GWA1
Adventure

For All Levels of Play

7517

GAMMA WORLD

Accessory

Treasures of the Ancients

By Dale "Slade" Henson

GAMMA WORLD®
GAME ACCESSORY

Treasures of the Ancients

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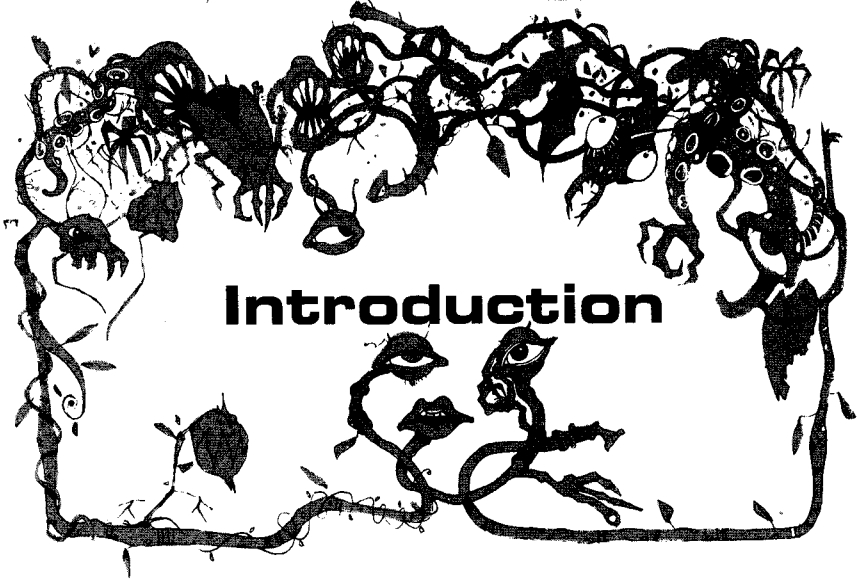

Introduction

When the GAMMA WORLD® game was first thrust onto an unsuspecting public in 1978, it was perceived as a completely fantastic, wahoo, science fantasy role-playing game with absolutely no bearing on the real world. At least until 1987, when the nuclear reactor at Chernobyl melted down.

We learned many important things that day. One of these was the birth of global consciousness; what we and other countries do to the environment affects us all. The other thing we learned is that creatures do mutate when exposed to radiation. Cows with eight legs, pigs with two heads, people with enlarged limbs, and chickens with no feathers are only a few of the lamentable mutations that sprouted as a result of this tragedy. Suddenly, the GAMMA WORLD game no longer looked so fantastic.

Would terrestrial life survive the unthinkable and unwinnable war? Probably not, considering the destructive power of the weapons existing today, let alone what might exist two centuries from now. But for the sake of the game, we did.

Would any fragment of government survive to rule the shattered remains? Possibly, but by the time the game starts none remain on a large scale. If any did survive, they were unable to piece enough together for long enough to make a difference and quickly died off. After several hundred years of barbarism, small but strong dictatorships like the Overlord of Bonparr, for example, are eking out their own meager kingdoms, constantly combating the forces of entropy for either their own profit or for the betterment of society as a whole.

This savage landscape is controlled by whomever has the greatest mutation, the best protection, the handiest tool, or the largest weapon. These devices—most of which were made by the ancients, centuries ago—are the tools of survival. Without these items, the character living in this sadistic world cannot hope to endure.

The equipment the character carries is not always the most advanced, the most efficient, or even the most healthy to use. Everyone has some "tool" conceived and wielded by the ancients, and often that's all that matters. The *Treasures of the Ancients* book you now hold is littered with items like these to make the characters feel secure, confident, bold, or foolhardy.

Many of the items listed are nothing different than what they appear to be; their function is the role they were designed to fill. Others, however, fill a niche they were never designed to furnish. For example, what a 26th-Century mutated GAMMA WORLD character views as a great flailing melee weapon may be an excellent kitchen appliance for making toast.

The items here are arranged in six categories. The Offense chapter features weapons; the Defense chapter focuses on armor, helmets, and other protective devices; the Convalescences chapter highlights medical products; the Vehicles chapter emphasizes vessels, cars, boats, tanks, and aircraft of the ancients; the Robots chapter spotlights live metal; the General Equipment chapter represents all useful other items.

Literally millions of items were not entered in this booklet, both items available today and items not yet conceived. However, many can be found by merely glancing around the house, the streets, or the nearby mall. Everything from gumball machines, cash registers, garden hoes, and staple guns can make either a devastating weapon or a very valuable tool that can save the life of a character. The GAMMA WORLD game is one of uniqueness, and fantastic and tremendous possibilities. The scope of the game is truly rooted in the imaginations of the players and the Game Referee. The fantastic becomes the norm and the mundane becomes the fantastic

May your blaster never fail, and the parking meter always give up its coins.

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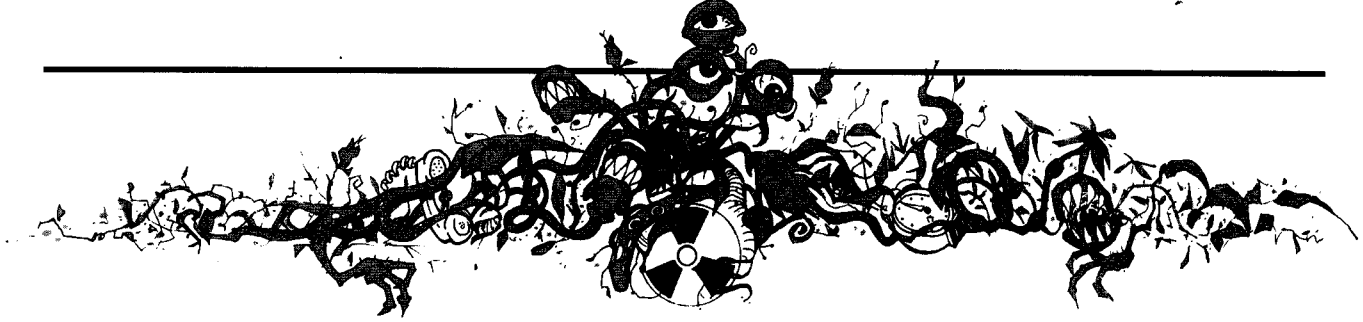
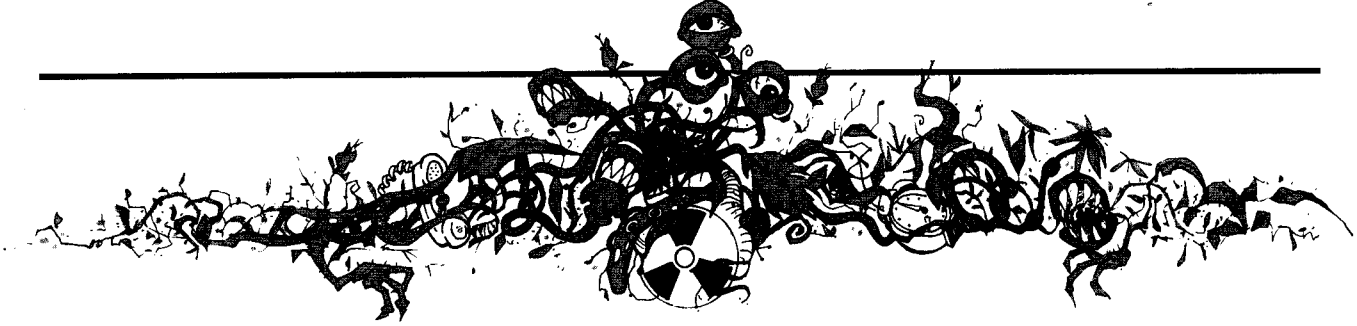
Weapons

Table 1-1: Weapons

Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Arquebus	1d10	0	20	1/4	1	25	10	III
Axe, Battle	1d8	0	1	1	—	12	4	II
Axe, Hand	1d6	0	1	1	—	4	3	II
Axe, Throwing	1d6	0	3	1	—	4	3	II
Bayonet	1d6	0	1	1	—	35	2	II
Bite, Neural	Stun	+5	1	1	8	1,200	0.5	VI, 10
Blades, Flying	1d8	+10	—	1	1	750	2	V, 9
Blaster, Mark V	5d8	+2	25	1	6	9,000	5	V, 15
Blaster, Mark VII	5d10	+2	40	1	8	—	6	VI, 14
Blaster, Mark XII	8d10	+3	60	1	7	—	6	VI, 15
Blowgun	1 or 1d4	0	6	1	1	2	1	I
Blowgun, Aluminum	1	0	10	1	1	15	1	I, 4
Blunderbuss, Cannon	4d8	+6	100	1	10	—	60	IV, 20
Blunderbuss, Mount	8d8	+8	150	1	10	—	120	IV, 25
Bola	1d3	0	4	1	1	2	4	I
Bow, long	1d8	0	10	1	1	35	2	II
Bow, short	1d6	0	8	1	1	20	2	I
Cannon, Fission	3d8	+3	150	1	N/A	—	75	VI, 25
Club	1d6	0	1	1	—	—	2	0
Coagulator, Stokes	11d6	+3	3	1	30	1,250	7	IV, 6
Conversion Beamer	6d10	+3	80	1	6	—	7	VI, 17
Crossbow, Heavy	2d8	0	15	1/3	1	55	9	II
Crossbow, Light	2d6	0	12	1/2	1	40	7	II
Cyclorator	2d6+	+10	120	1/2	5	1,200	16	IV, 20
Dagger	1d4	0	1	1	—	5	1	II
Dagger, Throwing	1d4	0	3	1	1	6	1	II
Dart, Smart	3d6	Varies	12	1	1	Varies	1	V, 8
Dart, Smart	3d6	Varies	12	1	1	Varies	1	VI, 8
Disk, Lamprey	Special	0	—	—	—	7,500	1	V, 12
Drone Weaver	Sound	—	10	—	—	5,000	0.5	V, 20
EMP Generator	Special	+4	2 m	1	4	650	65	IV, 23
Flail	1d6+1	0	1	1	—	5	7	II
Flame Thrower	3d6	+2	30	1	5	600	10	IV, 15
Grenade, Homing	Varies	+12	100	1	1	1,000	0.5	VI, 20
Grenade Launcher	Varies	+2	40	—	1	4,500	4	IV, 10
Gun, Flak	—	—	5	1/2	1	50	2 or 3	III, 10
Gun, Flare	Special	–2	20	1	1	200	2	III, 10



Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Gun, Gatling	2d10	+4	100	1**	50	3,200	70	IV, 16
Gun, Gravity	1d6+1	+5	20	1	3	3,500	16	VI, 18
Gun, Machine	3d8	+8/+12	100	1**	100	7,500	10	IV, 15
Gun, Nerve Impulse	Variable	+1	10	1	15	1,000	3	V, 18
Gun, Plasma	5d10	+2	30	1	8	—	6	VI, 19
Halberd	1d10	0	1	1	—	15	7	II
Hammer, War	1d4+1	0	1	1	—	6	4	II
Harmonic Disrupter	Special	+12	10m	1	10	—	100	V, 35
Javelin	1d6	0	4	1	—	2	1	I
Knife	1d3	0	1	1	—	1	0.5	II
Lance	1d6+1	0	1	1	—	10	5	II
Mace	1d6+1	0	1	1	—	6	5	II
Mace, Energy	1d6+4d10	+5	1	1	4	1,800	1	V, 10
Micromissile	Varies	Varies	50	1	1	Varies	5	V/VI
Morning Star	2d4	0	1	1	—	7	6	II
Mortar Launcher	Variable	+5	Special	1 or 2	1	120	20	III, 10
Musket	1d6	0	60	1/4	1	50	5	III
Needler	1	0	7	2	20	900	1	V, 12
Pistol, Black Ray	Int.12	0	30	1	6	—	3	VI, 13
Pistol, Flintlock	2d8	0	5	1/2	1	40	2	III
Pistol, Graser	Radiation	+8	30	1/2	10	800	2	IV, 22
Pistol, Laser, IR	3d6	+3	20	1	8	5,000	2	V/VI, 11
Pistol, Laser, UV	3d8	+3	30	1	6	6,000	1	VI, 10
Pistol, Machine	2d8	+2/+4	10	2	30	3,900	3	IV, 13
Pistol, Maser	3d10	+3	40	2	8	7,000	1	VI, 10
Pistol, Slicer	4d6	+6	20	1	6	4,000	4	VI, 22
Pistol, Stun Ray	N/A	0	20	1	6	3,200	3	V, 14
Popper Pellet	Special	—	1	1	—	550	0.10	VI, 30
Quarterstaff	1d6	0	1	1	—	—	2	I
Rapier	1d6	0	1	1	—	9	1	II
Revolver	2d8	0	15	2	6	800	2	IV, 9
Rifle, Assault	3d6	+2/+4/+6	40	2	20 or 30	4,700	4	IV, 13
Rifle, Black Ray	Int.18	0	20	1	4	—	3	VI, 13
Rifle, Bolt Action	3d8	+2	60	2	4	1,800	5	IV, 7
Rifle, Chameleon	Varied	+4	250	Varied	40	200	2	III, 16
Rifle, Flintlock	3d8	0	10	1/2	1	75	6	III
Rifle, Fusion	8d6	+6	40	1	7	—	22	VI, 18
Rifle, Graser	Radiation	+12	60	1/3	5	1,600	10	IV, 22
Rifle, Infrared	5d6	+8	30	1	8	250	3	IV, 16
Rifle, Laser, FIR	2d6	+6	160	1	10	50	5	IV, 12
Rifle, Laser, IR	4d6	+5	60	1	8	7,500	4	V/VI, 11
Rifle, Laser, UV	4d8	+5	75	1	6	8,000	3	V, 10
Rifle, Laser, VL	4d6	+3	25	1	4	3,500	5	V, 12
Rifle, Maser	4d10	+5	100	2	8	—	3	VI, 10
Rifle, Plasma	10d10	+15	30	1	8	—	7	VI, 30
Rifle, Rover	Special	+12	50	1/3	5	—	8	VI, 14
Rifle, Slicer	8d6	+10	30	1	10	7,000	9	VI, 22



Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Rifle, Sniper	3d8	+4	150	1	10	2,700	5	IV, 12
Rifle, Stun Ray	N/A	+2	35	1	9	5,500	5	V, 14
Rod, Paralysis	Stun	0	1	1	8	1,500	1	VI, 10
Rifle, Musket	2d12	0	45	1/4	1	40	12	III
**The Rifled Musket causes 1d6 points of damage beyond medium range.*								
Screamer	4d10	0	5	1	7	4,500	9	V, 13
Shotgun, Buckshot	4d6	0	10	2	4	1,600	2	IV, 8
Sling, Stone	1d4	0	1	1	1	1	0.5	I
Slug Thrower, A	3d6	+2	6	1	20	500	2	III, 5
Slug Thrower, B	2d6	+1	4	1	30	400	1	III, 6
Slug Thrower, C	1d6	+0	2	1	50	300	1	III, 6
Spear	1d6	0	4	1	—	4	3	I
Sword, Long	1d8	0	1	1	—	10	3	II
Sword, Short	1d6	0	1	1	—	8	2	II
Sword, Two-handed	1d10	0	1	1	—	15	7	II
Tangler	2d6+3	0	8	1	5	1,200	4	V, 15
Taser	1d3	0	3	1	1/7—	1	2	IV, 17
Vibroblade	3d6	+10	1	1	5	7,000	0.5	VI, 11
Vibrodagger	8d6	+6	1	1	5	4,000	0.5	VI, 11
Whip	1d2	0	1	1	—	2	1	I
Whip, Stun	1d2+Stun	+5	3	1	30 Min	250	0.5	IV, 8
Wrapper	Spec	+8	2	1/5	2	650	1	VI, 20

