (head's up display) and giving him a -1 step bonus to hit it with a ranged weapon (hand-held or mounted). The sensor can detect things as small as five centimeters long, but the sensitivity can be adjusted to filter out small creatures. Repair/Salvage: Ordinary.

4. Energy Use Sensor- This sensor locates any energy-using device (radios, robots, energy cells, active suits of power armor that are not hidden by stone, ground, metal, or ceramic) within 200 meters and outlines them in the suit's HUD, giving the user a -1 step bonus to hit the target with a ranged weapon (hand-held or mounted). The sensor cannot detect batteries, items drained of power, deactivated weapons, or living things; it only sees the production or transfer of electrical or atomic energy. The sensor will overload if left on inside an active Ancient facility or other place that houses many active Ancient artifacts; this causes the sensor to shut down until five rounds after the user departs the area. Repair/Salvage: Ordinary.

5. Sound Sensors- These sensors detect sounds within 100 meters and outline their sources in the suit's HUD, giving the wearer a -1 step bonus to hit the target with a ranged weapon (hand-held or mounted). Noisy conditions (such as an explosion, the noise of an active factory, the din of battle, etc.) Cause the sensor to shut down for five rounds to recalibrate. Repair/Salvage: Ordinary.

6. Motion Sensors- Allows the user to detect movement within 50 meters. Moving targets are outlined in the suit's HUD, and the suit's wearer has a -1 step bonus to hit the target with a ranged weapon (hand-held or mounted). However, motion sensors are easily overloaded (such as windy conditions or active factories), resulting in a +2 step penalty to ranged attacks under these conditions. Repair/Salvage: Good.

7. Radar- The suit has a radar targeting system, giving the user a -1 step bonus with ranged weapons (hand-held or mounted) on any target within 1 kilometer. However, anyone else making use of radar, comm gear, or energy use sensors automatically detects the radar's emissions and

gets an additional -1 step bonus to hit the user of this sensor (stacks with any other bonuses those sensors provide). +1 EN (1 year), Repair/Salvage: Good.

8. Threat Receiver- An electromagnetic/infrared sensor detects active fire-control and range-finding systems directed at the wearer, who gains a -2 step bonus on Awareness checks to detect such threats. Repair/Salvage: Good.

9. Autofire Program- The suit's wearer can use this program to conduct automatic fire against a single target. To do so, the wearer must spend one action to designate a target to one of his armor-mounted missile weapons. Starting on the next round, the program will fire the weapon automatically at the designated target (this does not take any of the user's subsequent actions), at it's highest rate of fire. This continues until the target moves out of line-of-sight, is destroyed, the weapon runs out of ammunition, or the wearer cancels the autofire order (a free action). The weapon is fired with a skill of 12, but can add bonuses from sensors and the weapon itself. Only one built-in weapon can be affected by a single autofire program at any time. Repair/Salvage: Good.

10. Antimissile Fire Program- The suit's wearer can use this program to designate an armor-mounted missile weapon to conduct automatic fire at incoming missiles and grenades. Any missile or grenade fired within 25 meters of the suit is targeted by the program, and has a 50% chance of destroying the ordnance before it explodes. Only one armor-mounted weapon can be controlled by a single antimissile fire program at any time. Repair/Salvage: Good.

11. Proximity Sanction Program- This program works just like the Autofire Program, except that it allows the suit's wearer to program one of his armor-mounted missile weapons to fire at the closest hostile target. The program will fire the weapon automatically at the closest target (this does not take any of the user's actions, once the weapon is programmed), at it's highest rate of fire. This lasts until the target moves out of line-of-sight, is destroyed, another target moves closer, the weapon runs out of ammo, or the wearer cancels the proximity sanction order (a free action). The weapon is fired with a skill of 12, but can add bonuses from sensors and the weapon itself. Only one armor-mounted weapon can be controlled by a single proximity sanction program at any time. Repair/Salvage:



The Apocalyptic Post

- Mutants, Martyrs, and Madmen
Gamma Knights Powered Armor

Good.

12. Eye Movement Sensors- This sensor detects the movement of the wearer's eye. A single armor-mounted weapon is slaved to this sensor, and provides a -2 step bonus to hit with that weapon (as well as any other bonuses from other fire-control sensors). Repair/Salvage: Amazing.

Built-In Weapon Options

Some suits of armor can take built-in weapons. All suits have Attached Blades as a standard option, which have the same statistics as a Broadsword (GW5 pg 90). Most suits have a number of hardpoints, or places on the armor where a weapon can be mounted. The number of hardpoints and what type of weapon can be mounted at each point are designated in the profiles of each suit of armor.

New suits of armor have only 1d2 built-in weapons (selected by the GM), no matter how many hardpoints the suit has; these extra slots can be fitted with weapons claimed from fallen opponents as the suit's wearer defeats other Gamma Knights. All weapons are powered and/or munitioned separately; also, any weapon designed to be mounted on armor has x1d3 the normal ammo capacity of a regular weapon of that type (representing ammo drums, missile racks, extra energy cell slots, etc.). All weapons are Repair/Salvage: Ordinary.

DEFENSIVE OPTIONS

Standard Options

Trauma Packs: Two trauma packs are attached to the armor for the wearer's use. Repair/Salvage: Marginal.

Light Filter These polarized lenses protect the wearer from being blinded by bright lights. Repair/Salvage: Marginal.

Self-Destruct Mechanism This option is designed to keep the suit and it's equipment from falling into enemy hands. One round after the wearer's death, the suit burns out it's circuitry, ruining the suit and all options associated with it. The suit itself is Destroyed (see "Damaging Armor") and cannot be used again without extensive repairs (adjudicated by the GM). All options on the suit are Damaged ("Damaging Armor"), and add an additional +4 step penalty to Salvage checks.

Only 50% of all suits in use have this option. During the Shadow Wars, suits rolled off the assembly line and directly into use, without installing "unnecessary" options such as these. Repair/Salvage: Amazing.

Other Options

1. No other defensive options.

2. Smart Trauma Pack: Two trauma packs are attached to the armor for the wearer's use. Mortal wounds are automatically stanching; the wearer does not need to make a Stamina-endurance check. This option replaces the Trauma Pack Standard Option. Repair/Salvage: Marginal.

3. Smoke Generator- Creates a dense cloud of smoke around the wearer and anyone else within a 10 meter radius, giving anyone affected a +1 step defense bonus vs. melee and missile attacks. This option makes use of smoke capsules to create this effect, and can hold three doses at any given time. Repair/Salvage: Ordinary.

4. Ejection System- Allows the wearer to eject himself from a powered suit (useful in some situations), blowing the armor off in pieces and throwing the wearer 10 meters forward. Suit reassembly takes an hour. +1 EN (1 use), Repair/Salvage: Amazing.

5. Suit Sealant- Ferro-foam canisters automatically seal suit breaches (useful underwater, in deep space, etc.) and makes the suit's wearer immune to vacuum, cold, and radiation. Repair/Salvage: Amazing.

6. Sound Filter- Protects the user from being deafened by loud noises as well as the Sonic Blast mutation. The filter can also pick up and amplify soft sounds within 100 meters. Repair/Salvage: Ordinary.

7. EMP Generator- Immediately powers down the user's powered armor and any other electronic-dependent item within 20 meters. Any energy cells in the area of effect (including those in the wearer's armored suit) are automatically drained of all power. +1 EN, Repair/Salvage: Ordinary.

8. Radar Scrambler- A signal generator makes the suit invisible to radar, negating any bonuses they might give. Repair/Salvage: Ordinary.

9. IR Absorption- A masking generator makes the suit invisible to infrared sensors, negating any bonuses they might give. Repair/Salvage: Ordinary.

10. Energy-Emission Filter- These counter-generators and filters make the suit invisible to energy-use sensors, negating any bonuses they might give. Repair/Salvage: Good.

11. Silencer- This noise filter makes the suit perfectly silent, making it invisible to sound detection (including unaided ears!). +1 EN (30 minutes), Repair/Salvage: Good.

12. Cloaking Device- Makes the armor invisible to the visual (including the unaided eye!) and infrared spectrums. Persons

nearby can make an Awareness- intuition check at a +1 step penalty to detect that something is amiss. +2 EN (10 minutes), Repair/Salvage: Good.

FORCE FIELDS

1. None

2. Force Field- GW5, pg 102 Repair/Salvage: Good.

3. Rampart Deflection Inducer- SAE, pg 76 Repair/Salvage: Good.

4. Anvil 44 Magnetic Screen- SAE, pg 77 Repair/Salvage: Good.

5. Alpha 50 Particle Screen- SAE, pg 76 Repair/Salvage: Good.

6. SCM-16 Capacitor Screen- SAE, pg 76 Repair/Salvage: Good.

Miscellaneous Options

Standard Options-

Audiorecorder- GW5, pg 104. Repair/Salvage: Marginal.

Flare Gun- GW5, pg 106. 3 shot canister. Repair/Salvage: Marginal.

Ordinary Computer Gauntlet- SAE pg 42. Repair/Salvage: Marginal.

Other Options

1. Fire Extinguisher- GW5, pg 104. 3 uses. Repair/Salvage: Marginal.

2. General Industries Floodlight- SAE, pg 25. Repair/Salvage: Marginal.

3. Videorecorder- GW5, pg 108. Repair/Salvage: Marginal.

4. Cutting Torch- GW5, pg 104. Repair/Salvage: Marginal.

5. Stimulant Injector- GW5, pg 107 or SAE, pg 21. 5 doses. Repair/Salvage: Marginal.

6. Holorecorder- GW5, pg 110. Repair/Salvage: Marginal.

7. BerTek Excavation Projector- SAE, pg 24. +1 EN (as per description), Repair/Salvage: Ordinary.

8. BerTek Laser Torch- SAE, pg 27. Repair/Salvage: Ordinary.

9. Antigrav Conveyance Field- Creates a powerful magnetic field that allows the suit's wearer to carry 5000 kilograms of material, which floats 1 meter away from the suit. The field and it's contents do not encumber the suit in any way. +2 EN, Repair/Salvage: Good.

10. RPV Kit- Two small remote-piloted vehicles (RPVs) are built into the suit, and can detach to scout the area under control of the suit's wearer. SAE, pg 27. +2 EN (24 hours), Repair/Salvage: Amazing.

The Dogs of War: Combat & Other Options

A man in power armor is a nigh-



unstoppable force unto himself, and should face off against threats appropriate to his stature. PCs in Gamma Knight campaigns are not as hard to challenge as you might think. Suggestions include-

- Entire tribes of humanoids. Thirty screaming savages coming over a hill will make anyone shake in their boots. Especially if those savages have access to a few powerful one-shot weapons, like rocket launchers or grenades.
 - Powerful mentalists. Mental mutations cut straight through armor.
 - Other Gamma Knights.
 - Giant Monsters! See Apocalyptic Post #3.
 - Live metal war machines. See "The Robotic Enemy: Live Metal" in this issue.
 - Natural disasters or other large-scale catastrophes, such as crashing satellites, earthquakes, forest fires, nuclear meltdowns, etc.
 - War!
- Think big! Once you commit to a Gamma Knights campaign, nothing is excessive.

DAMAGING POWER ARMOR

The ability to crunch arms, blow off gun emplacements, and shatter helmets adds flavor to a Gamma Knights campaign. The rules for damaging armor (GW5, pg 99) should be used, with the modifications listed below.

