

# **REFEREE'S SCREEN**

# and Mini-Module

Included in this package are a durable referee's screen and an eight-page mini-module, *The Albuquerque Starport*. The screen contains the combat, hazard, and reference tables used most often by referees and players, arranged to make this vital information easy to use. The mini-module is a complete GAMMA WORLD adventure, in which players discover and explore an Ancient starport buried in the desert sands.

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## WEAPON DAMAGE TABLE

Arrow Axe, Battle	Man-sized or Smaller Opponents 1-6 1-8	Larger Opponents 1-6 1-8	Effective Range in Meters (Missile Weapons Only)* 100
Axe, Hand	1-6	1-4	20
Club	1-6	1-3	10
Crossbow Bolt	1-4	1-4	120
Dagger	1-4	1-3	20
Flail	2-7	2-8	
Javelin	1-6	1-6	40
Lance	1-6	1-10	
Mace	2-7	1-6	
Morning Star	2-8	2-7	
Pole Arms	1-8	1-12	
Sling Bullet	2-5	2-7	100
Sling Stone	1-4	1-4	80
Spear	1-6	1-8	20
Sword, Long	1-8	1-12	
Sword, Short	1-6	1-8	
Sword, Two- handed	1-10	3-18	

\*Maximum range is twice the effective range, -5 on the "to hit" roll.

## **CHARISMA TABLE**

Charisma Score 3	Maximum No. of Followers 1	Morale Adjustment -3	Reaction Adjustment -3
4	-1	-3	-2
5	2	-2	-2
6	2	-2	-1
7	3		-1
8	3	1	normal
9	4	normal	normal
10	4	normal	normal
11	4	normal	normal
12	5	normal	normal
13	5	normal	+1
14	6	+1	+1
15	7	+1	+2
16	8	+2	+2
17	10	+2	+3
18	15	+3	+3

## **CHARISMA TABLE MODIFIERS**

### **Non-Player Character Type**

Player Character Type	PSH	Humanoid	Mutated Animal
PSH Humanoid Mutated Animal	normal -2/-1/-1 -3/-2/-2	-2/-1/-1 normal -2/-2/-1	-3/-1/-1 -2/-1/-1 normal

The three numbers (#/#/#) indicate the modifications to the three columns of the **CHARISMA TABLE**.

## **COMMON ITEMS — TRADE VALUES**

ITEM	DOMARS	GOLD
Standard cut and thrust weapons	50	10
Heavier and larger weapons	75	15
Shield	50	10
Armor	300	60
Bow	75	15
Quiver of 15 arrows	10	. 2
Crossbow	100	20
Case with 15 crossbow bolts	10	2
Clothing, back pack, woven goods, etc.	5	1
Travelling supplies (rope, lantern, etc.)	5	1
Special food stores (wine skin, dried	5	1
foods) per week		
Unusual items (mirrors, oil flasks, etc.)	15	3
Riding beasts (non-horselike)	200	40
Riding beasts (horselike)	300	60
Riding equipment (saddle,	75	15
saddle bags, etc)		
Small carts, wagons, and rafts	250	50
Large carts, wagons, and rafts	400	80
Small boats and canoes	500	100
Large boat with sail and oars	1000	200

Working artifacts will usually not be for sale, and the value of all devices of the Ancients is left to the referee to decide.

## **FATIGUE FACTORS MATRIX**

Melee	Tum							
Weapons 11	12	13	14	15	16	17	18	19
Any Axe			-1	-2	-3	-4	-5	-6
Any Bow				-1	-2	-3	-4	-5
Club				-1	-2	-3	-4	-5
Dagger							-1	-2
Flail	-1	-2	-3	-4	-5	-6	-7	-8
Javelin					-1	-2	-3	-4
Lance			-1	-2	-3	-4	-5	-6
Mace			-1	-2	-3	-4	-5	-6
Morning Star		-1	-2	-3	-4	-5	-6	-7
Pole Arms	-1	-2	-3	-4	-5	-6	-7	-8
Sling							-1	-2
Spear					-1	-2	-3	-4
Sword, Long or Short			-1	-2	-3	-4	-5	-6
Sword, Two-handed -1	-2	-3	-4	-5	-6	-7	-8	-9

Penalties are to the weapon class of the character, +1 for each point of character's strength above 15; +1 for each melee turn of rest. If weapon class is reduced to 0, the character cannot attack until the weapon class is raised through rest or other means.