Table 1-2: Warheads for Grenades and Missiles

Warheads for Grenades and Missiles	Grenade Damage	Grenade Blast Radius	Avg. Cost	Missile Damage	Missile Blast Radius	Avg. Cost	Tech Level
Chemex	3d6	10	600	3d8	20	1,500	IV
ECM	—	20	1,500	—	35	4,000	V
Energy	12d6	30	—	12d8	45	—	IV
Fire Foam	—	—	—	4d8	30	3,000	III
Fission	2d4	40	2,500	2d6	75	5,000	VI
Flare, Parachute	2d6	60	400	2d6	100	500	IV
Fragmentation	3d6	15	500	3d8	30	1,200	IV
Gas, Poison	Int 15	10	750	Int 20	25	2,500	IV
Gas, Tear	Int 15	10	400	Int 20	25	1,000	IV
Gravity	1d6+1	30	800	2d6	40	1,200	VI
High Explosive	4d8	40	1,000	4d10	50	2,500	IV
Photon	3d8	25	750	3d10	40	2,000	VI
Smoke	—	10	100	—	20	150	IV
Surface	—	—	—	30d10	100	—	IV
Stun	Int 15	20	600	Int 20	50	1,500	V
Tangler	4d6	15	400	4d8	25	1,000	V
Torc	6d6	15	3,000	6d10	200	6,000	VI

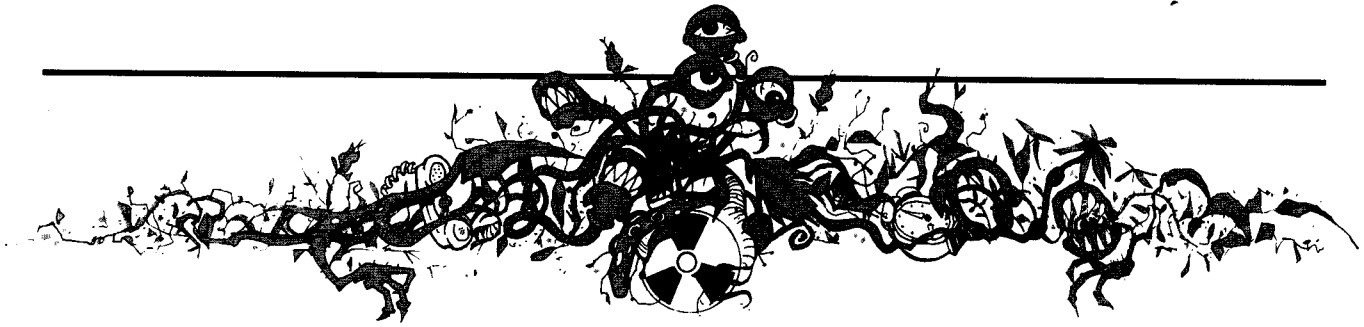


Table 1-3: Bombs

Bomb	Base Damage	Blast Radius	Avg. Cost	Tech Level
CDP*, A	10d6	30	600	IV, 6
CDP*, B	12d6	60	700	IV, 6
CDP*, C	16d6	75	900	IV, 7
Cobalt	60d10	600/6K	—	VI, 15
Concussion	Stun	50	—	IV, 10
Fission	40d10	600/6K	—	IV, 8
Fusion	15d10	600/6K	—	V, 10
Matter, Alpha	15d6	15	—	V, 14
Matter, Beta	30d6	30	—	V, 14
Matter, Gamma	60d6	60	—	V, 14
Mutation	Special	30	—	V, 23
Negation	Special	30	—	V, 13
Neutron	Special	30	—	V, 14
SDP*	1d6-6d6	3-18	—	IV, 7
Trek	Special	60	—	VI, 18

* Concentrated Damage Pack or Small Damage Pack.

Weapon Descriptions

Ammunition

Avg. Cost: 1 **Weight:** 1 kg per 30 shells

Many of the weapons in the artifact ranged weapons table fire bullets or shells. For game purposes, the bullets for these weapons all weigh the same and cost the same amount of money. However, bullets are made in a wide variety of calibers (sizes); bullets designed to work in one gun do not work in another. The bullets a character buys for his assault rifle will not fit into his bolt-action rifle.

There are some guns that fire standardized ammunition (9mm, 7.63mm, etc.). However, these are the exceptions rather than the rule in the GAMMA WORLD game. The Game Master always has the option to declare that a particular type of ammunition can fit into more than one gun.

There are alternative ammunitions for many guns. For example, a shotgun can fire buckshot or a solid pellet. There are armor-piercing shells, hollow-point bullets, incendiary bullets, tracer rounds, and many more. The effects of these types of shells are different from ordinary bullets and double the cost of the shell. All Tech IV (or above) guns have alternative types of ammunition.

As a historical note, the Ranks of the Fit prefer to use projectile weapons. Weapons that fire multiple bullets every round (such as gatling guns, automatic pistols, and machine guns) are their favorite. Many long-time members often become hard of hearing after years of laying waste to stand-up targets with pictures and drawings of humans, PSHs, and actual members of the Peace Brigade and Zoopremists; the sound of the bullets' reports rings in their ears long after the bullets have stopped.

Armor-Piercing shells provide a +4 THAC against armor, but do one die less damage. If the armor worn by the target provides less than +4 protection, the shell negates the armor and gives no further bonuses.

Hollow-Point shells are designed to cause more damage (+1 die), but do not penetrate armor as well (-3 THAC penalty).

Incendiary rounds are normal bullets that do one die less damage, but cause 1d4 points of fire damage each round for six rounds. They can cause flammable materials to ignite.

Tracer rounds give a +2 THAC bonus to the shot immediately following the tracer round, as long as the shots are fired at night or in dark locales. Essentially, the gunner is able to redirect his fire due to the tracer round. Unfortunately, tracer bullets also let others know where the gunner is located, giving them a +2 THAC as well.

Bite, Neural (GAMMA WORLD Rules, pg. 103)

Blades, Flying (GAMMA WORLD Rules, pg. 99)

Blaster, Mark V (GAMMA WORLD Rules, pg. 97)

Blaster, Mark VII (GAMMA WORLD Rules, pg. 97)

Blaster, Mark XII

Base Damage: 8d10
Tech Level: VI
Short Range: 60
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +3
Complexity: 15
Duration: 1 shot
Shots/Reload: 7
Weight: 6 Kg

This unusual weapon's ray weakens the nuclear force binding the nuclei of atoms. All things touched by the beam disintegrate cleanly without dust or odor. This creates light, intense heat, very little noise (compared to the other blaster varieties), and an impressive hole in the target. Even the air is affected, making the beam visible as a white, near-instantaneous streak.

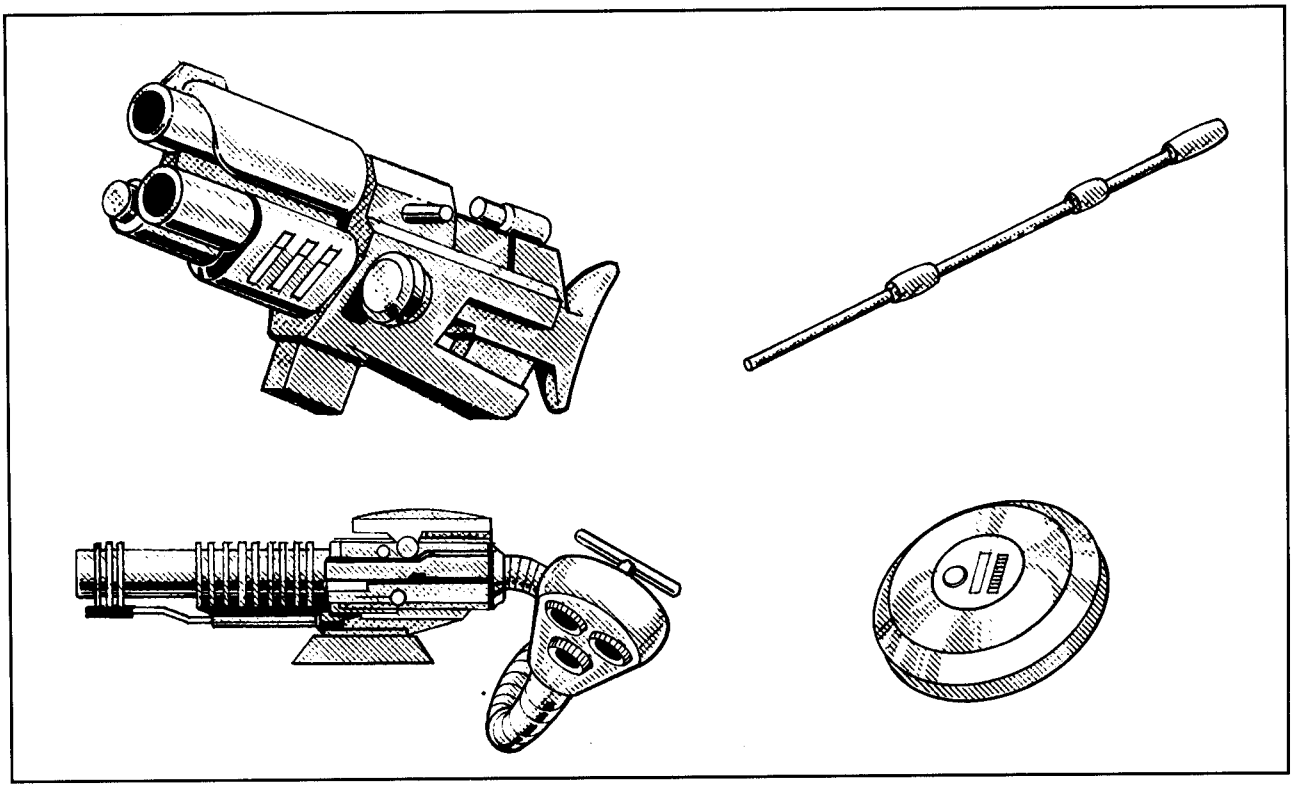
The Mark XII Blaster is the favored weapon among the Knights of Genetic Purity. The traditionalist Knights use this ultra-powerful beamed weapon to annihilate any visibly mutated human on sight. The reformed Knights use the weapon to keep their slaves in line.

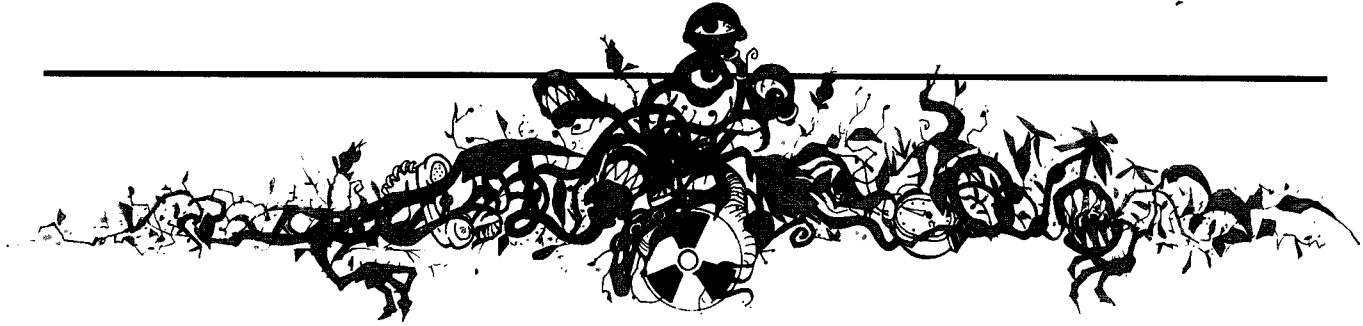
It was once believed the Knights of Genetic Purity modified existing Mark VII blasters to create the Mark XII, but upon closer inspection this was proven false.

Blow Gun

Base Damage: 1
Tech Level: I
Short Range: 10
Rate of Fire: 1
Avg. Cost: 15
THAC Bonus: +0
Complexity: 4
Duration: One Shot
Shots/Reload: 1
Weight: 1 Kg

The Blow Gun is a 20th-Century version of an ancient weapon used in many primitive jungle based cultures. Made of highly refined and extremely light aircraft aluminum, the blow gun comes in three short sections that screw together, making the complete weapon two meters long. It is equipped with a rubber





mouthpiece on one end and an adjustable sight on the other.

This ultra-light, refined blow gun has maximum range of 100 meters. It uses a steel dart (often coated in teflon for farther and faster flight, and deeper penetration) found in packages of 24. The dart itself causes only one point of damage, but it is usually used in conjunction with some poison or drug. Please refer to the Poison chapter in the GAMMA WORLD game rules for information on poison.

Special darts were made that contained one dose of various types of medicinal drugs. These medical darts have the same effects as the usual jet spray injector and are available in the same variety of medications: cur-in, accelera, etc. (see the Medicinal Chapter for more information). A successful hit on an unarmored character means the medical dart has struck and injects its dose. These darts were used against creatures or mad humans who could not be easily handled.

More primitive version of the blow gun exist. These are usually made from the hollowed stalks of young bamboo plants. These cause the same damage as the refined blowgun, but they break easily, have a maximum range of 60, and cost next to nothing.

This, and other nonpowered weapons, are the favorite weapons of such cryptic alliances as the Archivists. Since the Archivists rarely understand the technology they find and worship, they are forced to use the weapons and artifacts that do not require batteries, broadcast power, or solar energy to function. See page 127 of the GAMMA WORLD Rules Booklet for information on this group of amicable, technology revering sentients.

Blunderbuss

	Cannon	Vehicle Mount
Base Damage:	4d8	8d8
THAC Bonus:	+6	+8
Tech Level:	IV	IV
Complexity:	20	25
Short Range:	100	150
Duration:	One Use	One Use
Rate of Fire:	1	1
Shots/Reload:	10	10
Avg. Cost:	—	—
Weight:	60 Kg	120 Kg

The blunderbuss (named after the ancient smoothbore weapons used during the 15th Century), also known as the Millennial Blaster, is too large for handheld firing. It is usually towed on a trailer.

The blunderbuss comes in three parts: the "blunder," the hose, and the acceleration gun. It requires a crew of two: a gunner and a hose (blunder) handler. The gun will not work without the crew of two.

The blunder is a blender blade/drill attached to the hose that mulches any non-duralloy shielded surfaces (plants, ground, living creatures, etc.). The rotating blades of the blunder force the mulched material up through the hose. The hose moves the particles into the accelerator, which forces them through a series of tightly woven electromagnetic discs and fires them through the gun's muzzle (which is also lined with a series of electromagnetic discs to further speed the material up). The blunderbuss can fire up to two kilograms of mulched material in a single round.

The blunderbuss is powered by a miniature cold fusion reactor that drip-charges the gun's 20 capacitors. After the blunderbuss has fired for 10 consecutive rounds, the capacitors are drained. The reactor requires 20 rounds to recharge the capacitors from full discharge to full charge. For every two consecutive rounds the gun is not fired, the reactor can charge the capacitors with one additional shot, to a maximum of ten shots.

Bomb, Cobalt

Base Damage: 60d10
Tech Level: IV
Short Range: —
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +7
Complexity: 8
Duration: One Use
Shots/Reload: 1
Weight: 50 Kg

The cobalt bomb (the dirty version of the fission bomb) is the weapon responsible for the many radiation "hot spots" throughout the desolate GAMMA WORLD game landscape. When these 150-centimeter diameter black steel discs detonate, they cause an instant flash fire that ravages flammable objects within a 600 meter radius, causing 15d10 points of damage to all living creatures and inanimate objects. If a character or object is protected by a force field and the field drops from excessive damage, the object or character contained within takes full damage (15d6) from the blast. A force field that drops

from a fusion or fission blast does not provide any protection.