There are three conditions that an option can be in. Working options are undamaged and have all of their capabilities. Damaged options are not in working order, but can be repaired and/or salvaged. Destroyed options have been completely ruined and cannot be repaired or salvaged.

When the Gamma Knight is the target to an Amazing success of an attack, random options could be damaged or destroyed (1 option damaged if the attack causes Wound damage, 2 options damaged or 1 option destroyed if the attack causes Mortal damage). Both standard and random options can be targeted. If the weapon's firepower (O, G, A) is less than the armor's toughness, the weapon cannot affect any of the armor's options.

A damaged option can be repaired by making a complex skill check (a Repair/Salvage complexity is given for each option) using the Technical Science- repair skill.

Salvage

From the smoking corpses of defeated Gamma Knights and robot warriors, many treasures can be found. PCs can salvage options from these fallen opponents.

A working or damaged option can be salvaged by making a complex skill check (a Repair/Salvage complexity is given for each option) using the Technical Science- artifact knowledge or jury-rig skills. Suits that have a Self-Destruct Mechanism are difficult to salvage from- options from these suits are automatically damaged (and must be repaired) and impose a +4 step penalty to salvage checks.

A damaged option must be repaired before it is installed on a new suit of power armor. Installing a working option is easy- it requires a Marginal complex skill check using the Technical Science- artifact knowledge, jury-rig, or repair skills.

GAMMA KNIGHT: Lord Janus Montagnard

Ruler of the Mobile Nation

Pure Strain Human Level 8 Combat Spec

STR 11 (+1)
(15 (+3) in armor) INT 8
DEX 13 (+2) WIL 8
CON 11 (+1) PER 9

Durability 13/13/6/6

Action Check 14/13/6/3

Move: Sprint 24, Run 16, Walk 6 (48/32/12 in armor)

Actions: 3 (+1 from Extra Action Achievement)

Last Resorts: 1

Attacks Skill Roll Damage Type

Laser Rifle 15/7/3 (-1 step) d6+1w/d6+3w/d4+1m EN/O

Heavy Revolver 15/7/3 * d4+1w/d4+2w/d6m HI/O

Polearm 13/6/3 (+1 step) d6+4w/d4+6w/d4+4m LI/O

Attached Blades 13/6/3 d4+5w/d6+5w/d4+3m LI/O

Targeting system reduces long range penalties by -1 step.

Life Sensor gives -1 step bonus to hit applicable targets w/ ranged weapons.

*Heavy revolver +1 step penalty, Combat Spec ability -1 step bonus.

Defenses

- +1 step bonus vs. melee attacks (+3 step with armor Strength Enhancement)

- +2 step bonus vs. missile attacks

- Armor: d6+1 LI/ D6+2 HI/ d6 EN

- Cloaking Device (armor can become invisible, Awareness- intuition check at a +1 step penalty to detect).

- Light Filter (protects the wearer from being blinded by bright lights)

- Smoke Generator (dense cloud of smoke within a 10 meter radius, +1 step defense bonus vs. melee and missile attacks)

Skills

Armor Operation (11)- powered armor (13), Athletics (11), Heavy Weapons (11), Melee Weapons (11)- blade (13), Unarmed Attack (11)- power martial arts (12); Ranged Weapons (13)- pistol (15, w/ -d4 step Combat Spec bonus), rifle (15); Stamina (11); Knowledge (8), Tactics (8)- infantry (9); Animal Handling (8), Awareness (8); Interaction (9), Leadership (9)- command (11)

Achievements

Action Check Bonus, Extra Action.



Equipment

- Powered Attack Armor with the following options:
Locomotive Options- Enhanced Movement
Communications- Communications Suite
Sensors- Image Enhancement System, Ultraviolet Sensor
Fire Control- Targeting System, Life Sensor
Built-in Weapons- Attached Blades
Defensive Options- Trauma Pack, Cloaking Device, Light Filter, Smoke Generator
Miscellaneous Options- Cutting Torch, Flare Gun, Strength Enhancement (STR 15), Videorecorder
- Weapons: Laser Rifle w/ 2 energy cells, Heavy Revolver w/ 3 clips, Polearm.

Description

Janus Montagnard is the son of a powerful Genetic Knight. Groomed from birth to join the elite ranks of those who wear the precious few suits of powered armor, Montagnard received extensive training in the use of those powerful artifacts. When he came of age, the young nobleman joined the ranks of those armored warriors, determined to wipe the filth of mutation from the face of the earth.

But the more the young Knight studied his foe, the more he sympathized with them. Mutants were not the disgusting beasts that his teachers had impressed upon him; they were people, like him, who were being unfairly victimized and slaughtered by the Knighthood.

Things came to a head for Montagnard the day he was ordered to wipe out a peaceful village of mutants single-handedly. Instead of following orders, Montagnard rallied the mutants and led them away from their home, protecting them from the knights and defeating the pair of Gamma Knights sent to capture him.

Since that fateful day, Janus Montagnard has wandered throughout Gamma Terra, followed by an ever-growing camp of followers who refer to themselves as the Mobile Nation. The arrangement is feudal in nature- in exchange for their various services, Montagnard protects the people of his nation from attacks. The nation wanders from place to place, and the camp continuously grows as more sentiments of all species flock under Montagnard's banner.

Montagnard is attended to by a small army of warriors, as well as a dozen or so technicians who keep his armor in working order. He is bewildered by the changes in his life, but no less determined to protect those under his care.

GAMMA KNIGHT: Locust Red

Enigmatic Gamma Knight
Pure Strain Human Level 5 Tech Op

STR 10 INT 14 (+2)
DEX 11 (+1) WIL 8
CON 8 PER 9

Durability 10/10/4/4 Action Check 14/13/6/3
Move: 20 Sprint, 12 Run, 4 Walk (40/24/8 with armor, plus 50 meter leaps)

Actions: 2
Last Resorts: 1

Attacks Skill Roll Damage Type

Attached Blade 11/5/2 d4+2w/d6+2w/d4m LI/O
Laser SMG 12/6/3 (-1 step) d6w/d6+2w/d4m EN/O
Semi-Auto Pistol 11/5/2 d4+1w/d4+2w/d4m HI/O
Flame Thrower 10/5/2 d6w/d6+3w/d8+3w EN/O
Targeting System reduces long range penalties by -1 step.
Energy Use Sensors give a -1 step bonus to hit energy-using targets with a ranged weapon.
Radar gives a -1 step bonus to ranged attacks on any target within 1 kilometer.
Sound Sensors give -1 step bonus on any ranged attacks vs. noise-making targets.

Defenses

- +1 step bonus vs. ranged attacks
- Armor: Good Toughness, 2d4 LI/ 2d4 HI/ d6+2 EN
- Energy Emission Filter, IR Absorption, Radar Scrambler (makes the suit invisible to energy-emission and infrared sensors and radar, negating any bonuses they might give)
- Light Filter (protects the wearer from being blinded by bright lights)
- Sound Filter (protects the user from being deafened, picks up and amplifies soft sounds)

Skills

Armor Operation (10)- powered armor (12), Athletics (10), Heavy Weapons (10), Melee Weapons (10)- blade (11), Unarmed Attack (10); Ranged Weapons (11)- smg (12), Stealth (11); Stamina (8); Computer Science (14), Knowledge (14)- ancient language (16), first aid (16), Technical Science (14)- artifact knowledge (17), invention (15), repair (16); Animal Handling (8), Awareness (8)- intuition (9), perception (9); Interaction (9)

Equipment

- Recon Body Tank with the following options-
Locomotive Options- Enhanced Movement, Jet Assisted Jumps
Communications- Communications Suite, Laser Designator
Sensors- Image Enhancement System, Smart Display,



Radiation Sensors, Ultraviolet Sensors
Fire Control- Targeting System, Threat Receiver, Energy Use Sensors, Radar, Sound Sensors
Built-in Weapons- Attached Blades, Flamethrower
Defensive Options- Smart Trauma Pack, Energy Emission Filter, IR Absorption, Light Filter, Radar Scrambler, Self-Destruct System, Sound Filter
Miscellaneous Options- Audiorecorder, Flare Gun, Stimulant Injector, Videorecorder
- Weapons: Laser SMG w/ 3 energy cells, Semi-Automatic Pistol w/ 4 clips

Description

Nothing is known about the enigma known as Locust Red. The red insectoid armor completely disguises the wearer's identity, and his motives remain unclear. Locust Red is usually only sighted in the heavily-wooded areas of the Knighted States, usually avoiding contact with all other sentients- all attempts to contact the Gamma Knight have failed. However, the armored figure has made several inexplicable assaults on seemingly random targets- a salt merchant's caravan, a group of wandering adventurers, and even the village of Gost Naf, all of which he totally destroyed. Locust Red is an unknown quantity, and very dangerous.

GAMMA KNIGHT: Worldwalker 8

Enigmatic Killer of Gamma Knights
Pure Strain Human Level 15 Combat Spec

STR 12 (+1)
(w/ STR Increase Achievement)
(18 (+4) w/ armor) INT 9
DEX 14 (+2)
(w/ DEX Increase Achievement) WIL 8
CON 13 (+2)
(w/ CON Increase Achievement) PER 7

Durability 16/16/8/7 (w/ Stun, Wound & Mortal Rating Increase Achievements)
Action Check 18/17/8/4 (-d4 w/ Action Check Bonus Achievement) (w/ 3 Action Check Increase Achievements)
Move: Sprint 24, Run 16, Walk 6
Actions: 3 (w/ Extra Action Achievement)
Last Resorts: 0

Attacks Skill Roll Damage Type

Attached Blades 13/6/3 d4+6w/d6+6w/d4+4m* LI/O
Flechette SMG 15/7/3 d4w/d6w/d4m HI/O
Mark VII Blaster Rifle 16/8/4 d6+1w/d8+2w/d6+1m EN/G

Power Gloves 15/7/3 d4+7s/d4+8s/d4+9s LI/O
Rocket Launcher 16/8/4+ (+1 step) d6w/d4+3w/d4m HI/G
Vibroblade 16/8/4 (-1 step) d6+5w/2d6+4w/d4+3m EN/G
* Damage value given with STR 18 Strength Enhancement from the armor)

+ -d4 Combat Spec Bonus

Targeting Sensors reduce long range penalties by -1 step. Eye Movement Sensor provides a -2 step bonus to hit with any ranged weapon.

Energy Use Sensors give a -1 step bonus to hit energy-using targets with a ranged weapon.

Life Sensors give a -1 step bonus to hit living targets with a ranged weapon.

Sound Sensors give -1 step bonus on any ranged attacks vs. noise-making targets.

Defenses

- +1 step bonus vs. melee attacks (+4 step bonus with armor Strength Enhancement).

- +2 step bonus vs. ranged attacks.

- Armor: Good Toughness, 2d4+1 LI/ 2d4+1 HI/ 2d4 EN

- Suit Sealant: Automatically seals suit breaches.

- Radio Scrambler: Scrambles all radio communications within 1 kilometer.