#### ARMOR



Powered offensive armor has no fatigue modifiers; powered defensive armor is subject to normal fatigue modifiers.

## **PHYSICAL MUTATIONS**

Human	Animal	Mutation
01-02%	01-02%	Attraction Odor (O)
03-04%	03%	Body Structure Changes (D)
05%	04-06%	Chameleon Power
06%	07%	Density Control
07-08%	08%	Diminished Sense (D)
09-10%	09%	Double Physical Pain (D)
11-12%	10-11%	Electrical Generation
13-14%	12%	Fat Cell Accumulation (D)
15-16%	13%	Gas Generation — Musk
17%	14%	Heat Generation
18%	15%	Heightened Balance
19-22%	16-21%	Heightened Constitution
23%	22%	Heightened Dexterity
24%	23%	Heightened Hearing
25%	24%	Heightened Precision
26%	25%	Heightened Smell
27-32%	26-29%	Heightened Strength
33%	30-32%	Heightened Taste
34%	33%	Heightened Touch
35%	34%	Heightened Vision
36-37%	35-36%	Hemophilia (D)
38-39%	37%	Increased Metabolism (D)
40-42%	38-39%	Increased Speed
43%	40-41%	Infravision
44%	42%	Light Generation
45-46%	43-45%	Multiple Body Parts
47-51%	46-47%	New Body Parts
52-53%	48%	No Resistance to Bacteria (D)
54-55%	49%	No Resistance to Poison (D)
56-57%	50-51%	No Sensory Nerve Endings (D)
58%	52%	Oversized Body Parts
59%	53-56%	Partial Carapace
60-61%	57-60%	Photosynthetic Skin
62%	61%	Physical Reflection
63-64%	62%	Poor Respiratory System (D)
65%	63%	Quills/Spines
66-67%	64%	Radiated Eyes
68-69%	65-67%	Regeneration
70%	68%	Shapechange
71-74%	69-71%	Shorter
75-76%	72%	Skin Structure Changes (D)
77%	73%	Sonic Attack Ability
78%	74%	Symbiotic Attachment
79-83%	75-82%	Taller
84%	83%	Total Carapace
85%	84-86%	Ultravision
86-87%	87%	Vision Defect (D)
88-89%	88%	Weight Decrease (D)
90%	89-90%	Wings Roll a Coord Mutation (No Defects)
91-94%	91-94%	Roll a Good Mutation (No Defects)
95-100%	95-100%	Pick any Mutation

## MENTAL MUTATIONS

Human	Animal	Mutation
01%	01%	Absorption
02%	02%	Anti-Reflection (D)
03-06%	03-04%	Complete Mental Block (D)
07%	05%	Cryokinesis
08%	06%	Death Field Generation
09-10%	07-09%	De-Evolution
11%	10%	Density Control (Others)
12%	11-13%	Directional Sense
13% 14%	14% 15%	
15-18%	16-18%	Empathy Epilepsy (D)
19-22%	19-20%	Fear Impulse (D)
23-25%	21-24%	Force Field Generation
23-25%	21-24%	Genius Capability
27-31%	26-28%	Heightened Brain Talent
32-41%	29-43%	Heightened Intelligence
42-45%	29-43% 44%	Hostility Field (D)
42-45%	44%	Illusion Generation
40%	46-49%	Intuition
47%	40-49% 50-52%	Life Leech
53%	53%	Light Wave Manipulation
54%	54%	Magnetic Control
55%	55%	Mass Mind
56-58%	56%	Mental Blast
59%	57%	Mental Control
60%	58%	Mental Control Over Physical State
61-62%	59-61%	Mental Defenselessness (D)
63%	62-66%	Mental Defense Shield
64%	67%	Molecular Disruption
65-66%	68%	Molecular Understanding
67-69%	69-71%	Multiple Damage (D)
70%	72%	Planar Travel
71-73%	73-75%	Poor Dual Brain (D)
74%	76%	Precognition
75%	77%	Pyrokinesis
76%	78%	Radar/Sonar
77%	79%	Reflection
78%	80%	Repulsion Field
79%	81%	Sound Imitation
80-82%	82%	Telekinesis
83%	83%	Telekinetic Arm
84%	84%	Telekinetic Flight
85%	85%	Telepathy
86%	86%	Teleportation
87%	ø 87%	Thought Imitation
88%	88%	Time Field Manipulation
89%	89%	Total Hearing
90%	90%	Weather Manipulation
91-95%	91-95%	Will Force
96-99%	96-99%	Roll a Good Mutation (No Defects)
100%	100%	Pick Any Mutation