All objects within 6,000 meters must make a radiation check versus Intensity 30 radiation. Thereafter, the radiation drops one Intensity point for every 100 meters; this creates a 606,000 meter (606 km) radius radiation zone. The radiation intensity drops one point every 50 years, so in 1, 800 years there is only background radiation in the area. See the Fission Bomb listing for the clean version of this weapon.

The Cobalt Bomb, as well as any other bomb or grenade listed here, is the preferred weapon of the Zoopremist cryptic alliance. See page 139 of the GAMMA WORLD Rules Booklet for information on this militant organization. The Zoopremists love the use of excessive violence and view the use of highly pyrotechnic weaponry as the ultimate demonstration of coercive power. Bombs and highly powerful grenades are generally used by the leftist Zoopremists organizations against targets that either house large numbers of humans or sites important to the hated humans.

Bomb, Concussion

Base Damage: Stun
Tech Level: IV
Blast Radius: 50
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +6
Complexity: 10
Duration: 2d6 min
Shots/Reload: 1
Weight: 14 Kg

Each character in the 50-meter radius gas cloud that erupts from a detonated concussion bomb must make a poison save against Intensity 15 paralytic poison. While stunned, only a victim's involuntary muscles and mutations work.

Bomb, Fission

Base Damage: 40d10
Tech Level: IV
Blast Radius: 60
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +6
Complexity: 8
Duration: One use
Shots/Reload: 1
Weight: 50 Kg

The fission bomb is the weapon responsible for the many radiation "hot spots" throughout the desolate GAMMA WORLD game landscape. When these 150-centimeter diameter black steel discs detonate, they cause an instant flash fire that ravages flammable objects within a 600 meter radius, causing 15d10 points of damage to all living creatures and inanimate objects. If a character or object is protected by a force field and the field drops from excessive damage, the object or character contained within takes full damage (15d6) from the blast. A force field that drops from a fusion or fission blast does not provide any protection.

All objects within 6,000 meters must make a radiation check versus Intensity 20 radiation. Thereafter, the radiation drops one Intensity point for every 10 meters; this creates a 6, 200 meter radius radiation hot spot. The radiation intensity drops one point every ten years, so in 200 years there is only background radiation in the area. See the Cobalt Bomb listing for the dirty version of this weapon.

Bomb, Fusion

Base Damage: 15d10
Tech Level: V
Blast Radius: 60/600
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +12
Complexity: 10
Duration: One use
Shots/Reload: 1
Weight: 30 Kg

The fusion bomb is a 150 centimeter diameter black steel disc. When the bomb is set off, it causes an immediate 30d10 points of damage to all targets within a 600 meter blast radius. Those within six kilometers (6,000 meters) take 15d6 points of damage. Living targets who survive the deadly blast do not make a radiation check; the fusion reaction (and the fission trigger) from these bombs is extremely clean.

If a character or object is protected by a force field and the field drops from excessive damage, the object or character contained within takes full damage (15d6) from the blast. A force field that drops from a fusion or fission blast does not provide any protection.

The limited nuclear fusion within the bomb causes a subsequent fire storm that burns all flammable objects and melts most other items within a 6,000 meter (six kilometers) radius. The flammability factor of this weapon makes it undesirable in most circumstances, but it does make a fantastic terrorist weapon; a weapon fit for the Zoopremists.

Bomb, Matter

	Alpha	Beta	Delta
Base Damage:	15d6	30d6	60d6
THAC Bonus:	+6	+8	+10
Tech Level:	V	V	V
Complexity:	14	14	14
Blast Radius:	15	30	60
Duration:	—One use items—		
Rate of Fire:	1	1	1
Shots/Reload:	1	1	1
Avg. Cost:	—	—	—
Weight:	4 Kg	20 Kg	50 Kg

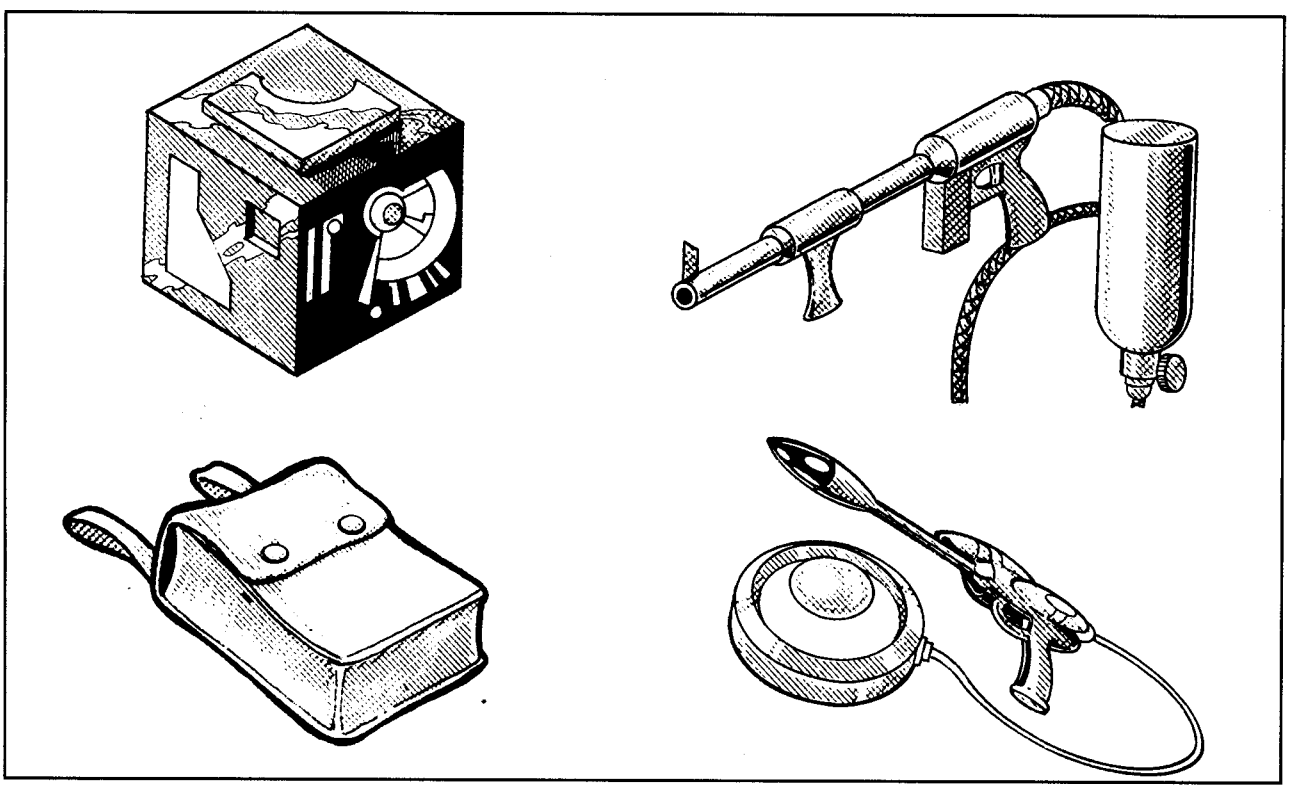
The matter bomb is a black disc similar in appearance to the fusion bomb. The matter bomb comes in three sizes: Alpha, Beta, and Delta. The Alpha is the smallest of the matter bombs, weighing just under five kilograms, while the Delta is the largest, weighing over 50 kilograms.

Matter bombs are known for their unique blast. When they are detonated, matter bombs do not create a wave of heat and fire, and they do not create a flash of light. They generate a wave of concussive force that causes an incredible amount of damage. This bomb is very useful for destroying an object without causing a firestorm, as is often the case with fission and fusion bombs. Matter bombs were originally used in mining and demolition assignments.

Bomb, Mutation

Base Damage: Spec. **THAC Bonus:** +5
Tech Level: V **Complexity:** 23
Blast Radius: 30m **Duration:** One use
Rate of Fire: 1 **Shots/Reload:** 1
Avg. Cost: — **Weight:** 10 Kg

The mutation bomb is believed to be a creation of an evil organization since the holocaust! Surprisingly, the group believed responsible is not the Radioactivists, but the Iron Society! When this bomb is detonated, everyone within the blast radius of this pear-shaped bomb receives a blast of Intensity 12 radiation. If the mutated human, plant, or animal within the blast radius fails a Radiation Check and is due a random mutation, there is an automatic 60% chance that the mutation is a random defect. Please



note that Pure Strain Humans (PSHs) cannot receive mutations.

Bomb, Negation

Base Damage: —
Tech Level: V
Blast Radius: 30m
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +5
Complexity: 13
Duration: One use
Shots/Reload: 1
Weight: 10 Kg

The negation bomb is a 10-cm aluminum sphere. When detonated, all energy sources within a 30 meter blast radius not protected by a force field are drained of all energy. Force fields are reduced to half their current value. Robots operating on broadcast power are frozen for 6d4 minutes (unless protected by a force field). Organic matter is unaffected.

Bomb, Neutron

Base Damage: Spec.
Tech Level: V
Blast Radius: 30m
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +6
Complexity: 14
Duration: One use
Shots/Reload: 1
Weight: 200 Kg

The neutron bomb is a duralloy sphere 60 cm in diameter. When it is detonated, everything within a 30 meter radius not protected by a force field (or whose force field does not absorb all damage caused by the neutron bomb) is instantly killed. The bomb does 20d10 points of damage to force fields. The neutron bomb does not otherwise harm equipment, vehicles, or buildings (except for the one that contained the detonated bomb; this object is obliterated).

A neutron bomb does not create the standard fission bomb flash fire. Instead, it creates extremely potent but short-lived radiation. Every living thing within 2,000 meters must make a check versus Intensity 22 radiation. The radiation intensity drops one point every seven days, so only background radiation remains after 22 weeks.

Bomb, Trek

Base Damage: Spec.
Tech Level: VI
Blast Radius: 60m
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +8
Complexity: 18
Duration: One use
Shots/Reload: 1
Weight: 25 Kg

The trek bomb is a 25 centimeter square black plastic box that weighs 25 kilograms. When detonated, it disintegrates everything within 60 meters not protected by a force field. It causes 30 points of damage to force fields; excess damage affects things inside the force field. After detonation, the ground surrounding the trek bomb's former location is disintegrated as well, leaving a perfectly symmetrical hole 60 meters in radius.

Cannon, Fission (GAMMA WORLD Rules, pg. 99)

Coagulator, Stokes

Base Damage: *
Tech Level: IV
Short Range: 3m
Rate of Fire: 1
Avg. Cost: 1,250
THAC Bonus: +3
Complexity: 6
Duration: 1 Shot
Shots/Reload: 30
Weight: 7 Kg

* 5d6 damage the first round and 1d6 damage in each of the next five rounds.

This powerful weapon shoots a stream of grayish foam that seeps through a target's skin and enters the bloodstream upon contact. The foam consists of genetically engineered bacteria and enzymes that congeals the blood of any living creature. The foam remains indefinitely active within the weapon's sealed canister.

The Stokes Coagulator consists of a wide-nozzled rifle connected to a two liter plastimetal canister by a one meter flexible hollow coil. The powerful air compressor in the cannister is activated when the trigger is pulled. The weapon has an infrared sight or nighttime use. Wind current sensors mounted in the rifle, and the velocity of the ejected foam, grants the user a +3 THAC bonus. Only one target can be affected by the Stokes Coagulator per melee round.

The foam can only penetrate exposed flesh (whether insect, fish, mammal, or bird), causing half-damage to heavily-furred creatures. When a target is struck, it takes one full round for the foam to seep into the pours. On the second round, the gray coagulant affects its victim by causing 5d6 points of damage. At the beginning of the next five rounds, the foam inflicts another 1d6 points of damage.

If the victim is still alive after the last round of internally inflicted damage, there is a 10% chance during the next four hours that any excessive exertion (i.e.,

fighting, running, heavy lifting, etc.) on the part of the victim results in death.

Concentrated Damage Pack

	Type A	Type B	Type C
Base Damage:	10d6	12d6	16d6*
THAC Bonus:	+4	+6	+8
Tech Level:	IV	IV	IV
Complexity:	6	6	7
Short Range:	—	—	—
Duration:	1 Rnd	1 Rnd	3 Rnds
Blast Radius:	30	60	75
Rate of Fire:	1	1	1
Shots/Reload:	1	1	1
Avg. Cost:	600	700	900
Weight:	20 Kg	40 Kg	45 Kg

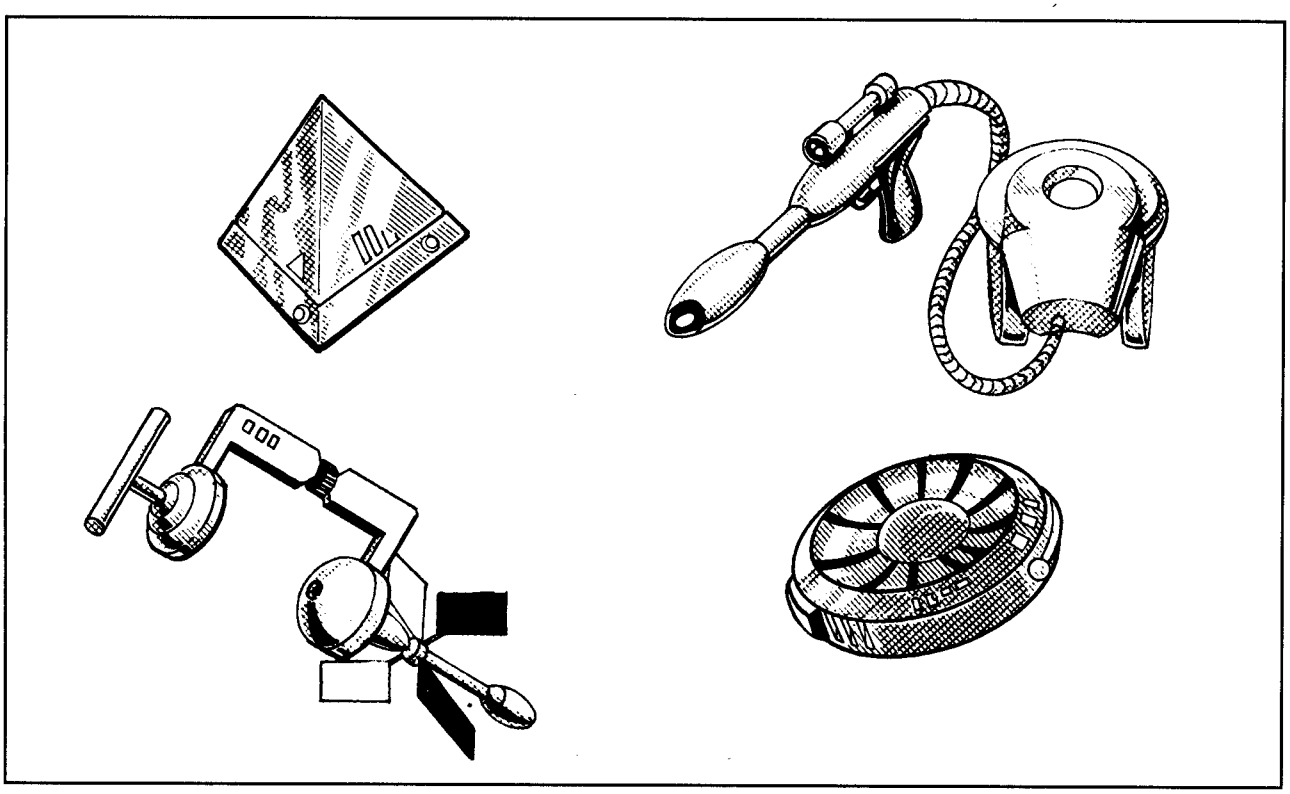
* The Type C Concentrated Damage Pack causes 8d6 points of damage the first round and 4d6 points of incendiary damage in each of the next two rounds.