- Energy Emission Filter, IR Absorption, Radar Scrambler (makes the suit invisible to energy-emission and infrared sensors and radar, negating any bonuses they might give)
- Light Filter (protects the wearer from being blinded by bright lights)

- Sound Filter (protects the user from being deafened, picks up and amplifies soft sounds)

Skills

Armor Operation (12)- powered armor (15), Athletics (12), Heavy Weapons (12)- direct fire (16, -d4 Combat Spec Bonus), Melee Weapons (12)- blade (13), powered weapon (16), Unarmed Attack (12)- brawl (15); Ranged Weapons (14)- rifle (16), smg (15); Movement (13), Stamina (13); Knowledge (9)- ancient language (10), deduce (11), Navigation (9)- land (11); Animal Handling (8), Awareness (8)- perception (10); Interaction (7)

Achievements

Action Check Bonus, Wound Rating Increase, Mortal Rating Increase, Ability Increase (DEX), Ability Increase (STR), Ability Check Increase (CON), Extra Action, Stun Rating Increase, Action Check Increase (x3)

Equipment

- Body Tank with the following options-
Locomotive Options- Antigrav Flight, Enhanced Movement
Communications- Communications Suite, Laser Designator, Radio Scrambler
Sensors- Image Enhancement System, Smart Display, Radiation Sensors, Ultraviolet Sensors

(Continued on page 18)



Insect Mutations - 5th

Derek Holland

These 2 mutations are based on some insects' amazing ability to survive in sub-zero temperatures (all temps are in Centigrade).

Cold Resistance (freeze intolerant)

Amazing, Permanent, CON

Mutants with this mutation are comfortable in temperatures down to -35 degrees. They have a form of antifreeze in their blood and interstitial fluids. This allows them to make endurance checks only when the temperature is below -35.

Cold Resistance (freeze tolerant)

Amazing, Permanent, CON

Mutants with this can freeze solid and survive for a number of weeks equal to CON X 3. They also have a form of antifreeze, but it only affects the cells' ability to survive the freezing process. This allows them to make endurance checks only when the temperature drops below -15. A mutant "killed" by cold based attacks will revive by "regenerating", one point per hour (first mortal then wound, stun is ignored).

Altered Mutations - 5th

Derek Holland

On seeing how Gamma World 5th Edition reduced the power of some mutations, while making defects mandatory, I decided to pump up the power on the weakened mutations back up. I also altered some of the other mutations.

Acid Touch

Good, Activated, CON

The production of the acid costs the mutant one fatigue point per day. Otherwise it is identical to the rulebook.

Death Field Generation

Amazing, Activated, WIL

The mutant inflicts 2d4w on a successful mental resolve check and d4m on a failed one. The mutant generating the Death Field may be affected by the field, so must also make the mental resolve check. Otherwise it is identical to the rulebook.

Life Leech

Amazing, Activated, WIL

This mutation can drain stun and wound damage. Otherwise it is identical to the rulebook.

Magnetic Control and Telekinesis

Good, Activated, WIL

These mutations have a cost of a fatigue point per hour, or fraction of an hour, of use. Both move objects according to

the magnetic control entry in the rulebook.

Telekinetic Blast

Good, Activated, WIL

I reduced this to a Good mutation.

Telepathic Blast

Amazing, Activated, PER

Damage is increased to a WIL feat check by the target: M d4+2w, O d6+1s, G d4+1s, A d4s

(Continued from page 17)

Fire Control- Targeting Sensors, Threat Receiver, Autofire Program, Energy Use Sensor, Eye Movement Sensor, Life Sensor, Proximity Sanction Program, Sound Sensors
Built-in Weapons- Rocket Launcher, Attached Blades, Power Gloves

Defensive Options- Smart Trauma Pack, Energy Emission Filter, IR Absorption, Light Filter, Radar Scrambler, Self-Destruct Mechanism, Sound Filter, Suit Sealant

Force Field- Alpha 50 Particle Screen

Miscellaneous Options- Antigrav Conveyance Field, General Industries Floodlight, Holorecorder, RPV Kit, Strength Enhancement (STR 18)

- Weapons: Vibroblade w/ 2 clips (4 Energy Cells), Flechette SMG w/ 3 clips, Mark VII Blaster Rifle w/ 2 clips

Description

This terrifying warrior is the bane of all Gamma Knights who stalk Gamma Terra. The first and only transmission an armored warrior will receive from this mysterious figure crackles with static, as if coming from far away- "This is Worldwalker 8. I have pinpointed your location." A few weeks later, the Gamma Knight is attacked by an armored monstrosity, armed to the teeth with Ancient Technology. In all recorded instances of Worldwalker 8's appearances, this has always been the last battle the hunted Gamma Knight has ever fought.

It is unknown who Worldwalker 8 is or why he tracks and kills other armored warriors. He has ignored all attempts at communication and has slaughtered everyone who has ever attacked him with seemingly careless ease. As with Locust Red, the pilot of this battlesuit is an unknown quantity and should be avoided at all costs.



Gus' Tale

Moses "Wolfy" Wildermuth

Gus "Guzzler" Jenkins waved and smiled back at the two men, one woman, and the two children standing in the corn-mato field, with whom he had just spent the last several months since the Last Day encamped. The windows on his hover-Peterbilt cabin rolled up at the touch of the switch. Gus owed his life to them, and to one of them particularly. One of the two men had saved Gus' and all the other's lives on those Last of Days when the nukes went off in the cities. He had built a shelter inside the hover-truck's trailer, and dragged Gus and the others inside. That man's name was Mike, but Gus just called him Doc most of the time. Mike was not really a doctor, he had been `suit', a corporate muckety-muck from the cities. Gus and suits generally did not get along very well, but everything changes when the world as you know it ends, and survival is at stake.

The other people standing there, Alex and Jan Jones and their two children, were in a similarly bad way, after the blasts, and Mike had somehow saved them all. They were the statistically "perfect" family unit- dad, mom, and son and daughter. Gus did not ask Alex or Jan, but he had assumed that the Jones' had used embryonic genetic therapy to enhance their children's natural intelligence and physical fitness, and to guarantee the children's sexes. Gus always preferred the more natural ways of making babies.

It was rough during the first month or so after the Last Day, while `Doc' Mike kept trying to log on to the World-Net and nursed the rest of the group back to health. After recovery, they all tried to get a grip on what had happened, not only to the world, but to themselves. They had all gained some powers, except for Mike. Mike was lucky, and came away unscathed on the Last of Days. He seemed almost disappointed when he could not find any new abilities in himself. Gus had gained immense strength, endurance and muscle mass. Alex Jones could start fires, Jan could read minds, their boy got rubbery, stretchy bones and the little girl could vanish into thin air. None of them seemed to know what to do, so they all just stayed there in the back of the trailer, waiting for the com-links to open and the sky to clear, but neither of those things happened. When those horribly damaged and deranged survivors, whom they would call ghouls, attacked, it had taken every bit of Gus' strength and the others' new abilities to fight them off. They all knew it was time for the group to split up.

Giving them the thumbs-up and blowing them a short

blast on the truck's air horn, Gus hovered off into the gloom that had overtaken the world. He had spent most of the night before and some of the day removing the inhibitors from his turbo-motors, so that un-tethered from the trailer, the hover-cab moved with excellent speed and maneuverability. Gus cut across a field and headed north. He knew exactly where he was going to go. They had each chosen a small, out of the way town to head for, hoping that the devastation they had witnessed was limited to the major cities. He had chosen Rosemont. Rosemont was a small rural town, where he had met a woman years ago. Her name was Anne-Marie. She was married to a skinny, brainiac, retro-hippy scientist type of guy. Not usually her type, but he had a lot of money and had been persistent. She and Gus met at a truck stop in Rosemont and had been instantly attracted to each other, one thing had lead to another, and they had become lovers. She and her husband had a well-defensible farm, and he thought, with any luck her husband, Ned Shepherd, would have been on one of his frequent agro-business trips to Sioux City. Ned would be dead or worse (one of the ghouls), and Gus would be just what Anne-Marie would need right now, he grins to himself. Just wait til she gets a load of me, Gus thinks to himself as he exits a field of genetically enhanced soy-broc-falfa and takes to a little known dirt road. Gus flexed his newly acquired bigger biceps, and smiled again as he thought about how the unholy rads and mutie bombs used on that Last Day made the genescientists' best work pale by comparison! He was huge and it was all solid muscle.

He had seen no other living soul on his journey, only the agro-bots working the fields, valiantly trying to save their crops, badly damaged by lack of sunlight, without human intervention. What started as steady rain quickly turned into an ice cold lightning hail storm. The fans on his Peterbilt began throwing clumps of brown and black mud from the road surface. Visibility became almost non-existent. The lightning flashed eerie translucent green and blue light, as he pulled over into an open field near the road to wait out the storm. Gus' cab was a double sleeper, and he had spent countless nights in its bunk, but this time felt different to him from all the others. There was no dispatcher to call, and no log entries to file; he was truly alone in the world this night, for the first time ever.

He shut down the hover fans and parked, but kept the generator running to power the vehicle's light shielding and other small electrical devices. The shielding's inherent ability to scatter and reflect energy and sub-atomic particles was probably the difference that gave him su-



per-strength, instead of being burned to a crisp or turned into a ghoul by the devastation of the Last Day. The shielding was designed to protect the vehicle, driver, and other property in case of collision or accident. It was also integrated into the trucks security system. It would alert him if anyone, or anything, approached the cab while he rested. WorldNet was still down, so there was no way for him to know what was happening outside this little field. A huge swath of green lightning raced across the sky, striking a swollen blue cloud, and suddenly turning bright pink across the wet sky, "Kraaak- Boooooom!" from overhead shook the truck-cab, muffled somewhat by his shielding. Gus looked outside during that brief instance of multi-colored brilliance, and to his relief saw nothing at all.

Turning off the WorldNet com-system, Gus programmed the console to play a selection of pre-recorded digital music, and brought the standard issue Mark V blaster pistol out from its hiding place under his bunk. Now, more than ever, he was glad he had managed to steal it during his service in the Global Marines. Power to the weapon had been fully restored from the truck's generator. He had had to use it during the ghoul attack. Doc Mike and the others swore they would never tell any one Gus still had it, not that it seemed to matter any more. Placing the blaster on the shelf near his head, he next inspected his old-style double barrel 12 gauge shotgun. It had been his grandfather's, and had been kept in excellent condition throughout the years. Right now, however, it was no more of use than a sturdy club. 'Doc' had fired off the last four rounds into that crowd of ghouls, before they finally backed off. He replaced it under the bunk, as another lightning bolt flashed across the sky and the rain and hail pelted his shielding.

That was the last he remembered. His dashboard chronometer read 6 hours later when he awoke suddenly and feeling refreshed. The storm had long ended, and looking out the cab windows he could see deer grazing near a clump of trees just at the edge of his vision and a squirrel going about its business in the constant gloom. The console was still repeating the songs he had chosen before falling asleep, so he pressed the series of buttons that would turn off the music and logon to WorldNet. WorldNet was still down; no audible, visual, or data channels were available, nothing. The shield generator was still operating at full strength, as he started the Peterbilt's hover motors. The deer vanished as the fan began to spin and the turbines started to whine. Gus used the vehicle's built in water reclamator, to quickly wash his face and hands. He was hungry and thirsty, but there was little to eat and the thought of drinking reclaimed

water still made him gag. He would have liked to have had a simple cup of coffee and cheese danish, but settled for a freshly picked corn-mato, as he got back on the dirt road and headed more-or-less west. If all went well, he would be at Anne-Marie's by lunch time. Suddenly the world seemed less bleak, he grinned and gunned the turbines, throwing mud and small stones in his wake.