#### Vehicles

	venio	cies	
	1.	Civilian Internal Combustion	A
	2.	Military Alcohol Combustion	~'
	3.	Turbine Car	12/12
	4.	Hover Car	
	5.	Flit Car	
2	6.	Environmental Car	1000
	7.	Bubble Car Others	
	Armo		
2	1.	Sheath Armor	
	2.	Powered Plate Armor	Ar
	3.	Powered Alloyed Plate Armor	
	4.	Plastic Armor (unpowered)	
	5. 6.	Energized Armor Inertia Armor	
2	0. 7.	Powered Scout Armor	
4	8.	Powered Battle Armor	
	9.	Powered Attack Armor	
	10.	Powered Assault Armor	
	Pisto	ls	
		Shug Throwor	9
2	1.	Slug Thrower Needler	
	3.	Stun Ray	
	4.	Laser Pistol	
	5.	Mark V Blaster	
2	6.	Black Ray Gun	
	Rifle		
1	1.	Stun Rifle	
	2.	Laser Rifle	
ŝ	3.	Mark VII Rifle	
	4.	Fusion Rifle	
	Gren	ades	
	1.	Gas	
	2.	Chemical Explosive	
1000	3.	Fragmentation	
	4.	Energy	
1	5.	Photon	
Contraction of the	6.	Torc	
CONTRACTOR OF	Othe	r Energy Weapons	
	1.	Vibro Dagger	
	0	Milere Diada	

## **ARTIFACT TABLES**

## rtifact Condition

Die Roll	Condition of Artifact	Chance of Functioning
2-5	Obviously Broken	0%
6-7	Poor	20%
8-9	Fair	40%
10	Good	60%
11	Excellent	80%
12	Perfect	100%

#### rtifact Category

01-10%	Pistol
11-20%	Rifle
21-30%	Other Energy Weapon
31-40%	Grenade
41-50%	Bomb or Missile
51-60%	Armor
61-70%	Vehicle
71-80%	Miscellaneous Energy Device
81-90%	Robotic Unit
91-100%	Medical Equipment

#### **Robotic Units**

1.	Light Cargo Lifter
2.	Heavy Cargo Lifter
3.	Small Cargo Transport
4.	Large Cargo Transport
5.	Ecology Bot (Agricultural)
6.	Ecology Bot (Wilderness)
7.	Engineering Bot (Standard)
8.	Engineering Bot (Light Duty)
9.	Engineering (Heavy Duty)
10.	Medical Robotoid
11.	General Household Robotoid
12.	Security Robotoid
13.	Supervisory Borg
14.	Defense/Attack Borg
15.	Warbot
16.	Death Machine
17.	Permanent Cybernetic Installation
18.	Think Tank

#### **Medical Equipment**

1.	Pain Reducer
2.	Mind Boosters
3.	Sustenance Dose
4.	Interra Shot
5.	Stim Dose
6.	Cur-in Dose
7.	Suggestion Change
8.	Accelera Dose
9.	Anti-Radiation Serum
10.	Rejuv Chamber
11.	Status Chamber
12.	Life Ray

#### **Miscellaneous Energy Devices**

1.	Portent
2.	Energy Cloak
3.	Control Brain
4.	Communication Sender
5.	Medi-Kit
6.	Anti-grav Sled
7.	Ultra-violet and Infra-red Goggles
8.	Chemical Energy Cells
9.	Solar Energy Cells
10.	Hydrogen Energy Cells
11.	Atomic Energy Cells
12.	Energy Cell Charger

#### **Bombs and Missiles**

1.	Small Damage Pack
2.	Concentrated Damage
	Pack
3.	Fission Bomb
4.	Fusion Bomb
5.	Concussion Bomb
6.	Matter Bomb
7.	Negation Bomb
8.	Neutron Bomb
9.	Trek Bomb
10.	Mutation Bomb
11.	Micro-Missile
12.	Mini-Missile
13.	Surface Missile
14.	Neutron Missile
15.	Negation Missile
16.	Fission Missile

#### **Creating Non-Player Character Mutations**

Plant and animal mutants can be created using the following system.