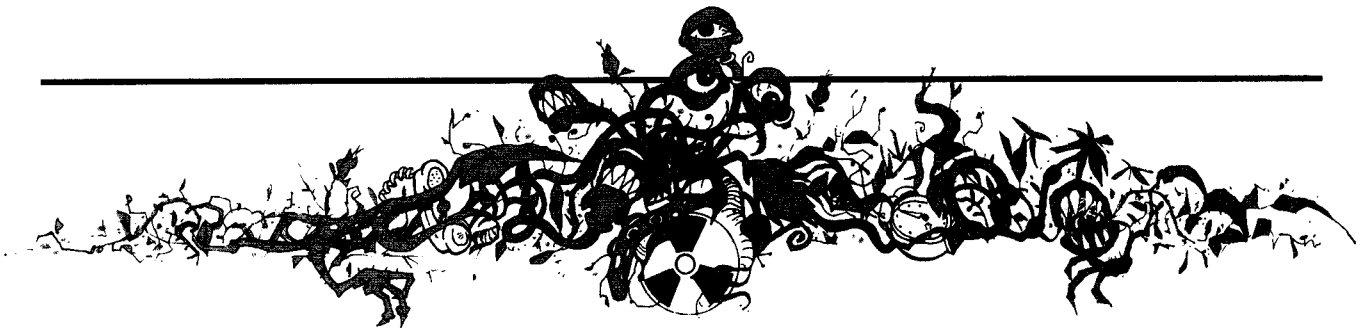
The concentrated damage pack is a canvas backpack full of plastic explosives. Designed to be placed by the bearer against a solid structure to be destroyed, the CDP comes with a number of triggering devices including fuses, radio transmitters, and proximity fuses, to name but a few.

The Type C Concentrated Damage Pack was used primarily in underwater demolitions before the Shadow years. They cause 8d6 points of damage the first round in a 75m radius, and 4d6 points of incendiary damage in each of the next two rounds. If used underwater, anything within 150m of the explosion is knocked unconscious for 2d10 minutes and is rendered deaf for 2d4 hours.

Small Damage Packs exist, but these are small, hand-sized versions of the Concentrated Damage pack. They range in size from 1d6 damage with a 3 meter blast radius to over 6d6 points of damage with an 18 meter blast Radius. Damage and radius of effect are always a three-to-one ratio with SDPs. Concentrated Damage Packs can be easily opened and the contents removed and molded in any desired shape to create Small Damage Packs.

Conversion Beamer (GAMMA WORLD Rules, pg. 98)





Cyclorator

Base Damage: 2d6+
Tech Level: IV
Short Range: 120
Rate of Fire: 1/2
Avg. Cost: 1,200
THAC Bonus: +10
Complexity: 20
Duration: One Use
Shots/Reload: 5
Weight: 16 Kg

The cyclorator is the third most lethal hand weapon ever created—the graser and the fusion rifle being first and second. The cyclorator's reactor creates a temporary magnetic bottle, fuses heavy tritium pellets into helium, generating enormous quantities of energy. It then drops the magnetic bottle, forcing the helium particles into an accelerator that speeds them to nearly 15% the speed of light before shooting the particles (and the heat) out the muzzle.

A target wearing any armor takes half damage (round up), as one-half the weapon's energy is used to drill a hole right through the armor (this weapon even works against duralloy). Once punctured, the armor's Armor Class bonus is permanently reduced by –1. Force fields are not penetrated by this weapon, but they are damaged. A character hit by the cyclorator takes the listed damage and must roll a radiation check against Radiation Strength 10. Radiation exposure can be countered by a radiation dose. The radiation damage from a cyclorator, unlike the graser, can cause mutational damage to mutants.

Dart, Smart (GAMMA WORLD Rules, pg. 104)

Disk, Lamprey (GAMMA WORLD Rules, pg. 101)

Drone Weaver (GAMMA WORLD Rules, pg. 98)

EMP Generator

Base Damage: Special
Tech Level: IV
Short Range: 2m
Rate of Fire: 1
Avg. Cost: 650
THAC Bonus: +4
Complexity: 23
Duration: Special
Shots/Reload: 4
Weight: 65 Kg

The EMP generator is a weapon debilitating for both the victim and the user. The EMP generator completely disables all powered equipment within its area of effect. If the attacking character was wearing powered armor, the suit's QPCs shut down which in turns powers down everything else on the suit. The character can begin powering up starting the next round.

The EMP generator does one of two things to every mechanical item within 20 meters. If an item is protected by a force field of any kind or strength, the force field is burned out until it can recycle itself, whether the field is at full strength or nearly exhausted. If an item does not have a force field, it powers down in the same manner as the generator user's equipment. It takes a full round to reactivate any powered equipment shut down by the EMP generator. If used against an android or robot, the live-metal construct receives the 6d6 points of damage instead of shutting down. Its special protective circuits protect it from superfluous power surges.

Flame Thrower (GAMMA WORLD Rules, pg. 99)

Graser

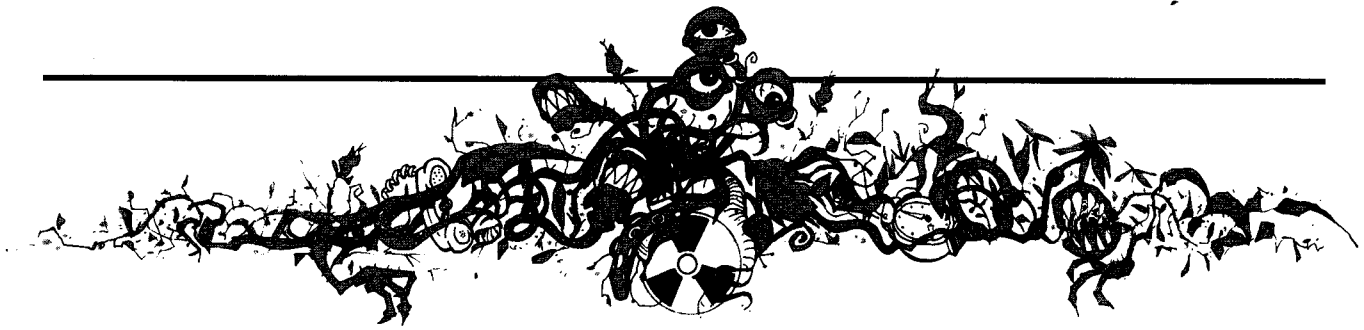
	Pistol	Rifle
Base Damage:	Radiation	Radiation
THAC Bonus:	+8	+12
Tech Level:	IV	IV
Complexity:	22	22
Short Range:	30	60
Duration:	One Use	One Use
Rate of Fire:	1/2	1/3
Shots/Reload:	10	5
Avg. Cost:	800	1600
Weight:	2 Kg	10 Kg

The graser is a nasty laser weapon that produces a concentrated stream of deadly gamma rays. The weapon consists of a backpack, a pistol or rifle, and a well-insulated cable connecting the two.

On a successful attack, the target must make a Radiation check against Radiation Strength 15. This radiation, however, will not cause mutations. All mutational results should be moved up to the next stage.

Although it's heavily shielded, the backpack cannot wholly protect the user from the gamma radiation produced by its miniature fusion reactor. Every time the user rolls a one on the attack die, he or she must make a radiation check against radiation Strength 12. All mutational results should be ignored.

The graser has no other use than the destruction of living tissue. It is often used by militant cryptic alliances to clear vegetation from areas supposedly



inhabited by snipers and unwanted infiltrants. The use of this weapon is considered an atrocity by all of the "civilized" and peaceful cryptic alliances.

Grenade (GAMMA WORLD Rules, pg. 101)

Grenade, Energy

Base Damage: 12d6 **THAC Bonus:** +5
Tech Level: IV **Complexity:** 14
Blast Radius: 30m **Duration:** One use
Rate of Fire: 1 **Shots/Reload:** 1
Avg. Cost: — **Weight:** .2 Kg

The energy grenade was used against the former elite armies of the holocaust. These Gamma Knights wore the powered armors and rode the mighty war machines that pared the life from Earth's landscape. The energy grenade helped immobilize these rampaging hordes and make them vulnerable to more conventional warfare.

When detonated, the energy grenade releases a blast of energy within the 30 meter burst radius, causing 12d6 to all targets. Those who are not wearing or carrying metallic substances, and those who are not constructed of metal or other conductive fibers and materials, receive one-half damage from the blast.

Grenade, Homing Option

Base Damage: Varies **THAC Bonus:** +12
Tech Level: VI **Complexity:** 20
Short Range: 100 **Duration:** One use
Rate of Fire: 1 **Shots/Reload:** 1
Avg. Cost: 1,000 **Weight:** 0.5 Kg

The Grenade Homing Option can be placed on grenades that weigh one kilogram or less. To attach the Homing Option, the user positions the grenade within the option's clamps and tightens the finger screws. Once in place, the user looks through the homing option's sight at a target for on full round to gain a "lock."

Once the homing option has "locked" onto its target, the homing option levitates the grenade and moves at a Rate of 24 toward the target. When the target is reached, the homing option activates the grenade

If the target lock is lost (if the target goes underground, for instance), the homing option locks onto the nearest moving object.

Grenade Launcher (GAMMA WORLD Rules, pg. 101)

Gun, Flak

Base Damage: — **THAC Bonus:** —
Tech Level: III **Complexity:** 10
Short Range: 5 **Duration:** 10+1d4 Rnds
Rate of Fire: 1/2 **Shots/Reload:** 1
Avg. Cost: 50 **Weight:** 2 or 3 Kg

The flak gun is a one-man portable chaff projector. When loaded, it is bulky and heavy. Unloaded, it is lightweight and easy to transport. The bulk of the gun (86% of its mass) is in its large drum-like load of chaff. A chaff shot is filled with small, light particles of shiny metallic flakes that cover a 25 meter radius. Any character or creature within 10 meters of the shell when it goes off receives 1d4 points of damage from the detonation. They are blinded for 1d4 rounds unless protected by goggles or a helmet with a face plate.

Chaff confuses sensors for 11 to 15 rounds. Against sensor-using weapons like heat-seeking missiles and homing grenades, chaff gives full 100% protection—any explosive round detonates on contact with the field, destroying the field (which, presumably, is nowhere near the original target). Radar guidance systems lock in on the field instead of the intended target if the chaff field is put up between the homing weapon and the target.

It takes a full round to reload the weapon.

Gun, Flare

Base Damage: Spec **THAC Bonus:** –2
Tech Level: III **Complexity:** 10
Short Range: 20 **Duration:** 3 min.
Rate of Fire: 1 **Shots/Reload:** 1
Avg. Cost: 200 **Weight:** 2 Kg

The flare gun is a specialized weapon with a very wide barrel. From first glance the barrel looks wide enough to be a hand-held grenade launcher, but is unable to fire those distinctive projectiles. The only missiles this pistol-like weapon can fire is flare shells. When the shell is dropped into the top of the barrel (firing pin first), the trigger on the gun can be pulled, sending the shell high into the air with a loud "puff."

Once the shell is a few seconds into the air, the outer crust burns away, exposing the chemicals within. These chemicals ignite upon contact with oxygen, turning the shell into a bright flare of different colors. The shell burns for three full minutes, arcing through the sky. Most often, the shell loses its spark shortly before it hits the ground, diminishing its flash-fire or burn hazards.

The flare gun lights up a 200 meter radius sphere, allowing all characters within the area to see as though in bright moonlight. It can be used as a weapon. The impact causes 4d6 points of concussive damage. At the beginning of the next round and the following 1d4+2 rounds, the target receives an additional 1d6 points from fire damage and smoke inhalation. Combustible materials ignite from the heat.

Gun, Gatling (GAMMA WORLD Rules, pg. 100)

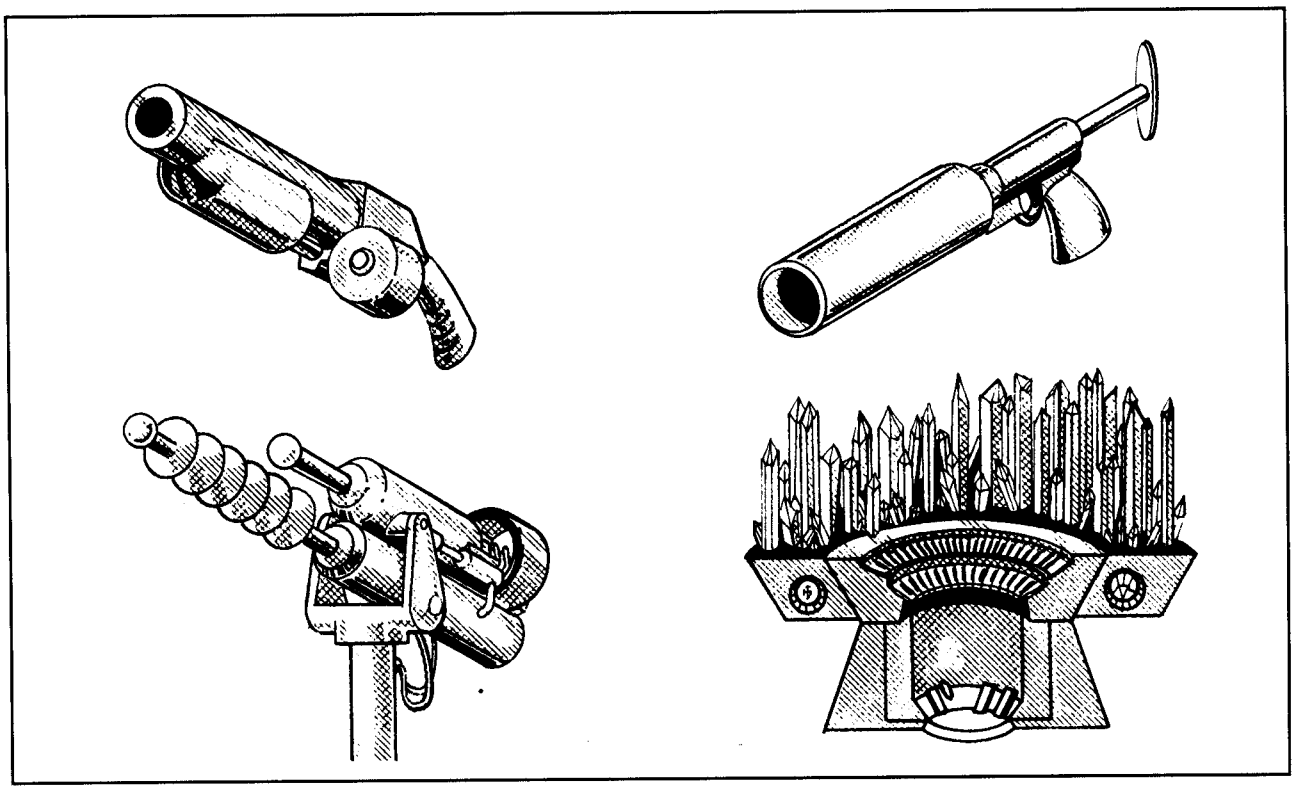
Gun, Gravity (GAMMA WORLD Rules, pg. 100)