The dirt road eventually turned north again and eventually narrowed to the 3 mile long drive leading to Anne-Marie's farm house. Making his way through the muck and gloom, he came upon a blind curve, purposely blocked by huge tree trunks. The truck came to an abrupt, screeching halt. Flashing red emergency lights immediately came on, both inside and outside of the cab. His console lit up, squawking "You have been involved in a class 4 accident. Do not leave the area. The authorities and medical personnel are being notified", while his comm-unit futilely attempted to logon to WorldNet.

Gus was slightly disoriented, the blockade of cut logs had come up out of nowhere. His shield generator was still functional at half strength, and there was no damage to the cab. Unable to turn off the emergency protocols for at least 45 minutes after an accident, Gus pulled the cab over to the edge of the road, where the ground was a little more solid, and parked. He looked around and saw no one, so he turned off the shield generator and stepped out into the mud. With his great strength, Gus quickly removed the roadblock, and then drove the truck past it. He got out again and put the roadblock back into place. There was still just 2 miles to go.

When Gus approached the large family farm house and garage structures, the duralloy gate was closed and Ned was standing there with his gun. Ned preferred laser weapons, and he carried a hi-powered laser hunting rifle with scope, pointing it at the cab as Gus approached. One or two well-placed shots would take out his truck's shielding. Oh well, Gus thought, it was too late to turn back now. He stopped the truck, lowered shields and rolled down the side window, "Hey Ned, it's just me.". Ned marched silently up to the side of his cab, until the end of the laser rifle was point blank in Gus' face, "I told you never to come back here, you damn S.O.B."

"Now, now, Ned," Gus drawled, then suddenly grabbed the other man's rifle and snapped the hardened plasteel barrel in his hand like he was snapping a pretzel stick. "I think you said, 'don't come back here unless it's the end of the world, you damn S.O.B.', and well here I am. Besides I couldn't leave Anne-Marie out here... unprotected." Ned was completely infuriated. He was jumping



and cursing like a scarecrow with a squirrel in his shorts. He threw the broken rifle into the tree line and challenged Gus to get out and fight him. Gus was laughing so hard, he did not see what happened next. Gus suddenly found himself face down in the mud with Ned on his back and something snake-like wrapped around his neck. Then Gus realized, the 'snake' was Ned's right arm; Ned had been changed and had rubbery bones like that Jones' kid. Gus was able to stand and searched his neck with his huge hands looking for a way to break Ned's hold. He tried to jab Ned in the rib's with his elbow, but the man's ribs absorbed the blows like old rubber tires and the backlash made them both fall again. There was a sound coming from the house as he struggled with Ned in the mud. Anne-Marie had come out to stop the fight. She came close and yelled one single word, "STOP!", and Gus suddenly could not move. Ned's struggling had similarly ceased. Gus tried to lift his head to look up at Anne-Marie, but his muscles simply did not respond.

Anne-Marie had gained a power to paralyze others, and they were frozen until she released them. "Get up and go to the house, Ned." The pressure around Gus' neck lessened and the snaky arm uncoiled from around his neck, "I had you Gus. Remember that." Ned said as he stomped off toward the house. Anne-Marie approached Gus and released her hold on him, "Go to you truck for now. Don't leave, just yet." She said, "I'll come out, and we can talk later." Gus merely nodded, and went to his cab to clean up and change out of his muddy clothes.

Gus waited outside in his truck until way past supper time, when Anne-Marie came out to bring him a plate of food. It was the first real meal he had in months, and he relished every bite as Anne-Marie went back inside. She returned two hours later with her decision. Gus would stay with them in the guest room, and he and Ned would have to work out their differences and get along. She felt they would be better able to survive with two men than only one. They not only survived, they prospered. She loved both men and bore many children for them over the years. That is how the Shepherd-Jenkins Clan, one of the most influential families of the Seekers, began almost 400 years ago.

Allisa Shepherd-Jenkins closed the ancient, tattered journal, and excused her students to their next session.

About Old Sage Mike

Moses "Wolfy" Wildermuth

During the Long Night, early in the times of the Shadow Years, I learned of the gift bestowed upon me by the unholy blasts that I had witnessed on the Last of Days. Its' true nature would take much longer to comprehend. I could not die.

The world then was in perpetual twilight and generally cold. Although some of the weather satellite network had been destroyed on that Last Day, the remaining were still attempting to perform their duties. Their robotic brains had not been programmed to operate under such harsh conditions, so their attempts at controlling the weather was a mixed blessing. On one hand, their presence probably prevented a global ice age and saved many lives; on the other hand, the rain and snow they brought was nearly always laced with poisons and radioactive dust.

After saying farewell to Gus in his hover truck and Alex and his family in their sub-hover-van, I loaded the back of my hover-vette with supplies that we had salvaged from the other now unused vehicles along the side of the road, and a good supply of the corn-matos, then headed south. All communications, including World Net, were still out, so we had to assume all major cities had been hit. Using this logic, we plotted our courses using a map found in the glove compartment of an old hover-wagon with a broken shield generator. Its' former occupants, without benefit of the shield, were dead within hours of the blasts. We picked the smallest towns we could find on the map and headed for them. Cutting across the fields of corn-matos, I began to see agro-bots working the fields as normal. I stopped and looked for their human supervisors' hover truck, but did not see one. Continuing on, I found the farmhouse, but after approaching, the humanoid figure in the headlights was one of the ghouls that had attacked us two days earlier. Others were coming out of the house and barn as I slammed the turbines into low gear and floored the accelerator.

Civilization has many definitions. After the scare at the farm, I avoided other isolated homesteads and I saw no other drivers on the roads. I proceeded as planned to the town I had chosen - Springfield. I had never been there before, but the map showed it to have a population of under 50,000. Surely it would not have been a target. Arriving at the outskirts of Springfield within a few hours, I encountered a barricade of yellow striped saw horses with battery powered flashing lights. I stopped the vette and reached for my net-phone to contact the others, when I



heard a voice, "Phones still don't work." Looking up and out of the window, I saw a man in a brown law enforcement officer uniform accompanied by two police bots. The man was carrying an old style shotgun and a stun rifle in his four arms. The extra two arms were protruding from ripped seams in his khaki shirt. A number of his lower ribs had fused and formed an extra set of shoulders giving Sheriff George a barrel like appearance.

After a brief exchange with the 4 armed human officer, while his robotic partners scanned and searched my vette, I was allowed to enter the city. The officer told me of a boarding house, incidentally owned by his cousin, that may still have rooms for rent, while eating one of my freshly picked corn-matos, so I headed across town. Establishing myself finally, I moved my supplies to my one room/shared bath apartment and assessed what I had learned from the sheriff and my new landlords. Although Springfield was not hit by any of the nuclear exchange, much of the city's water was still supplied by above ground sources. When the purification plant upstream was destroyed, the town was nearly instantaneously toxified. A third of the town's people died and were still being buried. Very few were unaffected; most were changed somehow. The local doctors were merely treating the effects and marveling at the transformations. As for details on what actually happened on the Last Day, they were as baffled as I. The World Net had suddenly gone dead, right in the middle of the morning news. As it seemed I had little choice, I decided to stay in Springfield. The World Net never did recover, and I could only hope Alex and his family and the big hover trucker, Gus, had managed to find suitable places to resettle.

Money became worthless almost immediately. This really did not matter much to me as I had carried little hard cash with me in those days. To pay for my room and board, I became my landlord, Jim's, assistant. It was then I realized how little I really knew about work. Without the flow of goods and replacement parts from the big cities, common items started becoming scarce. The people, always innovative, found ways around most problems, and we all shared and made do with what we had. Many people now also had new abilities that naturally made all of our lives easier. Though still dark and colder than normal and lacking some of our old high tech forms of entertainment, our lives seemed almost to return to a normal pace. In some ways, we even seemed better off. Until one day after about four years, I volunteered to take my hover-vette over to the nearby town of Webston to see how they fared and to try to establish some sort of trade. Although at that time, I still counted myself among the few who did not

change, many in Springfield marveled at how I had appeared not to show my age or even to catch the common cold, year after year. But long life, slowed aging and good health were common in my time, and I had been wealthy and privy to the finest medical care. On this trip to Webston, however, I learned I could not be killed.

The short drive to Webston was both reassuringly and strangely uneventful. I could see the robots still working the fields in the twilight, unattended, and I wondered where the food stuffs were going after all this time. I made a mental note of that question, as my personal data assistant had lost its hard drive control chip some months earlier. A few small unidentifiable creatures were seen scurrying across the roads, and a small group of diminutive deer with large glowing eyes, lifted their heads toward the vette as I passed. Approaching the town, I had been expecting a roadblock and a generally friendly greeting similar to the sheriff's back in Springfield. Instead, the main road into town appeared deserted. As I drove around the unfamiliar small town, I saw no one clearly, but I thought I saw shadows move within one of the old store fronts. Fearing another pack of ghouls, I turned the vette around and thought about how to break the bad news to them back in Springfield.

Suddenly I heard a "POW!" , and the back window of my vette shattered, sending chunks of tinted safety duraglass everywhere. My head hit the steering controls as my shoulder and back was assaulted by a massive force. Someone had fired a blaster. It penetrated the car's shielding, disintegrated the shoulder rest of my seat and nearly took my head off. The Shadow Wars had already begun and the Reign of the Gamma Knights was soon to follow. My heart racing a mile a minute and blood covering my seat, I once again dropped my tortured electric turbines into low gear and raced through the shadowy streets out of town. My vision was blurred at first, but improved as I calmed down, and despite the pain in my chest and back I reached Springfield safely.

When I arrived the sheriff ushered me right in. I drove myself straight to the local medical center. The medibot and android nurses who were on duty gave me doses of trimorphedrine and accelera, while taking my vitals and hol-oray scans of my badly damaged torso. They immediately sent runners to awaken the chief surgeon and head nurse. The robotic anesthesiologist was also being brought online. My right lung, part of my ribcage and part of my heart had been obliterated. Their programming indicated that I should already be deceased. When the chief sur-

(Continued on page 33)



Robots for 5th Edition Gamma World

Derek Winston

COMPANION UNIT

STR 5 (d4+3) INT 10 (2d4+5)
DEX 17 (2d6+10) WIL 12 (2d6+5)
CON 4 (d4+2) PER 10 (2d4+5)
Durability: -/6/-/- Action Check: 14/13/6/3
Move: Sprint 30, Glide 20 # Actions: 2
Reaction Score: Ordinary/1

Attacks Skill Roll Damage Type

Tentacle 5/2/1 (+1 step) d4-1s/d4s/d4+1s LI/O

Defenses

-1 step penalty vs. melee Attacks
+4 step bonus vs. ranged Attacks
Immune to mental Attacks
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage.
Construction: d6 LI/ d4-1 HI/ d6-2 EN

Skills

A single Science skill from the Intelligence
Skills list (10); Awareness (12)

Equipment

Tractor/presser beams (manipulate loads of 50 kg at a 3 meter range)
Comm gear (10 km range)
Sensors: infrared, ultraviolet, microscopic (x100), telescopic (x100)

Description

Companion units are 1/2 meter tall floating blue ovals set with lenses all around the front and a short tentacle dangling underneath.

A companion bot's primary task in the Ancient Ages was to act as an aid to a scientist in a lab. In the Gamma Age, they are often used as valets and forward scouts to those fortunate enough to own them.

Companion units are not particular about who they serve; they are activated by the sound of their owner's voice, or by a new voice if left idle for more than 30 days. They will serve PSHs, mutants, sleeth, etc. (anyone who has a voice to command them).