Choose an animal or plant type. 1.

- Roll d10 for the number of generations with mutations 2.
- In each generation, roll d% 3.

Vibro Blade

Stun Whip

**Energy Mace** 

2.

3

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01-50	One physical mutation
51-80	One mental mutation
81-85	One physical and one mental mutation
86-00	Heightened Intelligence

To insure that the mutant is strong enough to survive, do not allow defective mutations to appear in the first 2-3 generations.

FIRST STAGE: THIRD STAGE: FIFTH STAGE: Color Codes Blue: Brown, Yellow: Gray, Green: Red: Red and Blue: Red and White: White:

#### **ID DEVICES**

**Ordinary Citizens** SECOND STAGE: Civil Service, Emergency, Military (low echelon) Scientific, Medical FOURTH STAGE: Law Enforcement (Military and Civilian) Government Officials, Military Command

Military Personnel Ordinary Citizens Scientific and Technical Workers Law Enforcement Personnel **Civilian Authorities Emergency Service Workers** Medical Personnel

## **RADIATION MATRIX**

#### **Radiation Intensity Level**

		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	18	0	0	0	0	0	1	2	3	4	5	6	7	8	М	М	D
•	17	0	0	0	0	1	2	3	4	5	6	7	8	Μ	М	D	D
С	16	0	0	0	1	2	3	4	5	6	7	8	M	Μ	D	D	D
0	15	0	0	1	2	3	4	5	6	7	8	М	M	D	D	D	D
N	14	0	1	2	3	4	5	6	7	8	М	Μ	D	D	D	D	D
S	13	1	2	3	4	5	6	7	8	М	М	D	D	D	D	D	D
Т	12	2	3	4	5	6	7	8	Μ	Μ	D	D	D	D	D	D	D
1	11	3	4	5	6	7	8	M	Μ	D	D	D	D	D	D	D	D
Т	10	4	5	6	7	8	Μ	Μ	D	D	D	D	D	D	D	D	D
U	9	5	6	7	8	Μ	Μ	D	D	D	D	D	D	D	D	D	D
Т	8	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D
1	7	7	8	Μ	M	D	D	D	D	D	D	D	D	D	D	D	D
0	6	8	Μ	Μ	D	D	D	D	D	D	D	D	D	D	D	D	D
N	5	Μ	Μ	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

# = Dice of damage to Character, M = New Mutation (appears in one game week), D = 20% chance of mutational defect, 80% chance of death

## **MOVEMENT TABLE**

1 meter/6 meters

#### Search

Indoor/Outdoor

#### Combat

Normal Movement Trot Movement Charge Movement Armored Movement Mounted Movement Creature Movement Robotic Movement 12 meters/round 16 meters/round\* 24 meters/round\* Half speed Referee's decision Up to 5 times normal Meters/round = km per hour × 2.8

\*Missile and energy weapons cannot be fired while character is trotting or charging.

## **POISON MATRIX**

#### **Strength of Poison**

		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	18	•	*		*		*	*		•	8	*	*	1	2	3	D	
	17	*	*		*.		*	*		•	*		1	2	3	D	D	
C	16		*		*	*	•	•	. •			1	2	3	D	D	D	8
0	15						•				1	2	3	D	D	D	D	8
N	14	•	*	•	*		*	*	•	1	2	3	D	D	D	D	D	
S	13	•	*	•	*	•		*	1	2	3	D	D	D	D	D	D	
т	12						•	1	2	3	D	D	D	D	D	D	D	8
1	11				•		1	2	3	D	D	D	D	D	D	D	D	ł
т	10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	
U	9	•	*	•	1	2	3	D	D	D	D	D	D	D	D	D	D	
T	8			1	2	3	D	D	D	D	D	D	D	D	D	D	D	Į.
1	7			2	3	D	D	D	D	D	D	D	D	D	D	D	D	8
0	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	
N	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	8
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	8

\* = No effect # = Dice of Damage to Poisoned Character D = Death, unless a suitable antidote is administered within two turns.