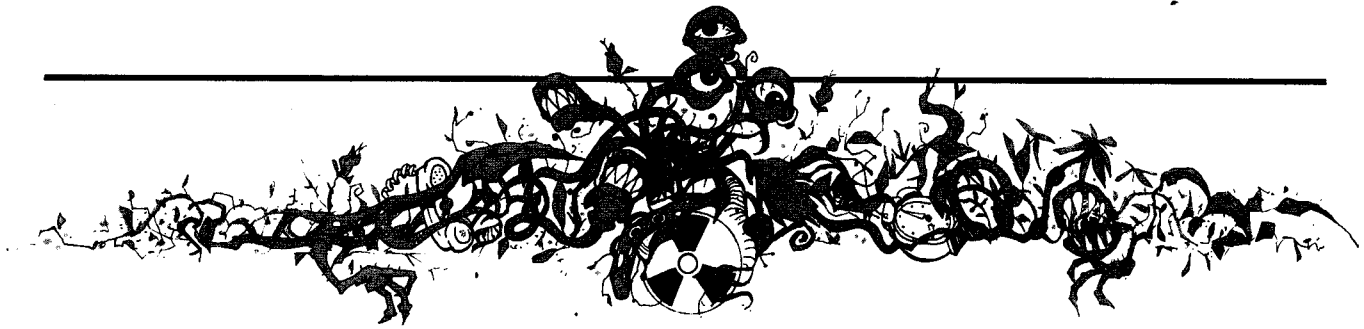
Gun, Laser (GAMMA WORLD Rules, pg. 101)

Gun, Lightning

Base Damage: 6d10 **THAC Bonus:** +5
Tech Level: IV **Complexity:** 12
Short Range: 350 **Duration:** One Use
Rate of Fire: 1/3 **Shots/Reload:** 3
Avg. Cost: 600 **Weight:** 8 Kg

The lightning gun was first used in the early 22nd Century by Earth's seafaring battleships to shoot down enemy aircraft. Using the same principles as natural lightning, the lightning gun creates an ionization path to the target. This ionization path may cause a victim's hair or fur to stand on end, clothes to cling to the skin, or may cause metallic objects to suddenly become magnetically attracted to one another. Once the path is complete, the gun shoots an enormous charge that passes from ion to ion until it strikes the target. The target, regardless of what it is made of and what it is wearing, suffers 6d10 points of damage. If the victim is wearing or using anything metallic, those items and devices take 2d10 points of damage. If this damage exceeds the amount of damage the items can take (see the GAMMA WORLD





rules booklet, page 61), they break.

The lightning gun is powered by a series of pre-charged capacitors. Expended capacitors can be replaced in one round, and take 12 hours to recharge using any generator or battery charger.

Gun, Machine (GAMMA WORLD Rules, pg. 102)

Gun, Nerve Impulse

Base Damage: Spec. **THAC Bonus:** +2
Tech Level: V **Complexity:** 18
Short Range: 10m **Duration:** Variable
Rate of Fire: 1 **Shots/Reload:** 15
Avg. Cost: 1,000 **Weight:** 3 Kg

The nerve impulse gun was a limited-issue device used by the National Park Service to aid in the control of park animals. Due to the possible effects on humans, the device's use was soon severely restricted.

The gun is 20cm long and 5cm in diameter with a hand grip and trigger. The gun ends in a 10cm wide cone-shaped dish. A single dial near the grip can be set to one of six positions. A small red light will flash with a number indicating the number of shots remaining in the Hydrogen Power Cell. The settings are consecutive (1—6) and the results of each setting is listed below.

1 The target feels friendly toward the user. The effect lasts for 15 minutes. Subsequent shots have no effect for 24 hours.
2 The target falls asleep for 14 minutes.
3 The target flees, if possible, for 1d6 rounds. Subsequent shots have no effect for 24 hours.
4 The target becomes enraged and attacks the nearest individual. The effect lasts 1d8 rounds.
5 The target experiences extreme pain for 1d4 rounds, receiving one point of damage per round. No other actions, except fleeing, are possible.
6 The target is stunned for 3d6 rounds. While stunned, unconscious mutations do not work.

Gun, Plasma (GAMMA WORLD Rules, pg. 103)

Harmonic Disrupter

Base Damage: Spec **THAC Bonus:** +12
Tech Level: V **Complexity:** 35
Short Range: 10m **Duration:** Constant
Rate of Fire: 1 **Shots/Reload:** 10
Avg. Cost: — **Weight:** 100 Kg

The harmonic disrupter is a highly fragile and ancient artifact. Less than 20 are known to exist, and many a skirmish has been wrought for its ownership. Unfortunately, these battles often end in the destruction of this rare and powerful relic.

The disrupter looks like a 5-meter-tall cluster of violet crystals held in a plastisteel case with many glass-covered dials and finger controls of varying colors. When activated, it sends out waves of harmonious sonic vibrations that cause damage to everything within its 100 meter range.

All targets within the damage radius receive 4d6 points of damage until either the harmonic disrupter is disabled, deactivated, turned off, or until the victim leaves the 100 meter radius. All items of glass, hard metal, pottery, hard plastic, and plaster within the radius take one point of structural damage per round (refer to the structural damage rules in the GAMMA WORLD rules book in Chapter Four). Once the item loses all its hit points, it shatters from the harmonic stresses, becoming permanently useless.

Laser, FIR

	Pistol	Rifle
Base Damage:	1d8	2d6
THAC Bonus:	+5	+6
Tech Level:	IV	IV
Complexity:	12	12
Short Range:	80	160
Duration:	One Use	One Use
Rate of Fire:	3/2	1
Shots/Reload:	5	10
Avg. Cost:	25	50
Weight:	1 Kg	5 Kg

Humans and mutants cannot see the FIR (Far-Infrared spectrum) laser's beam. In fact, even with layers upon layers of mutations, not a single creature can see this high in the spectrum. There are no instruments that allow characters to detect the FIR laser's beam, either. This weapon is a favorite among cryptic alliances like the Red Death who like to snipe without being spotted.

Mace, Energy (GAMMA WORLD Rules, pg. 98)

Micromissile (GAMMA WORLD Rules, pg. 102)

Micromissile, Fire Foam

Base Damage: 4d8
Tech Level: 3
Short Range: 100
Rate of Fire: 1
Avg. Cost: 3,000
THAC Bonus: +0
Complexity: 6
Duration: 3 rounds
Shots/Reload: 1
Weight: 7 Kg

The fire foam minimissile is a protective and dangerous device used by the ancients to combat intense fires (from high-rise buildings to forest fires). Unlike their weapon counterparts, these micromissiles are painted a bright red-orange. Upon impact, the device explodes into a spherical cloud of fire-extinguishing foam, 30 meters in radius. The cloud of greenish-brown foam lasts for three rounds, depleting the area's available oxygen, coating the area with flame-retardant particles, and lowering the area temperature by 30°F. In highly humid areas, this temperature decrease causes isolated rainfall.

Each round a living being (plants excluded) remains in the cloud of foam, they receive 4d8 points inhalation damage. Characters and intelligent creatures may hold their breath one round per point of Constitution. Anyone caught in the cloud becomes partially blinded for five rounds, fighting with a –4 THAC penalty for 1d6 rounds. Any other actions or special powers requiring sight are likewise hampered by the temporary blindness.

Flying creatures caught in the foam are forced to the ground. Creatures forced to the ground, cannot fly for 30 minutes and the foam must be removed before flight is possible. If the flying creature is carrying a rider, this individual suffers normal falling damage.

Missile (GAMMA WORLD Rules, pg. 102)

Missile, Surface

Base Damage: 30d10
Tech Level: IV
Short Range: 8 Km
Rate of Fire: 1/6
Avg. Cost: —
THAC Bonus: +20
Complexity: 28
Duration: Once
Shots/Reload: 1
Weight: 120 Kg

The surface missile is a dangerous artifact that was used to create much of the destruction in the world. A slender three meter long cylinder, the missile is usually fixed and completely controlled by a military installation or vehicle, making it nearly impossible to control (see the weapon's complexity).

In order to launch the surface missiles controlled by a military installation, the character must be in full control of the military installation—an impossible task at best. Launching the missiles controlled by a rogue vehicle is much easier since computers in the vehicles are less complex than the cybernetic installations and think tanks within the military installations. See the vehicle section for two such vessels: the LML Mark XV-A Missile Launcher and the large submarine. If there is a functioning CI or think tank within 20 km, the vehicle will not fire its missiles without radioed permission from the computer.

All missiles must be controlled completely from the launch site unless the missile's miniature computer and guidance systems were programmed before launch. If the missile is not controlled or programmed, it flies in a straight path in whatever direction and ascent (or descent) angle it was fired. Once its maximum range is reached, the rocket gently arcs to the ground and explodes.

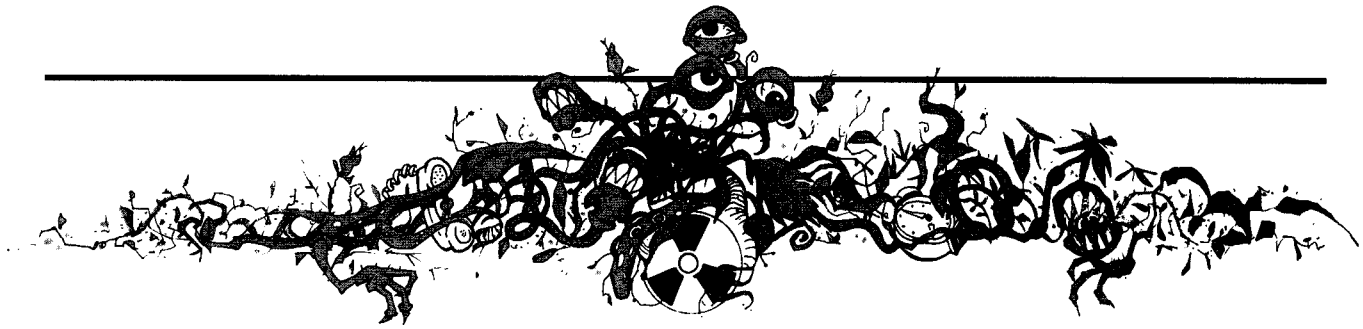
Mortar/Grappling Hook Launcher

Base Damage: Variable
Tech Level: III
Short Range: Special
Rate of Fire: 1 or 2
Avg. Cost: 120
THAC Bonus: +5
Complexity: 10
Duration: One Use
Shots/Reload: 1
Weight: 20 Kg

This weapon is the M29 Mortar used by the United Americas' Army in the last decades before the holocaust. It consists of a metal tube, an attachable circular metal base, and a bipod stabilizer near the muzzle. The M29's overall length is about 130 centimeters and it weights 20 kilograms empty. It can fire three different types of 81 millimeter mortar rounds (listed below) or the grappling hook assembly.

The mortar can be assembled in five rounds if the user is proficient; three times as long if the character is not. While three characters can work together to fire two rounds per round, a single character can use the set-up mortar alone to fire once per round. The grappling hook assembly takes five rounds to set up before firing.

The grappling hook, the shell used to launch it, and the rope attached to the hook are usually packed as one kit. When using the grappling hook, the mortar



can fire the hook and rope up cliffs, across chasms or rivers, etc. Hopefully, the hook catches on a ridge, branch, or boulder, and is drawn tight, providing instant access.

There are three different types of mortar rounds for different sizes of mortars. There are the 81 millimeters mortar rounds for use in the M29 Mortar listed above. All rounds are packed three to a case. Each round is over 52 centimeters long and weighs four to four and one-half kilograms.

High Explosive Round: This round covers a 30 meter radius when it explodes, causing 8d6 points of damage to all within the blast radius. The High Explosive round cannot be fired at a target less than 50 meters away, and it has a maximum range of 4, 500 meters. It can be set to explode on contact or after a few seconds' delay, so it can penetrate a "soft" target.

Parachute Flare Round: This round explodes in the air, releasing a parachute tied to a magnesium flare. The fuse can be delayed from one to 100 seconds. The flare then floats down, lighting up the sky and the landscape for 75 seconds with near-daylight intensity. This round has a range of 90 to 2,000 meters.

White Phosphorous Round: This round creates smoke cover. It has a range of 50 to 4,000 meters and burns for two minutes at 2, 700° Centigrade. It can send out smoke as a signal, to mark a target for other attacks, or to provide cover for an attack by smoke screening the target area.

Needler (GAMMA WORLD Rules, pg. 103)

Pistol, Machine (GAMMA WORLD Rules, pg. 102)

Pistol, Maser (GAMMA WORLD Rules, pg. 102)

Pistol, Stun Ray (GAMMA WORLD Rules, pg. 105)

Popper Pellet

Base Damage: Spec
Tech Level: VI
Short Range: *
Rate of Fire: 1
Avg. Cost: 550
THAC Bonus: —
Complexity: 30
Duration: Two hours
Shots/Reload: —
Weight: 0.10 Kg

* The range of the popper pellet is the distance its user can throw the item.

The popper pellet is an ocher kernel about the size of a large marble. To activate the item, the user throws it into an activated force field. Once it makes contact with a force field of any kind (excluding mutations), the popper pellet instantly gains the power it requires to perform its duties from the field. Once attached, the popper pellet cloaks itself from infrared, ultraviolet, and visual spectrum light, making itself invisible from most individuals and sensors. It travels to the highest point of the force field (above the head for most body armors and above the turret for most tanks).

While attached, the popper pellet lessens the effectiveness of the force field by five points (these five points being the power used for the popper pellet's operations). If five points of force field are not available to support the popper pellet, it is unable to attach itself, falling to the ground deactivated. The popper pellet also deactivates and falls if the force field drops for any reason.

When the popper pellet is thrown at a force field, the individual sees the popper pellet suddenly disappear as it comes in contact with the field. In response, the force field generator beeps and blinks a warning stating the field strength has been reduced.

Rifle, Assault (GAMMA WORLD Rules, pg. 97)

Rifle, Black Ray (GAMMA WORLD Rules, pg. 97)

Rifle, Chameleon

Base Damage:
Tech Level: III
Short Range: 250
Rate of Fire: Varied
Avg. Cost: 200
THAC Bonus: +4
Complexity: 16
Duration: 1 Shot
Shots/Reload: 40
Weight: 2.5 Kg

The chameleon rifle was the last rifle manufactured in the United Americas in any quantity before the holocaust. It is so called because it has interchangeable barrels that allow it to fire as a rifle (ROF 1/1, Dmg 5d6), a semi-automatic rifle (ROF 2/1, Dmg 4d6), or a submachine rifle (multiple shots per round, treat as one shot for everyone in a three meter wide area, Dmg 3d6).

This slug-thrower rifle-type weapon was designed on the popular "bull pup" style, that is, the clip and feed mechanism are located in the stock behind the

firing mechanism. There is a grip in front of the firing handle for easier control; the barrel, while maintaining its length, is set farther back in the weapon, making it appear short and squat. It has a handle/telescope on top that allows the user to fire at full range without negative modifiers. It weighs around 2.5 kilograms and is 80 centimeters long.

This rifle's range is effective up to 400 meters, but can fire up to 2, 500 meters at large targets. The chameleon rifle is primarily constructed of high-impact, transparent plastic and lightweight metal alloys. The magazine holds 40 individual rounds.

The chameleon rifle can also fire 22 millimeter tail grenades. Treat tail grenades as normal grenades, but with an maximum range of 300 meters. They can only be used with this rifle.