DEATH MACHINE

STR 15 (2d4+10) INT 9 (2d4+4)
DEX 8 (2d4+3) WIL 10 (2d4+5)
CON 18 (2d4+13) PER 9 (2d4+4)
Durability: -/27/-/- Action Check: 9/8/4/2
Move: Fly 48, Glide 32 # Actions: 3
Reaction Score: Marginal/2

Attacks Skill Roll Damage Type

Mark XI Blaster Cannon 15/7/3 d8+1w/d8+4w/d8+1m EN/G
Black Ray Cannon 15/7/3 d6+4w/d6m/d8+1m EN/G
Mark VII Battery 8/4/2 (-3 step) d6+7w/d8+9w/d6+7m EN/G
Trek Gun 15/7/3 Disintegration EN/O
Laser Battery 8/4/2 (-4 step) d6+9w/d6+11w/d4+9m EN/O
Rocket Launcher 15/7/3 (+1 step) d6w/d4+3w/d4m HI/G
Fusion Bomb 15/7/3 (+1 step) d10w/d6m/d8+2m within EN/G
600 meters, 1/2 up to 6km

Defenses

+3 step bonus vs. melee Attacks
Immune to mental Attacks
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage
SCM-16 Capacitor Screen (Provides Good Toughness vs. LI and HI Attacks and Amazing protection from EN Attacks. Also automatically reduces damage from Attacks before armor takes effect: LI 4s/2w/1m, HI 4s/2w/1m, EN 6s/4w/2m).
Duralloy Construction: 4d4+2 LI/ 4d4+2 HI/ 6d4+3 EN

Skills

Armor Operation (15)- powered armor (18), Heavy Weapons (15); Ranged Weapons (8); Navigation (9), Tactics (9); Awareness (10)

Equipment

Weapons: 2 Mark XI blaster cannons (500/1000/2000 meter range), 6 black ray cannons, 16 batteries of 4 Mark VII blaster rifles (100/200/400 meter range), 4 trek guns, 8 batteries of 5 laser rifles, 6 rocket launchers (10 missile rack), fusion bomb launcher (50 bombs, 1000/2000/3000 meter range)
SCM-16 Capacitor Screen (Stardrive Arms and **Equipment** Guide, pg 77)
Energy Dampening Field (automatically kills all robotic units and energy-using de-

vices in a 30 meter radius)

Description

Death machines are 8 meter tall egg-shaped robots, with dozens of knobby protrusions and gun turrets across the surface. It floats on antigrav pods. It's gun ports constantly move, pinpointing anything that comes to the attentions of the robot's sensors.

During the Ancient Ages, death machines were amongst the most terrifying things a man could see on the battlefield. Unfortunately, things have not changed much in the Gamma Age- these engines of destruction still travel across Gamma Terra, searching for targets long since destroyed. Death machines only acknowledge PSH and android military personnel. A common soldier can move the robot or have it perform menial tasks. Only a military supervisor can give it a military objective. Death machines ignore civil authorities of all kinds.

ECOBOT

STR 13 (2d4+8) INT 4 (d4+1)
DEX 8 (2d6+1) WIL 4 (d4+2)
CON 12 (2d4+7) PER 4 (d4+1)
Durability: -/18/-/- Action Check: 7/6/3/1
Move: Sprint 14, Run 10, Walk 4 # Actions: 2
Reaction Score: Marginal/1

Attacks Skill Roll Damage Type

Fist 13/6/3 d4+2s/d4+3s/d4+4s LI/O
Stun Ray Pistol 12/6/3 see **Description** n/a
Chainsaw 13/6/3 (+2 step) d6+1w/d6+2w/d4m LI/O

Defenses

+2 step bonus vs. melee Attacks
Immune to mental Attacks
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage.
Construction: d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

Athletics (13), Unarmed Combat (13); Ranged Weapons (8)- pistols (12); Life Sciences (4)- botany, zoology (15)

Equipment

Weapons: stun ray pistol, 50% chance for a chainsaw
Videorecorder w/ an infrared sensor, flashlight



The Apocalyptic Post

The Robotic Enemy
- Derek Winston
Robots for 5th Edition Gamma World

Comm gear

Half of the ecobot's torso is a storage container (100 liters) to carry feed, water, seeds, etc.

Description

Ecobots are humanoid, save that they have four evenly-spaced arms. They have a polite but firm male voice.

Ecobots are normally found on farms and parks. In the past, they were charged with the task of caring for the land and animals on the grounds. They continue these tasks in the Gamma Age, though their programming is often corrupted.

Any PSH or android can command an ecobot to perform any menial or landscaping task, or to temporarily stop whatever it is doing. A PSH or android identified as a supervisor can command the ecobot to perform non-farm or -park related tasks, so long as it does not leave the farm or park property. Only a PSH or android identified as a programmer or military/civil authority can get the robot to leave its territory. Ecobots do not recognize other species of creatures- mutant animals find themselves shooed off the landscaped areas or stunned and put into pens, and mutant plants might find themselves "trimmed" if they are "growing" in the wrong place.

EXTERMINATOR

STR 15 (2d4+10) INT 15 (2d4+11)
DEX 11 (2d6+4) WIL 15 (2d8+6)
CON 16 (2d4+11) PER 13 (2d4+8)
Durability: -/24/- Action Check: 14/13/6/3
Move: Sprint 28, Run 18, Walk 6 # Actions: 3
Reaction Score: Ordinary/2

Attacks Skill Roll Damage Type

Fist 15/7/3 d4+3w/d4+5w/d4+7w LI/O
Weapon as per weapon

Defenses

+3 step bonus vs. melee **Attacks**
Immune to mental **Attacks**
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage
Construction: 3d4+1 LI/ 3d4+1 HI/ 2d4+1 EN

Skills

Athletics (15), Heavy Weapons (15), Melee Weapons (15), Unarmed Combat (15); Manipulation (11), Ranged Weapons (11), Stealth (11)- shadow (16), Vehicle Opera-

tion (11)- air vehicle (12); Movement (16); Demolitions (15), Knowledge (15), Navigation (15), Tactics (15), Awareness (15), Investigate (15); Interaction (13)- Intimidate (16)

Equipment

Videorecorder, infrared and ultraviolet sensors
Exterminators make use of weapons and **Equipment** acquired during their travels.

Description

An exterminator is a humanoid robot covered with a layer of human skin, making it identical to a PSH. As it is damaged, the skin is torn away to reveal the skeletal robot beneath.

The original purpose of the exterminator is unknown. It appears to be a robotic assassin, hunting down a single target and eliminating anything that gets in its way. Who programmed them and why is unknown, as is the programmer's criteria for selecting targets. Once the exterminator destroys its target it departs, presumably to report its success to its master. Exterminators ignore the commands of all creatures, and is in fact likely to slay any creature that crosses its path. They never communicate with anyone.

HOUSEHOLD ROBOT

STR 10 (2d4+5) INT 5 (2d4+1)
DEX 9 (2d6+2) WIL 6 (d4+4)
CON 12 (2d4+7) PER 5 (2d4)
Durability: -/18/- Action Check: 8/7/3/1
Move: Sprint 18, Run 12, Walk 4 # Actions: 2
Reaction Score: Marginal/1

Attacks Skill Roll Damage Type

Hand 10/5/2 (+1 step) d4+2s/d4+3s/d4+4s LI/O

Defenses

Immune to mental **Attacks**
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage.
Construction: d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

None (or any programmed)

Equipment

Fire extinguisher, comm gear, flashlight.
A household bot has a video screen on chest. Generally, any security cameras in

the household can be displayed on the household bot's vidscreen on request.

Description

Household robots appear to be metal people. They have a low-key, deferential male voice.

In the Ancient Ages, household robots were domestic servants and valets. They may continue to provide these services in the Gamma Age, though their programming might be corrupted.

Household robots are very polite and will perform harmless tasks for PSH and androids unless it already has a task, the request would cause harm to people or property, or the task would leave strangers unattended in the robot's home territory. It ignores animals and plants unless they make a nuisance of themselves (shooing animals off the furniture, for instance).

MEDIBOT

STR 9 (2d4+4) INT 12 (2d4+7)
DEX 12 (2d6+5) WIL 13 (2d6+6)
CON 10 (2d4+5) PER 11 (2d4+6)
Durability: -/15/- Action Check: 13/12/6/3
Move: Fly 48, Glide 32 # Actions: 2
Reaction Score: Ordinary/2

Attacks Skill Roll Damage Type

Manipulator 9/4/2 (+1 step) d4s/d4+1s/d4+2s LI/O

Defenses

+1 step bonus vs. ranged **Attacks**
Immune to mental **Attacks**
Immune to Fatigue and Stun damage,
Mortal damage treated as Wound damage.
Construction: d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

Knowledge (12)- first aid (20), Medical Science (12)- surgery (20), treatment (20).

Equipment

Medical gear to monitor and care for the patient. A weak force field covers the patient to control the air quality. Restraints are also available for unwilling patients.
Comm gear

Description

Medibots look like steel coffins without lids. The patient lies within, and the sides slope away to prevent a closed-in feeling. The bulk of the medical **Equipment** and sensors is underneath the unit, giving it



another 1m of depth. Six manipulators line either side of the bot, and various read-outs, lights, and gauges line the outer edge of the unit. The whole thing floats on antigrav pods and has a soothing female voice.

Medibots cared for the sick and injured during the Ancient Ages, and continue to do so in the Gamma Age (though their programming may have been corrupted).

PSH or androids identified as nurses can request the status of patients, assign patients to a bot, or release patients. PSH or androids identified as doctors can direct the care of patients. Civil/military authorities can direct medibots to persons in need of care, so long as the bot does not already have an occupant. PSH and androids can be taken care of normally, but humanoid mutant animals and mutants must make a Personality feat check to be identified and treated. Non-humanoid animals and plants are ignored.

POLICE ROBOT

STR 15 (2d4+10) INT 11 (2d4+7)
DEX 12 (2d6+5) WIL 13 (2d6+6)
CON 16 (2d4+11) PER 11 (2d4+6)
Durability: -/24/-/- Action Check: 13/12/6/3
Move: Fly 48, Glide 32 # Actions: 3
Reaction Score: Ordinary/2

Attacks Skill Roll Damage Type

Fist 15/7/3 d4+3s/d4+4s/d4+5s LI/O
Laser Pistol 16/8/4 (-1 step) d4+1w/d6+1w/d4m EN/O
Stun Ray Pistol 12/6/3 see **Description** n/a
Stun Grenades 15/7/3 d6s/d8s/d8+2s EN/O

Defenses

+3 step bonus vs. melee **Attacks**
+1 step bonus vs. ranged **Attacks**
Immune to mental **Attacks**
Immune to Fatigue and Stun damage, Mortal damage treated as Wound damage.
Construction: 2d4 LI/ d4+1 HI/ d4 EN
Alpha 50 Particle Screen: provides extra armor (d6-3 LI/ d6-2 HI/ d8-2 EN), blinks out when police robot fires its own weapon.

Skills

Armor Operation (15)- powered armor (18), Athletics (15), Heavy Weapons (15), Unarmed Attack (15); Ranged Weapons

(12)- pistol (16); Knowledge (11)-first aid (15), Law (11)- local justice (16); Awareness (13), Investigate (13); Interaction (11).

Equipment

Weapons: Laser/Stun Ray pistol, grenade launcher w/ stun grenades
Alpha 50 Particle Screen (Stardrive Arms and **Equipment** Guide, pg 77)
Comm gear, flashlight, loudspeaker, handcuffs.