## **REACTION TABLE**

## Dice Score

Free Reaction Extremely hostile, may attack\* Hostile, distrustful, may attack\*

- 3-5 Hostile, distru 6-8 Uncertain
- 9-11 Friendly, helpful
- 12 Enthusiastic, loyal

\*No further attempt may be made to entice, hire, or otherwise interact with the being. The dice score may be modified by offers of food, money, and artifacts or by a character's charisma or race (see **CHARISMA TABLE**). Adjustments due to offers are decided by the referee, but should not exceed +2 or -2.

## **ENCOUNTERS TABLE**

Die Roll 1 2	Clear Yexil Horl Choo	<b>Mountains</b> Podog Kep	Forest Win Seen Kai Lin	Desert Obb Sep	Water Areas Crep Plant Seroon Lou	<b>Ruins</b> Badder Arn	Radioactive Zones Serf Blight
3	Centisteed	Zeethh	Horl Choo	Hisser	Ber Lep	Serf	Hisser
4	Perth	Ert	Gren	Soul Besh	Win Seen	Yexil	Android
5	Zeethh	Ноор	Herp	Sleeth	Narl Ep	Orlen	Blaash
6	Ноор	Arn	Obb	Parn	Terl	Ark	Zarn
7	Sleeth	Yexil	Hisser	Podog	Menarl	Android	Robotic Unit
8	Brutorz	Blight	Ert Telden	Yexil	Fleshin	Robotic Unit	Tribesmen
9	Zarn	Crep Plant	Robotic Unit	Blaash	Cren Tosh	Ноор	Parn
10	Hopper	Android	Arn	Кер	Barl Nep	Tribesmen	Entropists
11	Robotic Unit	Cal Then	Soul Besh	Kai Lin	Ert Telden	Sleeth	Iron Society
12	Badder	Parn	Centisteed	Perth	Fen	Restorationism	Zoopremists
13	Arn	Robotic Unit	Blaash	Serf	Keeshin	Archivists	Radioactivism
14	Herp	Orlen	Pineto	Tribesmen	Herkel	Ranks of the Fit	Healers
15	Blaash	Tribesmen	Ark	Android	Ert	The Created	Judge Option
16	Rakox	Hisser	Perth	Robotic Unit	Android	Healers	Judge Option
17	Android	Herp	Sep	Cal Then	Badder	Judge Option	Judge Option
18	Tribesmen	Zarn	Serf	Blight	Robotic Unit	Judge Option	Judge Option
19	Podog	Sep	Badder	Zarn	Tribesmen	Judge Option	No Encounter
20	Cryptic Alliance (any)	Cryptic Alliance (any)	Cryptic Alliance (any)	Cryptic Alliance (any)	Cryptic Alliance (any)	No Encounter	No Encounter

#### Vehicles

	venic	cies	
	1.	Civilian Internal Combustion	A
	2.	Military Alcohol Combustion	
	3.	Turbine Car	
	5.	Hover Car Flit Car	
	6.	Environmental Car	
	7.	Bubble Car	
	8.	Others	
	Armo	r	
	1.	Sheath Armor	
10	2.	Powered Plate Armor	Ar
2000	3.	Powered Alloyed Plate Armor	
	4.	Plastic Armor (unpowered) Energized Armor	
	6.	Inertia Armor	
	7.	Powered Scout Armor	
	8.	Powered Battle Armor	
PRICE PRICE	9. 10.	Powered Attack Armor Powered Assault Armor	
	Pistol	IS	
	1.	Slug Thrower	9
	2.	Needler	L
	3.	Stun Ray Laser Pistol	
	5.	Mark V Blaster	
1000	6.	Black Ray Gun	
	Rifle		
100	1.	Stun Rifle	
	2.	Laser Rifle	
	3.	Mark VII Rifle	
	4. Gren	Fusion Rifle	
10 - 10 A	Circin		
	1.	Gas	
Contraction of the local distribution of the	2.	Chemical Explosive Fragmentation	
11000	4.	Energy	
	5.	Photon	
Ser. 1	6.	Torc	
Constant of	Othe	r Energy Weapons	
	1.	Vibro Dagger	
	2.	Vibro Blade	