Rifle, Fusion

Base Damage: 8d6
Tech Level: VI
Short Range: 40
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +6
Complexity: 18
Duration: 1 Shot
Shots/Reload: 7
Weight: 22 Kg

The fusion rifle is the terror of the Gamma Knight as well as every other sentient creature in Meriga. Energy and kinetic force fields do not lessen the damage caused by the fusion rifle. Magnetic force fields, the weakest of the three types of force fields, gives the character the standard Armor Class bonus against the enemies' to-hit roll.

Anything hit by the fusion rifle's blast must roll a Radiation Check as though hit by Radiation Strength 19 and take an immediate 8d6 points of damage. The weapon's user must roll a Radiation check as though hit by Radiation Strength 10 every time the weapon is used or suffer 2d6 points of damage; modify the check with the Armor Class bonus granted the character from his Magnetic Force Fields (if one is used).

The Fusion Rifle is the preferred weapon of the Radioactivists. Both the Traditional and the Reformed factions of this cryptic alliance use the weapon, though it is more frequently used by the reformed who wish to increase the radiation level throughout the planet. Since the Radioactivists attempt to keep their identity secret, it is a common assumption that anyone carrying this large weapon is a member of this elusive cryptic alliance.

Rifle, Infrared

Base Damage: 5d6
Tech Level: IV
Short Range: 30
Rate of Fire: 1
Avg. Cost: 250
THAC Bonus: +8
Complexity: 16
Duration: One use
Shots/Reload: 8
Weight: 3 Kg

The infrared rifle is commonly called the Blister Blaster because the resulting damage from the weapon usually produces great heat burns and blisters on humans, robotoids, and androids. The infrared rifle creates a five centimeter diameter beam of coherent infrared radiation with an equivalent temperature of 500° centigrade. Any metallic object hit by this weapon, in addition to sustaining the damage stated above, becomes so hot it glows. Any creature in physical contact with this object takes 2d6 points of burning damage from the heated metal.

The infrared rays from this rifle are invisible to the naked human (or mutant) eye. Creatures and mutants possessing the ability to see in the infrared region of the spectrum or those wearing infrared sensitive gear can see the beam. Any creature who can see infrared radiation (including anyone wearing IR goggles and the like) who looks directly at the rifle when it is fired suffers 1d6 points of damage and is blinded (in all frequencies, not just infrared) for 30 minutes.

Rifle, Maser (GAMMA WORLD Rules, pg. 102)

Rifle, Plasma

Base Damage: 10d10*
Tech Level: VI
Short Range: 30
Rate of Fire: 1
Avg. Cost: —
THAC Bonus: +15
Complexity: 30
Duration: 1 rnd
Shots/Reload: 8
Weight: 7— Kg

* 20d10 versus force fields.

The plasma rifle is a hand-held weapon carried by the Exterminator Robots (see the robot section for information on this deadly construct). When used by the Exterminator robot, the weapon is powered by the robot's internal power source. When fully charged, the plasma rifle is good for eight shots. It is recharged by attaching the rifle's power converter to a hidden access panel located on the right side of the Exterminator's waist. Recharging takes 40 minutes, at five minutes per bolt.

If the plasma rifle is used by anyone besides the Exterminator robots, the rifle cannot be recharged unless the owner also owns a Broadcast Power Charger and is in the vicinity of a functioning Broadcast Power Station (see the explanation of these two items in the Miscellaneous Equipment section for more information).

Due to the nature of the plasma, the weapon causes double damage to all force fields (this does not apply to mutational force or repulsion fields), and penetrates many types of armor more effectively (explaining its incredible THAC bonus). The plasma rifle makes the elimination of protected targets more feasible.

The Exterminator robots are a powerful branch of the reformed Created (a cryptic alliance). Without exception, every functional Exterminator robot in existence has a Plasma Rifle at its side. The only way to get one of these weapons is to destroy the Exterminator Robot that currently holds it, or to kill whatever killed an Exterminator Robot (which may be even harder!).

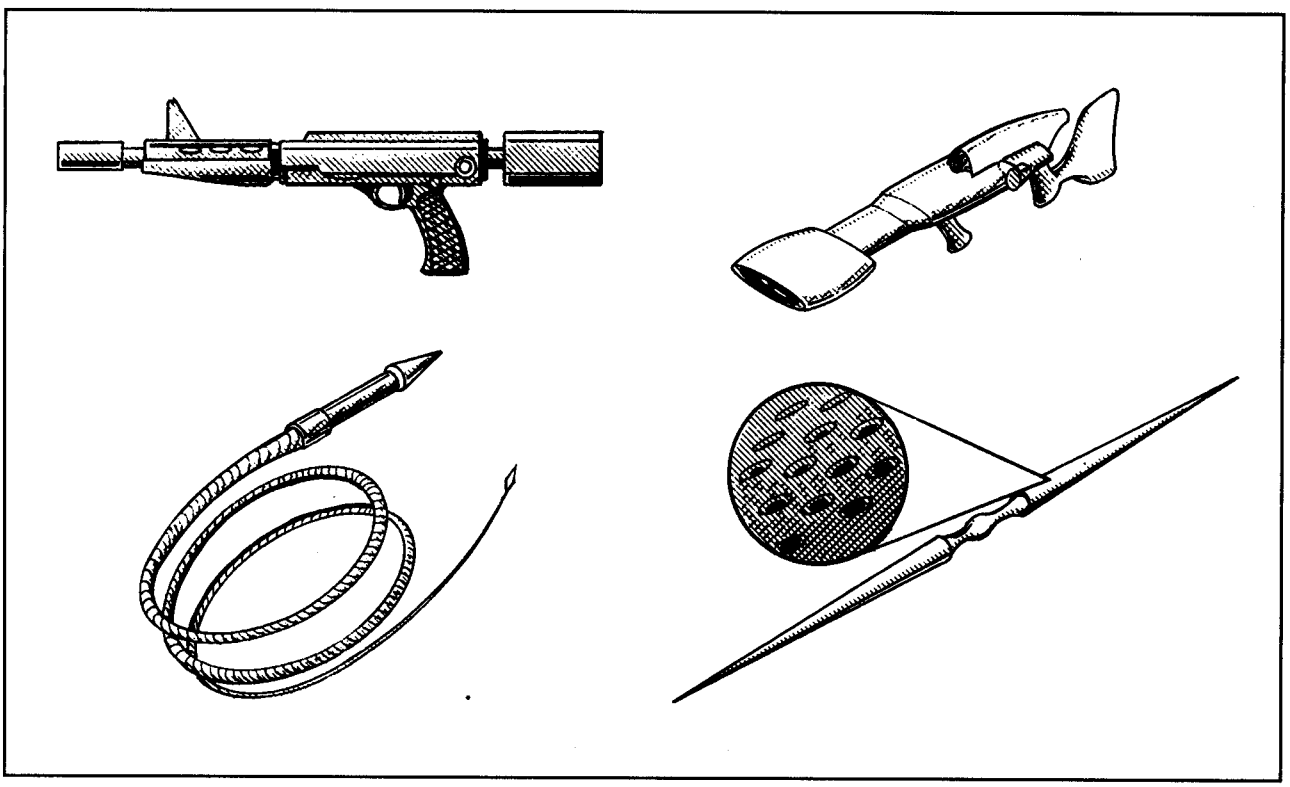
Rifle, Rover

Base Damage: Special
Tech Level: VI
Short Range: 50
Rate of Fire: 1/3
Avg. Cost:
THAC Bonus: +12
Complexity: 14
Duration: Special
Shots/Reload: 5
Weight: 8 Kg

The Rover Rifle fires small, iridescent energy spheres capable of tracking a moving target. Before it can be fired, the operator must aim at the target for three consecutive rounds, performing no other actions, while making a successful Dexterity check each round. On the third melee round, the Rover Rifle's internal computer "recognizes" the target (also known as "laying a bead" on the target).

When the rifle is fired (in the third round) at a "recognized" target, it releases an energy ball that tracks the target. The sphere moves at speeds equivalent to 100, pursuing the target until it hits or until 12 melee rounds expire, whichever comes first.

The Energy spheres can pass through the air, sail along the ground, drift through water, maneuver around corners, move through the vacuum of space,



or wherever the target goes, excluding inter-dimensional hopping and teleporting out of sight. If the ball strikes the target, all powered devices are shorted out for six rounds and the living target itself receives 6d6 points of electrical damage. If used against an android or robot, the live-metal construct only receives the 6d6 points of damage. Its special protective circuits protect it from superfluous power surges.

Once the rifle is no longer aimed at a target, the computer loses its "recognition" and the process must begin again to fire the weapon.

The rifle is charged by two Hydrogen Power Cells which power the rifle for five energy balls.

Rifle, Sniper (GAMMA WORLD Rules, pg. 104)

Rifle, Stun Ray (GAMMA WORLD Rules, pg. 105)

Rocket Grenade System (GAMMA WORLD Rules, pg. 111)

Rod, Paralysis (GAMMA WORLD Rules, pg. 103)

Screamer (GAMMA WORLD Rules, pg. 104)

Shotgun (GAMMA WORLD Rules, pg. 104)

Shrapneler (See the *Gamma Knights* supplement)

Slicer

	Pistol	Rifle
Base Damage:	4d6	8d6
THAC Bonus:	+6	+10
Tech Level:	VI	VI
Complexity:	22	22
Short Range:	20	30
Duration:	1 rnd	1 rnd
Rate of Fire:	1	1
Shots/Reload:	6	10
Avg. Cost:	4,000	7,000
Weight (kg):	4	9

Both the slicer rifle and pistol have a severely oval-shaped barrel that looks like a crushed tube. When the trigger is pulled, an energy disc leaps from this thin barrel towards its unfortunate target with an almost melodic hum that can be heard 10 meters away.

The energy discs this weapon fires slices through armor like a vibro weapon. Force fields take one-half damage from the slicer. If the force field survives the tryst with the energy disc, the disc is deflected and lands 1d6+6 meters away. If the force field comes down from contact with the disc, the suit of armor, or the character protected by the field, receives the rest of the damage.

One Hydrogen Power cell is used in the pistol, giving the weapon six shots. Two cells power the rifle for ten shots.

Slug Thrower

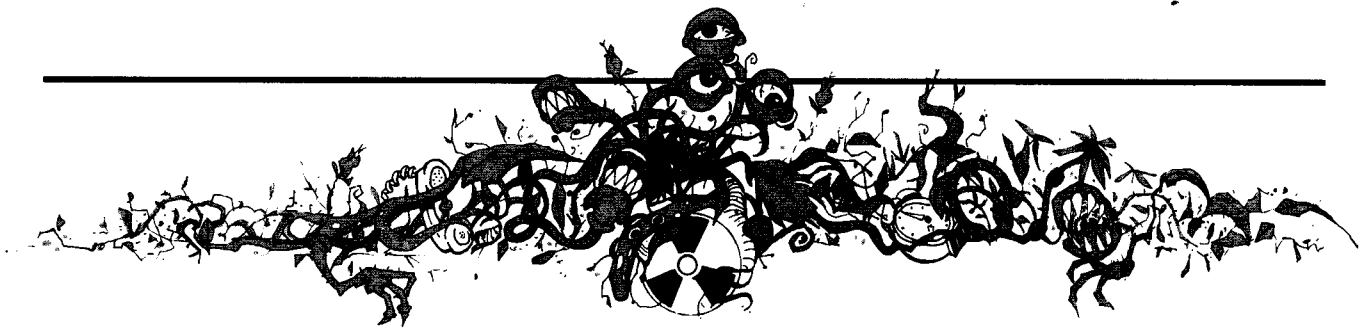
	Type C	Type B	Type A
Base Damage:	1d6	2D6	3D6*
THAC Bonus:	+0	+1	+2
Tech Level:	III	III	III
Complexity:	6	6	5
Short Range:	2m	4m	6m
Duration:	1 Shot	1 Shot	1 Shot
Rate of Fire:	1	1	1
Shots/Reload:	50	30	20
Avg. Cost:	300	400	500
Weight (Kg):	1	1—	2

* The Type A Slug Thrower, the largest of the three, causes double damage to larger-than-man-sized targets.

These weapons were once used by various police forces for riot suppression and crowd control. Slug Throwers use Hydrogen Power Cells, giving the pistols the potential to fire three full clips. When the trigger is pulled, the unusually soft slug is forced through the magnetized barrel, constantly accelerated. As the slug passes through the barrel, the magnetic coils energizes the slug with a slight electrical charge. When this charged slug strikes a target, the stored energy is released, shocking the target as well as damaging with the sheer impact. Targets that are immune to electrical damage, take only half damage—rounded up. Targets that are immune to kinetic damage take only half damage, rounded up.

Slug throwers damage is Stunning damage. When cumulative stunning damage reaches one-half the target's total hit points, the victim falls unconscious for 1d6 minutes. When the target awakens, any stunning damage is added back to his hit point total.

Slug throwers come in three calibers. These sizes



range from the tiny .17 derringer to the huge .75 prison special, with the .38 caliber in between.

Small Damage Pack (See Concentrated Damage Pack)

Taser (GAMMA WORLD Rules, pg. 105)

Vibroblade (GAMMA WORLD Rules, pg. 106)

Vibrodagger (GAMMA WORLD Rules, pg. 106)

Whip, Stun

Base Damage: 1d2+Stun
Tech Level: IV
Short Range: 3m*
Rate of Fire: 1
Avg. Cost: 250
THAC Bonus: +5
Complexity: 8
Duration: Variable
Shots/Reload: 30 min
Weight: — Kg

* Short Range is the only range for this hand-held weapon.

The stun whip is a three meter long whip with a small spur at the end of its single tail. A Chemical Power Cell plugs into the handle next to the power switch. When activated, the stun whip creates a low-amperage, high-wattage electric field throughout its three meter wire whip. The Chemical Power Cell in this item is good for 30 minutes. Thirty minutes equates to 180 combat rounds (six rounds per minute).

If whipped at a target, the attacker must roll a standard THAC roll. The target takes 1d2 points of damage and is stunned on a successful hit. Stunning lasts for 30 minutes minus one minute for every point of Constitution (minimum of one minute). While stunned, only the victim's involuntary muscles and mutations (if any) function. If a victim is whipped additional times (once per round), the character is stunned for one additional minute per successful attack, as well as receiving additional damage

The whip can be used without power, acting as a standard whip, causing 1d2 points of damage.

Wrapper

Base Damage: Spec
Tech Level: VI
Short Range: 2
Rate of Fire: 1/5
Avg. Cost: 650
THAC Bonus: +8
Complexity: 20
Duration: Special
Shots/Reload: 2
Weight: 1 Kg

Also called the Weaver, the Wrapper is a large, ivory spindle with microscopic holes across its surface. Encased within its ceramic shell, a number of sensors allow the device to locate targets while the antigrav flight unit permits the device to wander at a Movement Rate of 30.

When activated, the Wrapper spins into the air and races toward its target. When it is within range, and for five rounds thereafter, the Wrapper extrudes strands of plastisteel fiber at an amazing rate. These fibers are both extremely strong as well as highly adhesive. Anyone caught in the fibers must make a Strength check at a progressive –5 penalty each round (a –5 the first round, –10 the second, –15 the third, –20 the fourth, –25 the fifth and final). Once this check fails, the character is permanently trapped within the fibers. The only way to escape is with the aid of an ally who owns a sharp blade. All clothing must be replaced as removing the sticky strands destroys the garments.