Description

A police robot looks like a motorcycle cop without legs or a bike. It is a floating torso (antigrav pods) with two arms and a head molded to look like a helmeted head. It can extrude a padded seat behind it to carry a passenger, with restraint straps to strap prisoners to the seat.

Police robots were used to prevent a crime and apprehend criminals, using the minimum force necessary; if the criminals are armed with assault rifles, minimum force can be quite deadly. They presumably carry out the same tasks during the Gamma Age, making them hazardous to explorers of ruined cities.

Any PSH or android can direct a police robot to the scene of a crime or accident. A PSH or android identified as a supervisor can direct a police robot away from the scene of a crime, but only if there are other police robots or personnel there to attend to it. Police robots will obey all orders from civil/military authority cards, even destructive ones. Police robots treat people engaged in non-criminal activities with respect and courtesy and can offer aid and assistance if asked.

ROBOT TANK

STR 15 (2d4+10) INT 4 (d4+1)
DEX 5 (2d4) WIL 4 (d4+2)
CON 15 (2d4+10) PER 4 (d4+1)
Durability: -/22/-/- Action Check: 5/4/2/1
Move: Sprint 60, Run 40, Walk 10 # Actions: 2
Reaction Score: Marginal/2

Attacks Skill Roll Damage Type

Tentacle 15/7/3 d4+3w/d4+5w/d4+7w LI/O
Mark XI Blaster Cannon 15/7/3 d8+1w/d8+4w/d8+1m EN/G
Laser SMG 12/6/3 (-1 step) d6w/d6+2w/d6m EN/O

Defenses

+3 step bonus vs. melee **Attacks**
-1 step penalty vs. ranged **Attacks**
Immune to mental **Attacks**
Immune to Fatigue and Stun damage, Mortal damage treated as Wound damage.
Cerametal Armor: d8 LI/ d8 HI/ d8 EN
Can be sealed airtight with a 30 minute supply of air

Skills

Heavy Weapons (15), Unarmed Attack (15); Ranged Weapons (5)- SMG (12); Navigation (4)- land (12), Tactics (4)- cavalry (15), infantry (12); Awareness (4)- perception (12)

Equipment

Weapons: Mark XI blaster cannon (turret), 3 laser SMGs (2 mounted on sponsons on either side, one atop the turret)
Jump jets (can jump 5m in the air for one round at a time, useable 1/10 minutes)
Searchlight, comm gear

Description

Robot tanks look like ordinary tanks, save for the two three meter long tentacles on either side of the turret.

Robot tanks were used by military forces for heavy assault and to bolster infantry. They can still perform these functions in the Gamma Age, unless their programming has been corrupted.

Robot tanks only respond to PSH or androids, and then only to those identified as military personnel. Common soldiers can move the tanks or command them to perform menial tasks. Personnel recognized as tank captains can direct the robot tank to accomplish military objectives. It ignores all other creatures.

SECURITY ROBOT

STR 13 (2d4+8) INT 6 (2d4+1)
DEX 11 (2d6+4) WIL 6 (d4+4)
CON 12 (2d4+7) PER 5 (2d4)
Durability: -/18/-/- Action Check: 9/8/4/2
Move: Sprint 24, Run 16, Walk 6 # Actions: 2
Reaction Score: Marginal/1

Attacks Skill Roll Damage Type

Fist 13/6/3 d4+2s/d4+3s/d4+4s LI/O
Stun Ray Pistol 12/6/3 see **Description** n/a



Defenses

Immune to Fatigue and Stun damage, Mortal damage treated as Wound damage.

Construction: 3d4 LI/ 2d4+1 HI/ d6+1 EN

Skills

Athletics (13), Unarmed Attack (13); Ranged Weapons (11)- pistol (14), Stealth (11); Law (6)- local justice (10), Security (6)- protection protocols (12); Interaction (5)- intimidate (9).

Equipment

Stun Ray pistol

Videorecorder w/ infrared and telescopic (x100) sensors

Comm gear, flashlight, loudspeaker

Description

Security robots are humanoid, to ease tension in dealing with employees of their former company. They have gruff, authoritative male voices.

In the Ancient Ages, security robots prevented unlawful entry onto company property and theft of the company's materials. In the Gamma Age, this programming makes them hazardous to explorers of the ruins of those facilities.

Upon sighting unauthorized activity, the robot will always give a warning before attacking, and uses the minimum force necessary. Any PSH or android can direct a security robot during normal working hours when there is no emergency. During an emergency or after hours, only a person identified as a supervisor can control the robot. The robot will also obey any military/civil authority. A security robot does not recognize other species- animals are kept out of the building, but otherwise ignored; plants are ignored altogether.

SENTRY

STR 5 (d4+3)

INT 9 (2d4+4)

DEX 17 (2d6+10)

WIL 10 (2d4+5)

CON 2 (d4)

PER 9 (2d4+4)

Durability: -/3/-/- Action Check: 14/13/6/3

Move: Fly 30, Glide 20 # Actions: 1

Reaction Score: Ordinary/1

Attacks Skill Roll Damage Type

None

Defenses

-1 step penalty vs. melee **Attacks**

+4 step bonus vs. ranged **Attacks**

Immune to mental **Attacks**

Immune to Fatigue and Stun damage, Mortal damage treated as Wound damage

Construction: d6-1 LI/ d6-2 HI/ d4-2 EN

Skills

Stealth (17); Awareness (10)- perception (16)

Equipment

Comm gear, videorecorder w/ infrared and ultraviolet sensors.

Description

Sentries are large floating spheres made of a hard plastic. It has three distinct zones- the underside consists of antigrav pods, the middle an array of audio and visual sensors, and the top a computer brain and transmitter.

In the Ancient Ages, sentries were used as inexpensive and tireless watchers of sensitive installations. They are still likely to act in this capacity during the Gamma Age, under the control of an installation computer.

Sentries only acknowledge PSH and androids that have been designated as supervisors, who can direct them to different areas or shut them down for maintenance. They ignore all other creatures.

WARBOT

STR 15 (2d4+10)

INT 9 (2d4+4)

DEX 8 (2d4+3)

WIL 10 (2d4+5)

CON 16 (2d4+11)

PER 9 (2d4+4)

Durability: -/24/-/- Action Check: 9/8/4/2

Move: Fly 48, Run 32 # Actions: 3

Reaction Score: Marginal/2

Attacks Skill Roll Damage Type

Tentacles 15/7/3 d4+3w/d4+5w/d4+7w LI/O

Twin Lasers 8/4/2 (-2 step) d6+3w/d6+5w/d4+3m EN/O

Grenade Launcher 15/7/3 as grenade

Rocket Launcher 15/7/3 (+1 step) d6w/d4+3w/d4m HI/G

Fission Cannon 15/7/3 d6w/d6+2w/d6m EN/G

Defenses

+3 step bonus vs. melee **Attacks**

Immune to mental **Attacks**

Immune to Fatigue and Stun damage, Mortal damage treated as Wound damage

Duralloy Construction: 3d4+1 LI/ 3d4+1 HI/ 4d4+2 EN

Alpha 50 Particle Screen: provides extra

armor (d6-3 LI/ d6-2 HI/ d8-2 EN), blinks out when warbot fires it's own weapon.

Cloaking Device (see **Equipment**)

Skills

Armor Operation (15)- powered armor (18), Heavy Weapons (15), Unarmed Attack (15); Ranged Weapons (8); Navigation (9), Tactics (9); Awareness (10)

Equipment

Weapons: twin laser rifles, grenade launcher (20 grenade rack, various grenades), rocket launcher (8 rocket rack), fission cannon

Alpha 50 Particle Screen (Stardrive Arms and **Equipment** Guide, pg 77), Cloaking Device (makes the warbot invisible; Awareness-intuition check w/ +1 step penalty to detect the warbot)

Ultraviolet sensors

Comm gear (w/ secure channels), video-camera

Description

Warbots look like 3 meter tall floating eggs. They have two tentacles at their base and a multi-barreled rotating gun turret on top.

The Ancients used warbots on the battlefield and to defend military installations. These dangerous robots can still be found performing these tasks, though time has eroded their programming.

Warbots only acknowledge PSH and android military personnel. A common soldier can move the robot or have it perform menial tasks. Only a military supervisor can give it a military objective. Warbots ignore civil authorities of all kinds.



MacGuyver-series Combat Field Support (CFS) Robot [PL 6] - 5th

Lord Irish

Combat field support robots first appeared on the battlefield during the mid-21st Century as the changing nature warfare made it all but impossible for human technicians to work effectively under combat conditions. Their function is to diagnose and repair mechanical systems on military robots and combat vehicles during combat, and to maintain these same systems during peacetime.

A typical CFS robot is equipped with tank treads, gripping and hoisting claws which allow it to maneuver heavy pieces of machinery, a retractable, dexterous robot hand outfitted with tactile sensors for fine manipulation, and a retractable arm outfitted with various tools (per the Toolkit, specialized entry on p. 140 of the Player's Handbook). Unlike civilian mechanic droids, CFS robots are significantly larger and heavier than human beings, standing between 2.5 and 3.5 meters tall (variable - the unit's "torso" is extendable) and weighing in excess of 500kg. They are lightly armed and moderately armored by the military standards of their day.

STR 16 INT 11

DEX 8 WIL 6

CON 14 PER 6

Durability: 14/14/7

Movement: Sprint 24, Run 16, Walk 6

Action Check: 12+/11/5/2

Actions/Round: 3

Reaction Score: Ordinary/2

Attacks Skill Damage Type

Fist Unarmed Attack d8s/d6+1w/d8+1w LI/O

Welding Torch* Melee Weapons d4+1w/d6w/d8+1w En/O

Rifle, 11mm ch. Ranged Weapons, Modern - Rifle d6+1w/d6+3w/d6+1m HI/O

* The welding torch ignites combustible materials on a Good success or better, inflicting d4-1w additional damage per phase until the fire is put out.

Defenses

resistance modifier vs. melee attacks +3

resistance modifier vs. encounter skills +1 (INT), 0 (WIL)

Body Type

Processor: Amazing (9 active memory slots)

Actuators: Servo

Casing: Carbonite Fiber d4 (LI), d4 (HI), d6-2 (En)

Chassis: 2.5 to 3.5 m tall

Data Port: Socket

Manipulators: Claw arms (x2), tool arms (x1), arms with hands (x1)

Propulsion: Tracks

Sensors: Holo, pickup/voicebox, tactile

Tools: Basic tool set, other tools as necessary

Key Skills: Armor Operation

Stamina

Computer Science

Knowledge - computer operation, military rules and regulations

System Operation

Ranged Weapons, Modern

Technical Science - repair 2, juryrig, robotics

Perks: Retractable Appendage (x2)

Flaws: Command Circuitry

Notes

This robot was created using the rules for generating robot heroes in chapter 6 of the Dataware accessory, and is based on the standard 50 points allotted for robot characters. Robots of this series are built around cutting-edge PL6 technology, which make them pretty standard in both the Star*Drive and Gamma World settings, and at least plausible in Dark-Matter.

Of course, the MacGuyver-series as presented here represents a robot in perfect operating condition, which certainly won't be the norm in the Gamma World setting. Be sure to pepper the robot with one or more of the flaws listed on p.78-80 of the Dataware accessory and get creative with its weaponry and equipment.