## ARTIFACT TABLES

#### **Artifact Condition**

Die Roll 2-5	Condition of Artifact Obviously Broken	Chance of Functioning 0%
6-7	Poor	20%
8-9	Fair	40%
10	Good	60%
11	Excellent	80%
12	Perfect	100%

#### **Artifact Category**

01-10%	Pistol
11-20%	Rifle
21-30%	Other Energy Weapon
31-40%	Grenade
41-50%	Bomb or Missile
51-60%	Armor
61-70%	Vehicle
71-80%	Miscellaneous Energy Device
81-90%	Robotic Unit
91-100%	Medical Equipment

## Robotic Units

1.	Light Cargo Lifter
2.	Heavy Cargo Lifter
3.	Small Cargo Transport
4.	Large Cargo Transport
5.	Ecology Bot (Agricultural)
6.	Ecology Bot (Wilderness)
7.	Engineering Bot (Standard)
8.	Engineering Bot (Light Duty)
9.	Engineering (Heavy Duty)
10.	Medical Robotoid
11.	General Household Robotoid
12.	Security Robotoid
13.	Supervisory Borg
14.	Defense/Attack Borg
15.	Warbot
16.	Death Machine
17.	Permanent Cybernetic Installation
18.	Think Tank

#### **Medical Equipment**

1.	Pain Reducer
2.	Mind Boosters
3.	Sustenance Dose
4.	Interra Shot
5.	Stim Dose
6.	Cur-in Dose
7.	Suggestion Change
8.	Accelera Dose
9.	Anti-Radiation Serum
10.	Rejuv Chamber
11.	Status Chamber
12.	Life Ray

#### **Miscellaneous Energy Devices**

1.	Portent
2.	Energy Cloak
3.	Control Brain
4.	Communication Sender
5.	Medi-Kit
6.	Anti-grav Sled
7.	Ultra-violet and Infra-red Goggles
8.	Chemical Energy Cells
9.	Solar Energy Cells
10.	Hydrogen Energy Cells
11.	Atomic Energy Cells
12.	Energy Cell Charger

#### **Bombs and Missiles**

1.	Small Damage Pack
2.	Concentrated Damage
	Pack
3.	Fission Bomb
4.	Fusion Bomb
5.	Concussion Bomb
6.	Matter Bomb
7.	Negation Bomb
8.	Neutron Bomb
9.	Trek Bomb
10.	Mutation Bomb
11.	Micro-Missile
12.	Mini-Missile
13.	Surface Missile
14.	Neutron Missile
15.	Negation Missile
16.	Fission Missile

#### **Creating Non-Player Character Mutations**

Plant and animal mutants can be created using the following system.

1. Choose an animal or plant type.

Energy Mace Stun Whip

- 2. Roll d10 for the number of generations with mutations
- In each generation, roll d%
   One physical mutation
   One mental mutation
- 81-85 One physical and one mental mutation
- 86-00 Heightened Intelligence

To insure that the mutant is strong enough to survive, do not allow defective mutations to appear in the first 2-3 generations.

FIRST STAGE: SECOND STAGE: FOURTH STAGE: FIFTH STAGE: Color Codes Blue: Brown, Yellow: Gray, Green: Red: Red and Blue: Red and Blue: Red and White: White:

#### **ID DEVICES**

 

 FIRST STAGE:
 Ordinary Citizens

 SECOND STAGE:
 Civil Service, Emergency, Military (low echelon)

 THIRD STAGE:
 Scientific, Medical

 FOURTH STAGE:
 Law Enforcement (Military and Civilian)

 FIFTH STAGE:
 Government Officials, Military Command

 Color Codes
 Color Codes

> Military Personnel Ordinary Citizens Scientific and Technical Workers Law Enforcement Personnel Civilian Authorities Emergency Service Workers Medical Personnel