The Wrapper attacks one opponent for five consecutive rounds. It cannot be instructed to stop once this five round attack period has begun. It has enough fiber to make two separate attacks. The wrapper can be instructed to attack two separate individuals at one time. If ordered to do so, the wrapper uses all its fiber in a single use. To attack the Wrapper, the character must roll a successful attack against AC 30. The Wrapper can sustain 20 points of damage before being destroyed. Once destroyed, the Wrapper stops exuding its filaments and immediately drops to the ground.

The Wrapper is a common weapon within the ranks of the Brotherhood of Thought cryptic alliance—the traditional variants, at least. The Brotherhood of Thought's favorite may be the Wrapper, but they will use any other weapon that causes no real damage. Stun ray pistols and rifles are a perfect example. Defensive artifacts see common use within these organizations.

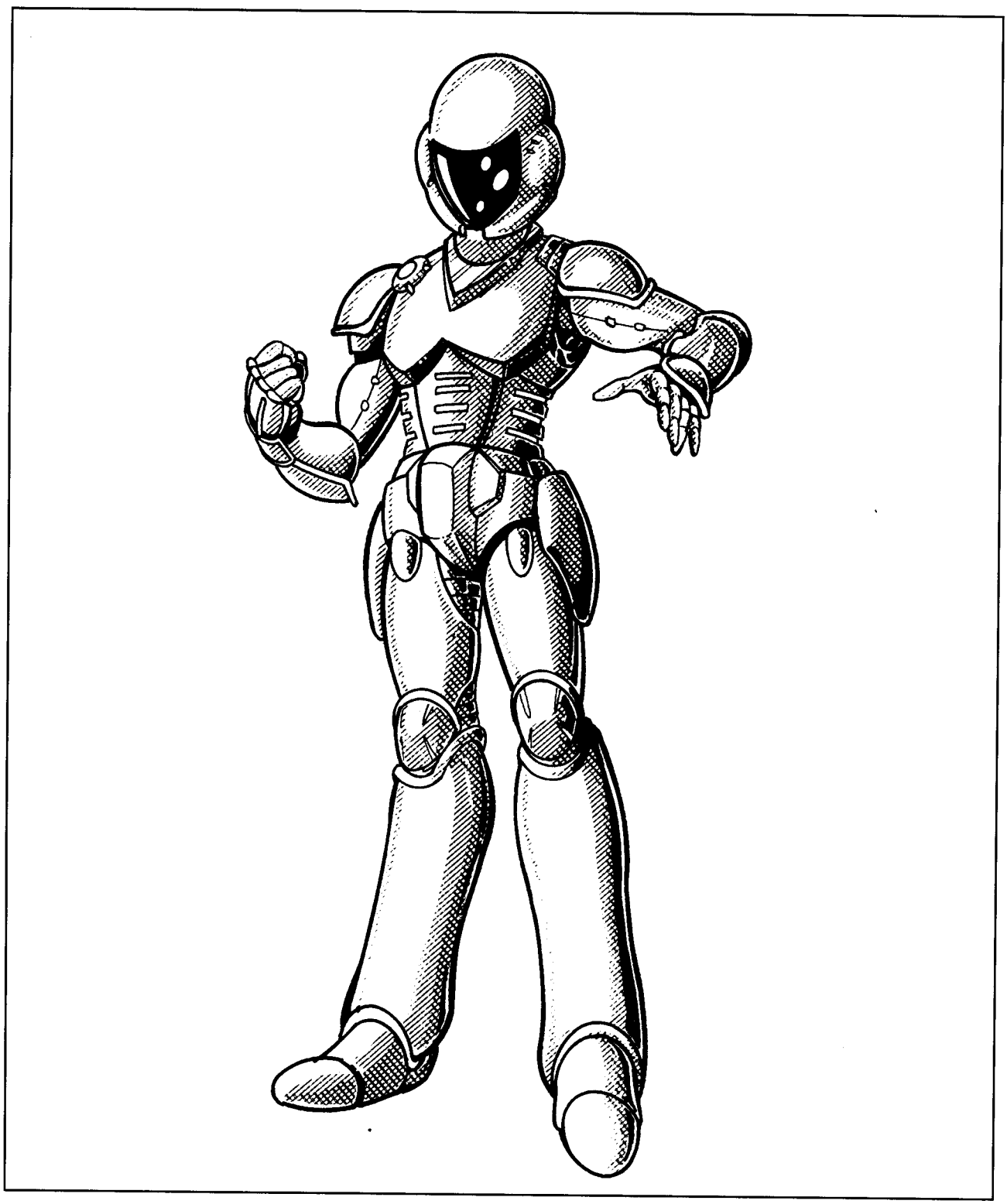
Defenses

Table 2-1 Powered Armor

Armor Type	AC	Total Slots	Power	MV	Force Field	Defense	Sensor	Weapon
Energized	24	20	1 QPC	x3 MV, Jp	None	None	Yes	None
Inertia	24	30	2 QPC	x2 MV, Jp	½ dmg	None	Yes	None
Plastic Armor	20	0	None	None	None	None	None	None
Powered Alloy	24	25	1 QPC	x3 MV	None	None	Yes	Yes
Powered Assault	28	120	3 QPC	x4 MV, Fl	50 hp	Yes	Yes	Yes
Powered Attack	28	85	2 QPC	x3 MV, Fl	40 hp	Yes	Yes	Yes
Powered Battle	24	70	2 QPC	x2 MV, Fl	30 hp	Yes	Yes	Yes
Powered Plate	20	15	1 QPC	x2 MV	None	None	Yes	None
Powered Protection	30	90	3 QPC	x2 MV, Fl	60 hp	Yes	Yes	None
Powered Scout	24	65	2 QPC	x4 MV, Jp	20 hp	Yes	Yes	Yes
Sheath Armor	16	6	None	None	None	None	None	None
Sheath Armor, Powered	16	6	½ QPC	None	None	None	None	None
Tandem VIII	28	130	3 QPC	x4 MV, Fl	50 hp	Yes	Yes	Yes

Table 2-2: Common Armor

Armor	AC Mod.	Avg. Cost	Wt Kg	Tech Level
Force Field Generator	0	1,500	10	VI, 14
Furs or Skins	+1	3	10	I
Helmet, Heavy Plastic	+2	10	2	III
Helmet, Kevlar	+3	25	1	III
Helmet, Leather	+1	5	1	III
Helmet, Metal	+2	10	3	III
Helmet, Plastic	+1	5	2	III
Leather	+2	20	8	II
Leather, Studded	+3	25	12	II
Mail, Banded	+6	50	17	II
Mail, Chain	+5	40	20	II
Mail, Plate	+7	60	25	II
Mail, Ring	+4	35	15	II
Mask, Gas	0	500	1	IV
Plastic Armor	+10	—	6	IV, 12
Shield, Duralloy	+3	1,200	4	VI, 0
Shield, Riot	+2	300	2	IV, 0
Shield, Steel	+2	35	7	II
Shield, Wooden	+1	10	5	I
Sports Gear	+4	500	7	IV, 10
Suit, Fireman's	+2	750	9	IV, 5
Suit, Hazmut	+2	Spec.	12	Spec, 7
Suit, Radiation	+1	Spec.	5	Spec, 8
Vest, Bulletproof	+3	Spec.	5	IV, 3



Energized Armor (See *Gamma Knights*)

Force Field Generator (GAMMA WORLD Rules, pg. 100)

Helmet, Kevlar

Tech Level: III **Complexity:** 5
Duration: Constant **Avg. Cost:** —
Weight: 1

The kevlar helmet was designed by pre-holocaust human forces. It is extremely durable and covers all of the head except the face. Helmets offer protection from attacks on all sides and above. Kevlar helmets add a +3 AC bonus, most heavy plastic or metal helmets offer a +2 AC bonus, while normal plastic or leather helmets only give a +1 AC bonus.

Inertia Armor (See *Gamma Knights*)

Mask, Gas (See GAMMA WORLD rules, page 88)

Plastic Armor (See *Gamma Knights*)

Powered Alloy Armor (See *Gamma Knights*)

Powered Assault Armor (See *Gamma Knights*)

Powered Attack Armor (See *Gamma Knights*)

Powered Battle Armor (See *Gamma Knights*)

Powered Plate Armor (See *Gamma Knights*)

Powered Protection

Armor Class when worn: 30
Total Slots Available: 90
- Slots in Helmet: 4
- Slots in Upper Left Limb: 8
- Slots in Upper Right Limb: 8
- Slots in Front Torso: 12
- Slots in Back Plate: 38
- Slots in Lower Left Limb: 10
- Slots in Lower Right Limb: 10

Total Slots Currently Used: 82
Power Source: Three QPCs
Battery Capacity: 24
Locomotion Provided:
- x2 Movement
- Antigrav Flight

Force Field: Kinetic field absorbs first 60 points damage sustained each round.
Defenses Included:
- Cloaking Device
- Computer Scrambler
- Hot Plate
  - (One on each arm)
  - (Three on back plate)
- Life Support System
- Medikit
- Miniature Surgeon
- Repair System
- Suit Sealant

Sensors Included:
- Radiation
- Two-way Radio
- Visual Spectrum

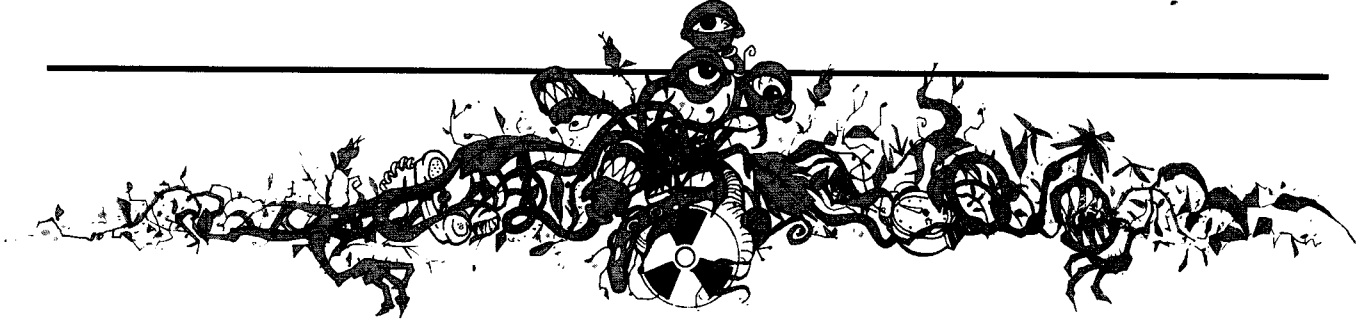
Weapons Included:
- None

Powered protection armor is the ultimate armor for those who believe in protection without firepower. Important dignitaries, presidents, kings, sultans, senators, etc., all wore this special armor as they traveled from their homeland to other locations for important meetings and trade talks.

In Meriga, this armor is often dismantled and its powerful (and unique) 60-point kinetic force field removed and placed on more powerful and offensive armor. If not dismantled, the powered protection armor can be upgraded to pack a healthy punch—a punch to rival even the formidable powered battle armor.

Powered protection armor suits in working condition can be programmed with Proxima (see the appropriate listing in this book). Currently, no other suit of powered armor has been discovered with this protocol.

This powered suit of armor is the apex of all Healer protection. Everyone within this cryptic alliance haunts the lands for these highly prized items. Militant groups like the Iron Society, the Knights of Genetic Purity, the Ranks of the Fit, and the Zoopremists update, upgrade, part-out, and otherwise modify these suits into highly powerful, offensive weapons of mutual assured destruction.



System Breakdown:
Helmet Slots: Two-way Radio, Radiation detector, Visual Spectrum sensor.
Upper Left Limb Slots: Hot Plate hook-up, Cloaking Device
Upper Right Limb Slots: Hot Plate hookup, Miniature Surgeon, Computer Scrambler, Life Support System, Suit Sealant
Front Torso Slots: Kinetic Force Field
Back Plate Slots: QPCx3, Repair System, Medikit, Anti-grav Flight
Lower Left Limb Slots: x2 movement
Lower Right Limb Slots: x2 movement

Powered Scout Armor (*Gamma Knights*)

Sheath Armor (*Gamma Knights*)

Sheath Armor, Powered (*Gamma Knights*)

Shield, Duralloy (GAMMA WORLD Rules, pg. 98)

Shield, Riot (GAMMA WORLD Rules, pg. 104)

Sports Gear (GAMMA WORLD Rules, pg. 105)

Suit, Fireman's (GAMMA WORLD Rules, 99)

Suit, Hazmat (GAMMA WORLD Rules, 101)

Suit, Radiation (GAMMA WORLD Rules, pg. 104)

Tandem VIII Series Assault Armor (*Gamma Knights*)

Vest, Bulletproof (GAMMA WORLD Rules, pg. 98)

Defensive Options

The following defensive options can be added to the armor suits available in the *Gamma Knights* boxed supplement.

Table 2-3: Defensive Options

Option	Slots Needed	AC Bonus
Alpha Stealth Package	4	+01
Beta Stealth Package	2	+02
Gamma Stealth Package	5	+03

Alpha Stealth Package

This package makes a Gamma Knight "invisible" to all infrared scanning devices. The alpha package is designed to provide powered armor with unequalled protection from heat seeking missiles. The package also masks heat emissions from weapons and locomotive packages on the armor.

Beta Stealth Package

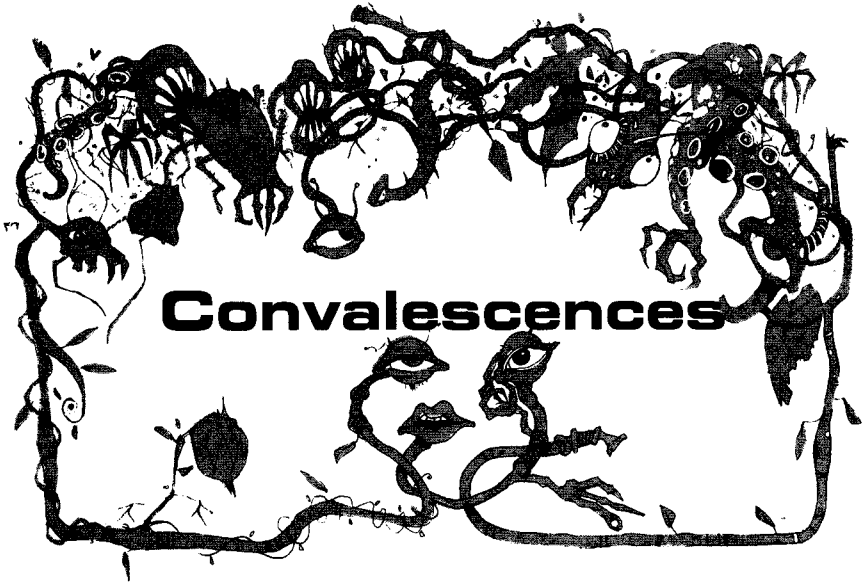
The beta stealth unit makes a suit of armor "invisible" from ultraviolet and radar, letting it run or glide through enemy lines without being detected. This package does not mask the infrared emissions from weapons, as does the alpha package.

Gamma Stealth Package

The Gamma Package is designed to let Gamma Knights hide in the open—it's a favorite of those who want to ambush unwary travelers. The gamma package makes the Gamma Knight and his armor "invisible" to radar, Ultraviolet, and Visual Spectrum scanning devices—including the naked eye.

The gamma package projects a three-dimensional picture of the surrounding terrain. Characters can detect the Gamma Knight with a "nearly impossible" Senses Attribute check (See GAMMA WORLD rules, pg. 69). The package does not mask infrared emissions, so the knight can still be detected by infrared sensors if he uses any weapons.