New Perk: Retractable Appendage

Cost 2, CON, Active

For every two points spent, the robot is able to completely retract a single appendage (arm, leg, or head) into its body casing. While retracted, the body part in question cannot be the target of a called shot. Retracted appendages are not necessarily apparent through casual observation, nor are they especially difficult to detect. A character actively trying to ascertain



The Apocalyptic Post

- Irradiated Errata

Age And Reproductive Capacities Of The Major Races In Gamma World - Any

Derek Holland

Herein is listed the age groups of some of the more important Gamma World races, based on the aging charts from the Alternity Game Master Guide. With minor tweaking these tables will work for all Gamma World rules editions.

The Age Group table lists adjustments to attributes for each age range, the Age Group Ranges table below it gives the age ranges for each race. "Number of Children" is per birth. "Percent Survive" is the percent of offspring that survive from birth. The reasons for the high infant mortality rates are due to the harsh conditions of Gamma Terra and the absence of "modern" medical technology. The rate is reduced also for those who are more strongly mutated or produce more young.

AGE GROUP TABLE

Age Group	Attribute Adjustments
Adolescent	-1 STR, +1 DEX, -1 INT, -1 WIL
Young Adult	none
Mature	+1 INT, +1 PER
Middle Aged	-1 DEX, +1 INT, +1 WIL
Old	-1 STR, -1 DEX, -1 CON, +1 WIL, +1 PER
Ancient	-1 STR, -1 DEX, -1 CON

AGE GROUP RANGES (by Race/Beast type)

Race	Adolescent	Young Adult	Mature	Middle Aged	Old	Ancient	Number of Children	Percent Survive
PSH	17	25	40	62	85	+2d12	1-3	95
MH	12	18	28	45	65	+d10	1-3	65
Ark	8	14	18	25	36	+d6	3-6	50
Badder	10	20	30	45	55	+2d8	1-4	65
Brutorz	5	12	25	45	70	+2d4	1-2	85
Carrin	8	25	35	70	90	+3d4	4-10	45
Dabber	5	12	25	36	45	+d6	1-4	65
Fen	4	15	30	45	55	+d8	30-80	25
Gren	12	18	28	45	65	+d12	1-3	70
Hawkoid	12	22	28	40	60	+d4	2-8	45
Hisser	6	18	30	45	80	+3d10	4-6	50
Hoop	5	12	18	24	30	+d6	3-8	65
Jaget	5	16	20	25	45	+d4	1-4	45
Katkin	5	20	23	29	40	+d12	1-4	50
Lil	20	40	60	80	120	+3d10	1-2	75
Orlen	12	18	28	45	65	+d10	1-2	65
Sasquatch	17	30	45	65	75	+d8	1-4	45
Sarbis	8	14	24	35	55	+d10	2-6	65
Sleeth	17	28	45	75	90	+d8	2-8	75
Thought Mas-	12	18	28	45	65	+d10	1-3	45
Wardent	18	25	50	80	100	+3d12	1-2	55

AGE GROUP RANGES (by Race/Beast type) Reproductive Capacities Only

Race	Number of Children	Percent Survive
Arn	30-40	10
Attercop	1000+	1
Bearcat	2-4	25
Blaash	50-80	10
Blight	20-100	5
Blood bird	4-8	20
Cal-then	40-80	5
Centisteed	1-2	30
Fleshin	600-1000	1
Gator	5-20	45
Hopper	3-8	10
Kamodo	10-20	1
Mantid	40-60	2
Parn	20-150	1
Podog	2-6	25
Rakox	1-2	30
Sep	5-10	5
Skeeter	200-800	1
Spiny	1-6	10
Squeecker	4-10	10
Terleen (Terl)	100-600	1
Thunderbird	1-3	55
Yexil	1-2	60



Giant Insects in Gamma World - Any

(some 4th & 5th specific rules)

Derek Holland, Chris Conboy

Giant insects have been in Gamma World since the first edition with such beasts as pawns and cal-then. Here is some general insect information and my personal house rules (5th and 4th edition) for using giant insects in Gamma World campaigns.

Maturity Types

Insects can be either adult or immature. Adults are the reproductive form and immatures are the growing stage.

Four Types of Immature Insects

- 1) Young: Identical to the adults except for smaller size. (e.g. silverfish)
- 2) Nymphs: Have some obvious differences from the adult, usually the absence of wings. (e.g. grasshoppers and termites)
- 3) Naiads: Aquatic nymphs that can have major differences from the adult. (e.g. dragonflies and mayflies)
- 4) Larva: Totally different from the adult, most are worm-like. (e.g. beetles, flies and ants)

Stages of Growth (Instars)

Each immature insect (i.e. young, nymph, naiad or larva) goes through stages of growth called instars. Each instar is punctuated by shedding the skin. The number of instars can vary from 6 to 50+, with the more primitive insects having more stages.

In some insects, especially the moths and butterflies, each of the instars looks different. This allows would be "bug hunters" to know the age of their quarry and how dangerous it may be. Several insects provide parental care for the eggs and nymphs. Some go so far as to die just before the nymphs leave the last instar to become adults. Other insects, mantids among them, will eat their young or the young eat each other. This is not very common and only occurs in voracious, solitary predators.

Eggs

Most insects produce large numbers of offspring, from 20 to 20,000. Those with the higher numbers do not take care of their offspring. In giant insects there would likely be a reduction of egg numbers and better adult care. Those that do not protect their eggs lose many from competition and nest raiders. Some insects spread their eggs about but many will find a suitable spot to lay the eggs.

Some wasps will capture katydids or spiders and leave them paralyzed in a burrow with a single egg. With the size increase, these typical prey could easily be replaced by humans and other large mammals.

Lifespan

Usually insects have a short existence as immatures- from 2 weeks to 2 months, but there are many exceptions- the most famous are the 13 and 17 year cicadas. This allows GMs to hide immature insects away even if the adults are killed off. Adult insects also have a varying life span from a few hours to several years. To survive the winters, some have evolved the ability to freeze solid and then revive.

Anatomy/Physiology

Insects have a head, thorax and abdomen as well as wings (absent in some orders and families), legs, and antennae, which have been altered by evolution to a myriad of forms. Some of the more interesting real possibilities of physiology are:

- Exoskeletons containing metals
- Hard radiation won't cause ill effect
- 100+ atmospheres of pressure won't cause ill effect
- Walk on water
- Detect a mate 4 miles away
- Detect movement to within 1/50 of an inch (i.e.: the object only has to move 1/50 of an inch to be detected)

And much much more. A GM could create just about any nonmutational power for an insect and it might actually exist.

Sociology

Insects have many levels of social behavior. To quote E.O. Wilson, from *The Insect Societies* there are 5;

1. Subsocial- the adults care for their own nymphs or larvae for some period of time;
2. Communal- members of the same generation use the same composite nest without cooperating brood care;
3. Quasisocial- members of the same generation use the same composite nest and also cooperate in brood care;
4. Semisocial- as in quasisocial, but there is a reproductive division of labor, that is, a worker caste cares for the young of the reproductive caste;
5. Eusocial- as in semisocial, but there is an overlap in generations so that offspring assist parents. The only true eusocial insects are the termites, most ants, and some bees and wasps.

A GM could produce many types of nests with this information.

Nests

There are many different types of insect nests, I will go over 3 of the most common or well known.

The **Underground Burrow** is used by most insects. It's usually made up of a single tunnel with or without an enlarged area for resting. Some, those used by communal insects, are called galleries; these are tunnels with many side tunnels, each with its own occupant. The most complex are ant nests, which hold chambers for food storage, dumps, dead bodies, brood care, and water traps. Note there will be no lighting and possibly all the tunnels are smaller than humans can fit to do so is up to the GM of course.

The **Paper Nest** is used by certain families of wasps. It is made up of wood pulp and saliva and tend to be flammable. These are quite visible and must be supported structurally, I would suggest giant trees or rocky cliffs.

The **Termite Mound** is found in tropical plains and are made up of soil and saliva. They have the strength of cement or concrete. Giant termites could build them anywhere and they could have walls up to 3 meters thick. That, and the soldiers, would provide definite obstacles to adventurers. There would be many entrances at ground level and tunnels leading to the mound.

In All Insect Nests there could be other animals. Some of them are benign (i.e. they benefit the host in some way), others parasites and predators, and others have no affect on the hosts (except being in the way of course). Looking at Wilson again, he has, on table 20-1 on page 392, many examples of these:

ARTHROPOD AFFECT

There are many more lesser known groups. A party of adventurers could go into a giant ant nest and die of spider venom or run into a parrn in a termite nest- the buggem nest in *Legion of Gold* has herps, zarns and said parrns. Such animals are usually not detected by the hosts or possibly even given care (i.e. the hosts will feed and possibly groom the "guest".) The spider may only eat other guests and the parrn could feed on the termites' nymphs. There are also guests who are attacked by the hosts, but have some form of protection. A carnivorous caterpillar hides inside its silk, a tiger beetle with super thick armor has enough protection, etc.

Aquatic Insects



The Apocalyptic Post

- Irradiated Errata

ARTHROPOD	AFFECT
pillbugs	no effect
pseudoscorpions	no effect or parasite
spiders	predator
mites	no affect or parasite
millipedes	no affect
springtails	no effect or parasite
sliverfish	parasite
crickets	parasites
cockroaches	parasites or no affect
true bugs	benign
lacewings	predators
beetles	all possible
butterflies	no affect or predators
flies	all possible
ants and wasps	parasites or predators

Some giant insects spend some or all of their lifespan in water. Dragonflies, caddisflies, and some butterflies are examples where the immature form dwells in the water and the adult is terrestrial. Some beetles and bugs spend their lives in the water and some beetles have terrestrial grubs and aquatic adults. In almost all ways, aquatic insects fill the niches of their land-bound kin. The only exception I have heard of are dragonfly naiads that hunt vertebrates- in this case fish and tadpoles. With giant insects, the predators would most likely be at the top of the food web with only occasional predation by other insects and large fish. Currently there are no giant insects that live in the ocean. There are some striders that live far from land on the water, but no swimming species have been discovered. It is up to the GM, who can choose to have insects live in the oceans.

HOUSE RULES 5th edition

Radiation: All insects are much less affected by radiation than other organisms.

Radiation Level	Effective Radiation Level
R1-R3	R1
R4	R2
R5	R4

Senses: All insects have Awareness- perception 2, and depending on the insect may have as much as rank 6. Their vision is much better at seeing motion; thus they have problems reading and such. Treat this as if their language skills was 2 ranks less when reading.

Exoskeleton: This gives them an armor score

of d4 (LI), d3 (HI), d6-2 (En). Most insects have tungsten, zinc, and iron in their mandibles to reduce wear. This allows them to be able to inflict damage to any substance weaker than tungsten. The exoskeleton also allows them their great strength - a max of 18.

Social interaction and intelligence: Insects are not really intelligent- most should have an INT max of 9 and social insects even less (7). Non-social insects are usually solitary and thus are limited to a PER score of 10 and can gain no greater than rank 8 in any PER skill. Social insects (termites, bees, wasps, ants and webspinners) are also limited to a PER max of 10 with other species (14 with their own) but can reach a rank of 12 in PER skills. These PER scores are those used when dealing with other invertebrates and plants. Halve these scores when dealing with vertebrates.

HOUSE RULES 4th edition (based on an article in Dragon 174 By G. W. Detwiler)

Strength: Due to their exoskeleton allowing for more muscle attachment, insects are much stronger than vertebrates, pound for pound. Some ants can lift 40-50 times their own weight (a PS of 20-25 minimum for PCs). If a bumble bee was man sized it could fly away with up to 30 tons (27 or so metric tons). Real beetles can chew through most metals (e.g. zinc, copper, tin, and lead), and so giant beetles may have the ability to chew thru plassteel and maybe even duralloy (q.v. Cal-thens).

Senses: Depending on the species, insects can detect "light, shape, color, movement, UV,IR, polarized light, touch, sound, internal pressure, water pressure, air pressure, and humidity". The author left out odors (such as those produced by dead animals) but suggested an ability to detect magic which I might convert to psionics (mental mutations). This all means invisibility, illusions and such are useless. And I suggest giving PCs a senses score of 18+.

Toughness: Some insects have a blood glycerol content of 20% antifreeze. These insects are hardy to -20 degrees F. Or check out my 5th ed. mutations on freezing [from a previous Apocalyptic Post article] and extrapolate from there. Predator insects tend to be resistant or immune to poisons. A health score of 15+ vs. poisons would not be unreasonable. Insects can survive radiation 100-300 times that of humans. My suggestion of a base health score vs. radiation of 25 stands.

EXAMPLE INSECTS IN GAMMA WORLD

Buggems: These mutated termites are found in the first edition Legion of Gold adventure module. In it, the PCs must enter a buggem nest. So lets look at the buggem race. I think that a race of termites where the nymphs are workers and adults are the soldiers works well for the buggems. That means that every time there is a description of a worker, that the stats should be reduced depending on which instar the worker is. I would think they have evolved from a more advanced family of termites so they should have 8 or 12 instars. The exact stat difference is up to the GM, but it should be from 25 to 95% of the adult. Buggems have 4 types of adults, the usual soldiers and reproductives (kings and queens), soldiers that can emit a gas, and the leader type of telepath. Soldiers should have increased stats, from 10 to 25% and reproductives 50% for kings and 100- 200% for queens. But the reproductive forms should have either just a bite attack or none at all. Some termites do have a sticky toxin, as indicated in the old Monster Manual II, but this is not suggested for buggems, as they already have various powers already. The nest has 3 species of guests, the parn, herp and zarn. The first two are only found as a larva so they might only leave their eggs or the eggs (or the adult) were meant as food for the nest. In either case they should be left as is. They might be treated as guests, but the outcome is the same. The zarn is found as adult, so it most likely is guest and either a benign (which would assist the buggems with defense and/or hunting) or a predator (which would feed on the occasional nymph). Either way, the buggems would most likely defend the zarns as nest mates.

Bibliography

Wilson, E. O., The Insect Societies, Copyright 1971 by the President and Fellows of Harvard College. ISBN 0-674-45495-2 [this is not a layman's book.]



Weather Events - Various

Various

Note: Damage rules are in 4th with 5th in ().

Material by Brutorz Bill
(I borrowed this stuff from Talislanta.)

The Last War wreaked havoc on the environment, affecting much of the world. Clouds of toxic smoke, toxic fumes, and irradiated dust particles dispersed into the upper atmosphere as a result of this cataclysmic event continue to affect weather conditions throughout many parts of the world. The most common of these meteorological anomalies include:

Acid Rain

A yellowish rain with caustic properties, believed to be caused by clouds of corrosive gasses commingling with ordinary rain clouds in the upper atmosphere. Acid Rain withers plants, discolors stone, causes non-magical metals to become pitted, and does 1 point of damage per round (1 wound point per minute) to organic substances (wood, cloth, hide, etc.) and unprotected living creatures. Duration of an Acid Rainfall is generally 1-20 (d20) minutes.

Black Lightning

Black lightning is comprised not of electrical energy, but of some unknown energy of the Ancients. Its cause remains unknown; Technomancers have theorized that this uncommon effect occurs in regions where a Black Wind (q.v.) has dispersed, investing the surrounding area with unstable energies, lending to the theory that this was some weapon of the Ancients. A dark, swift-moving thundercloud is often the only warning that such a storm is about to occur.

A Black lightning storm can last up to ten minutes, and may produce as many as a dozen discharges of force, each capable of causing massive amounts of damage. Individuals and structures standing at higher elevations are most likely to be struck, particularly those that carry or house any type of energized paraphernalia, weapons, or armor; black lightning is attracted to powered items as ordinary lightning is to metal. A strike will cause death 65% of the time. 45% of the time a person so struck will be reduced to d6 hp (d4 mortal).

The Black Wind

A dark, swift-moving cloud of unnatural vapors, charged with accumulated energies. The effects of a Black Wind are unpredictable: instances of random metamorphosis, transmutation, changes in skin tone or bodily height, toxic contamination, impossible to predict. Black Winds seem to originate in areas where vast amounts of energy have been unleashed, either all at once or over the course of time. Black Winds rarely last longer than a few minutes. A Black Wind causes a mutation which has 85% chance of being a defect.

Shard Rain

A dangerous type of frozen precipitation resembling a hail of dagger-sharp shards of ice, ranging up to a foot in length. Icicle rain does 2 hit points per round to living creatures, vegetation, and all but the most durable sorts of objects, equipment and structures (1 wound point per minute). The duration of an icicle rainfall rarely exceeds ten rounds.

Ghost Wind

A chilling wind that is said to blow forth from the spirit realms, emanating from the countless ruined cities, graveyards and battlegrounds that litter the wastelands of Meriga. While seldom of an intensity sufficient to cause any great difficulty to travelers, Ghost Winds have an ominous effect on most types of living creatures. Wild beasts become agitated, and domesticated animals may panic or desert their masters. Intelligent beings are often instilled with a vague sensation of fear; in extreme cases, individuals may experience temporary attacks of insanity, or claim to be possessed by spirits. A Ghost Wind passes swiftly, though its effects can last for several hours. Any time spent in a Ghost Wind requires a morale check (a mental resolve check).

Witch Wind

In common usage, a colloquialism for any strong, howling wind. In legend, it is believed that strange sounds are borne on a Witch Wind: moaning voices, curses, ancient chants and incantations, terrible secrets and mystifying prophecies. A Witch Wind occurring in open or flat terrain may develop into a tempest, capable of capsizing ships at sea or causing great damage to all but the sturdiest structures. Such storms may last for hours, or pass after just a few moments. All combat rolls are at -5 while in a Witch Wind (a 3 step penalty).



Material by Sidhain
(found on new group posts.)

Frostbite

Frostbite is essentially irradiated bacteria that survive because they are light and caught upon the wind by specialized parasail-styled. Looking much like snowflakes they encase themselves in protective covering which "melts" whenever they contact warm flesh; whereupon their cilia begins moving bacteria clusters inside the body, absorbing the heat of the creature they inhabit, increasing the likelihood of REAL frostbite and illness from cold climes. Exposure to increased heat like that of running the infected area through a flame for a few moments kills the delicate bacteria.

Glowsnow

Glowsnow is caused by highly radioactive fallout particles becoming encased in the crystalline structure of a snowflake, they glow at night as they fall. This glow interferes with sensors of robots and the night sight of some creatures, robot sensors and night vision distance is cut in half. They are relatively harmless even in vast quantities. Every 3 inches of snow inflicts one point of radiation (for amounts between 3 and 12 inches, treat it as Radiation 2, for 13+ inches as Radiation 3).

Material by Derek Holland (5th edition only)

Ozone holes

Holes in the ozone were caused by some of the weapons during the Cataclysm. These are slowly being repaired, but the danger of being under one is still unfortunately common on Gamma Terra. There is a 1% chance per day that a hole will pass over the heroes. If so, they must make CON feat checks with the following results: CF- permanent blindness; F- blinded for 3d4 weeks; O- partial blindness, 4 step penalty to all skills needing sight; G- partial blindness, 1 step penalty to all skills needing sight; A- no effect.

Animal rain

This well documented occurrence still happens on Gamma Terra. During a animal rain, between 30 and 3000 small animals, which could be anything from fish to insects, fall to the ground. Only 10-20% of them survive the fall. Anyone out in the rain will take 1 wound point per round due to impacts.

(Continued from page 27)

whether or not a robot is "hiding" a retractable appendage (or whether or not an appendage is, in fact, retractable) receives an Ordinary bonus (-1 step) when doing so. Retracting or extending an appendage takes a single phase.

A robot can safely tuck whatever it is capable of holding in the retracted appendage into its body casing. So a typical repair drone might be able to palm a computer chip or small tool, while a giant combat robot might conceivably be able to conceal a small Japanese boy.

New Perk: Hidden Appendage

Cost 3/4/5, CON, Active

Similar to the retractable appendage perk, above. Hidden appendages are more difficult to detect, however, and come in three varieties: Ordinary, Good, and Amazing. Characters actively trying to ascertain whether or not a robot possess a hidden appendage (or whether or not an appendage is, in fact, capable of being hidden) receive Slight, Moderate, or Extreme penalties (+1/+2/+3 steps) accordingly.

Covering All Versions of the GAMMA WORLD® RPG

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A p o c a l y p t i c P o s t

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Since this is a fan based zine, submissions are always welcome. There are not many guidelines but there are some.

- Please send all submissions to gammazine@yahoo.com
- - Most articles should be a plain text file such as the body of an email
- - Articles with tables may be sent as MS Word documents.
- When submitting anything, please put "submission" in the subject line to make mail sorting easier.
- Please give a headline and author so we know how you want it to look.
- Picture files such as .gif and .jpg (no .bmp please) are accepted, but we may impose a file size limit if we find things getting to large.

Listed below are the titles of all the current sections along with a short description so you can figure out what fits where and what we accept.

- Alliance info for any campaign
- Converted and New Critters for any edition
- New Items and Converted items
- NPC's - You can never have enough supporting cast members
- New Resources (crazy science links, new sites, movies, books, etc..) for eColumn focusing on Gamma World-ish things in the real world
- New Mutations and Converted mutations to keep your mutants fresh
- Plant info, both sentient and monstrous, new plant mutations
- Adventures and Maps (modules, plot hooks, encounters)
- Quick notes, maps, and hooks to keep your game (and brain) going
- Other Fan Fiction & PBEM updates
- Story form. If the GM or a player wants to write up their PBEM game and submit it as a short story they may
- Misc.
- Tables and Charts
- Conversion Guides
- House Rules
- Perks, Flaws, & Skills
-

The Attercop's Web

A few links to make your stay on Gamma Terra a little nicer:

GAMMA WORLD® Web Ring

There are many great sites in the GAMMA WORLD® Web Ring. You can get a list of links to the sites at: <http://groups.yahoo.com/group/gammaworld>

E-Mail Lists

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

Egroups List

To subscribe to the Egroups list, send a message to : gammaworld-subscribe@egroups.com
Or go to this EGroup's home page at <http://www.egroups.com/list/gammaworld>

WOTC List

To subscribe, send a message to: listserv@oracle.wizards.com
with the following message in the body of your e-mail:
subscribe gammaworld-I yourname

(Continued from page 22)

geon arrived, several hours later, he was sure the holoday scans must be mistaken and ordered another set. The second set of holorays showed massive lung tissue loss, but no damage to my heart. This was a great relief to me as I was being prepped for surgery. After I awoke, I was told that the surgeon had decided not to operate, as my lung and bone tissue was apparently rebuilding itself, all I really needed was bed-rest, plenty of fluids, and calcium supplements.

It was true. My gift was also to become my curse. I could not be killed, nor, as time would tell, could I age or die a normal death.