A Gamma Knight who uses his weapons while using the Gamma Stealth Package gives up his location, and anyone in sight can fire upon the character for two rounds without penalty. If the Gamma Knight moves while this stealth package is activated, his movement appears as a shimmering and fluctuating section of the horizon and enemy attack rolls are penalized by –8.



Convalescences

Included in this chapter are fluids, powders, and pastes manufactured before the holocaust. The fluids are generally sealed in jet spray tubes, while the pastes, jells, and powders are sealed in bottles or packed with sterilized pads for easy usage. Preholocaust medicines are usually found in home medicine chests, installations first aid kits, or in the military issue medikits that are a standard feature on powered armor suits and military vehicles.

These items are labeled with a universal symbol and include instructions that are indecipherable to most characters. This standardized labelling system allows characters to easily recognize all types of medicinal products after the first time they encounter that material (unless someone tampered with the labels).

The table below shows 13 types of medicines. The section labelled % is the item's percentage change to function properly, and is used to determine if the medicine will function on that type of GAMMA WORLD Game character. PSH stands for Pure Strain Humans, MH is for Mutated Humans, MA is for Mutated Animals, and P is for Mutated Plants.

		% chance to function			
	Cost	PSH	MH	MA	P
Accelera Dose	100	100	40	20	10
Antiradiation	*	100	100	100	100
Cur-in Dose	200	100	85	25	50
Fungicide	30	NA	NA	NA	50
Genetic Booster	*	0	50	50	50
Herbicide	40	NA	NA	NA	50
Insect Repellant	1	NA	NA	NA	NA
Interra Shot	*	100	10	10	5
Mind Booster	160	75	50	15	0
Pain Reducer	60	100	60	60	60
Stim Dose	30	100	65	65	25
Suggestion Change	*	75	5	5	0
Sustenance Dose	1	100	95	80	0

*These medicines are extremely rare and are never sold.

Accelera Dose

Tech Level: IV **Complexity:** 10
Duration: Constant **Avg. Cost:** 100
Weight: .1 Kg

Accelera Dose accelerates healing. It is contained in a 10 centimeter long disposable jet spray tubes. Characters who spray the compound under the skin immediately heal 1d10 hit points of damage.

Antiradiation Serum

Tech Level: IV **Complexity:** 10
Duration: Constant **Avg. Cost:** Rare
Weight: 0.1 Kg

Antiradiation Serum is a drug that heals radiation damage. Contained in a 10 centimeter long jet spray tube, the spray must be used within 24 hours of exposure. If used within this time period, the character suffers no damage (any allocated damage is immediately removed), and any mutations incurred from exposure are removed as well.

Autosurgeon

Tech Level: VI **Complexity:** 25
Duration: Constant **Avg. Cost:** Priceless
Weight: 500 Kg

The autosurgeon is a large coffinlike container with a clear tubular polyurethane top. It is designed to allow a human (or human-shaped mutant) to lie within it. When the autosurgeon detects the presence of a body (usually just from the sheer weight alone), parts of the floor and the walls close in and form snugly around the character's body. This fit makes the character comfortable, yet it also allows the autosurgeon to perform its many tasks without the character squirming or trying to move out of the way.

The autosurgeon passively scans the spinal network and capillaries near the skin for an increase in blood

pollutants caused by broken bones, impaling objects, etc. When damage is detected, the autosurgeon sends a nanoscopic probe into the spinal column near the base of the medulla oblongata to inform the brain that there is no pain.

Once the pain is gone, the autosurgeon tells the muscles near the wound to contract and relax in such a way that the intruding object (i.e., imbedded bullet or arrow) is forced out of the wound; no more than 10 pounds of material can be removed. The Autosurgeon also instructs the capillaries, veins, and arteries within the trauma area to tighten in order to halt a great deal of the blood flow.

If the autosurgeon detects broken bones, it uses its snug fit to grab the character and force the break open in order to set the break. The character sees this action as a painless involuntary spasm on the part of the suit. Once the bone is set, the autosurgeon injects the break with a chemical that temporarily softens the bone in the immediate break area to weld the break permanently.

Badge, Rad (GAMMA WORLD Rules, pg. 91)

Cur-in Dose

Tech Level: IV
Duration: Constant
Complexity: 10
Avg. Cost: 200
Weight: 0.1 Kg

Cur-in Dose breaks down most chemicals foreign to the human body such as drugs or poisons. When sprayed under the skin using the disposable jet spray tube, any drug or poison within the user's body is completely neutralized.

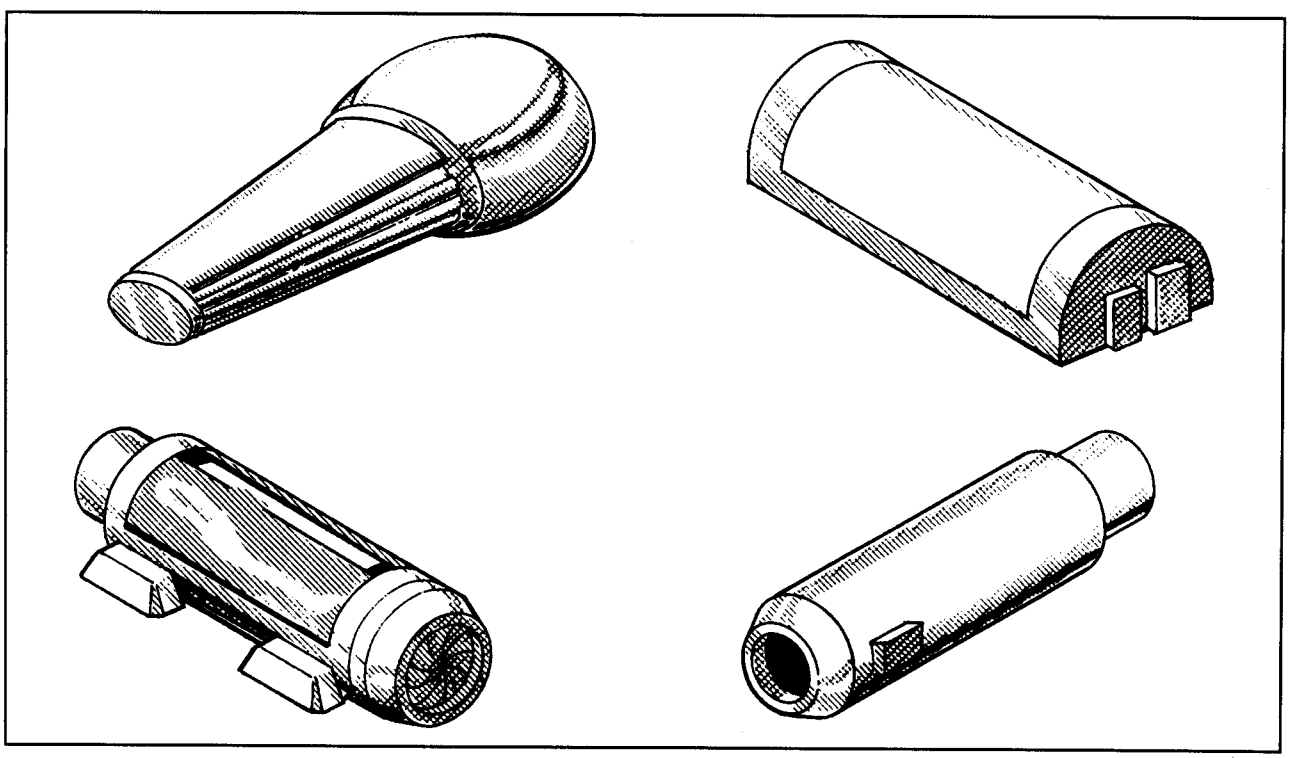
If the cur-in dose is used on a mutated human, mutated animal, or mutated plant that has a poison attack as a result of a mutation, the mutant cannot use the ability for four hours since the cur-in dose breaks down these chemicals and poisons as well.

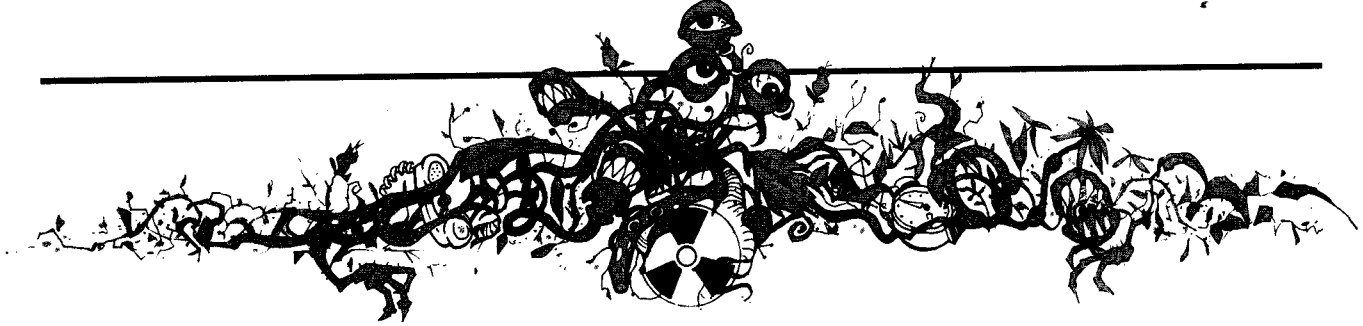
Detector, Life Force (GAMMA WORLD Rules, pg. 89)

Envirolyzer (GAMMA WORLD Rules, pg. 88)

Fungicide

Tech Level: III
Duration: Constant
Complexity: 10
Avg. Cost: 30
Weight: 0.1 Kg





Fungicide kills fungi and similar creatures. If the pump fungicide spray is used against normal or mutated humans or animals, the herbicide has no effect but may destroy parasitic fungus infections like athlete's foot or trench-foot. If the character or creature is a funguslike creature (i.e., an obb), the creature takes 12d6 points of damage.

Geiger Counter (GAMMA WORLD Rules, pg. 88)

Genetic Booster

Tech Level: IV
Duration: Constant
Complexity: 10
Avg. Cost: Rare
Weight: 0.1 Kg

Genetic Booster is a biogenetic agent that alters the genetic code of living DNA, causing rampant mutation. Pure Strain Humans are immune to this substance. Other characters using it have a chance of gaining a random mutation.

Herbicide

Tech Level: III
Duration: Constant
Complexity: 10
Avg. Cost: 40
Weight: 0.1 Kg

Herbicide kills plants and several species of small animals and bacterium that manufacture chlorophyll. If the herbicide spray is used against normal or mutated humans or animals, the herbicide has no effect. If the creature has photosensitive skin, or is a plant character or monster, the creature takes 12d6 points of damage.

Insect Repellant

Tech Level: III
Duration: Constant
Complexity: 10
Avg. Cost: 1
Weight: 0.1 Kg

Insect repellant kills animals with carapaces and arthropods of all kinds. If the aerosol insect repellant spray is used against normal or mutated humans or animals, the individual is poisoned with 2d6 intensity destructive poison. If the character or creature has the carapace mutation or is based on the insect or arachnid genotype, the mutant takes 12d6 points of damage.

Interra Shot

Tech Level: III
Duration: 10 Rounds
Complexity: 10
Avg. Cost: Rate
Weight: 0.1 Kg

Interra shot is contained in a 10-centimeter long disposable jet spray. Interra shot, also known as truth serum, opens the subconscious to direct interrogation. The affected character answers all questions truthfully (no half-truths or riddles) for ten rounds. If ordered not to remember the interrogation, the victim cannot recall the interrogation unless hypnotized or questioned while under the effects of another interra shot.

Life Chamber

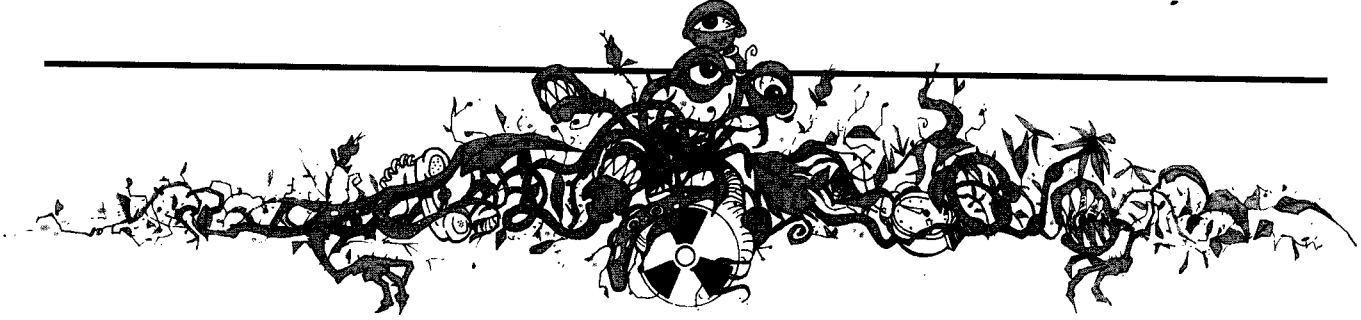
Tech Level: VI
Duration: Permanent
Complexity: 40
Avg. Cost: —
Weight: 50 Kg

The life chamber was an experimental device introduced shortly before the holocaust. Since it was not officially approved by the Medical Research Foundation of the United Americas, it existed only in limited quantities at special medical and military installations. The Foundation wanted intensely scrutinized and documented proof that the project worked before the device was introduced for public use. Unfortunately, this confirmation was not found before the holocaust.

Life chambers look like plexiglass shower stalls lying on their side. When a dead character is placed in a working Life Chamber within 24 hours of death, the individual has a 50% chance of being brought back to life, or, as the Life chamber states, "Revitalized."

The dead character has only one chance to recover. If the attempt fails, all hope is lost for the deceased character. When delivered from death, the character has a 25% chance of permanently losing one point from each of the character's statistical scores (Strength, Dexterity, etc.). Be sure to roll the 25% chance for each statistic. The character retains all mutations and memory.

Life Chambers work on all character types with equal efficiency. The character operating the life chamber must first understand the use of the item by rolling against the Artifact Use table. Life Chambers run off Atomic Power Cells or Broadcast Power when available.



Mask, Gas (GAMMA WORLD Rules, pg. 88)

Medikit (GAMMA WORLD Rules, pg. 89)

Mind Booster

Tech Level: IV
Duration: One Hour
Complexity: 10
Avg. Cost: 160
Weight: 0.1 Kg

Mind Booster is a dangerous substance that enhances the user's mental faculties. The user's MS is increased by three full points for one hour after taking the booster. The user must rest for four hours (no combat, no running or jogging, etc.) afterward or permanently lose three points from his IN.

Pain Reducer

Tech Level: III
Duration: Four Hours
Complexity: 10
Avg. Cost: 60
Weight: 0.1 Kg

Pain Reducer is held within a 15-centimeter long disposable jet spray tube. Immediately after use, the user feels no pain for the next four hours and can sustain an additional one point of damage per point of Constitution. When the drug wears off, the character's ability to sustain this extra damage is lost, often killing the character if the hit point loss was too great for the body to withstand.

Rejuv-Chamber

Tech Level: VI
Duration: Permanent
Complexity: 20
Avg. Cost: —
Weight: 40 Kg

The Rejuv-chamber is a special horizontal chamber that looks like a 20th-century iron lung. They were in common use in urban hospitals to heal injuries, and used in MASH units on the war fronts to rehabilitate injured soldiers before the holocaust. Rejuv-Chambers operate exclusively on broadcast power and must be fully understood before they can be operated in any way; users must first consult the Use Artifacts Diagram.

The Rejuv-Chamber, though designed to heal the injured, gets less proficient in its abilities if the trauma is particularly harsh. The greater the injury, the lower the chance that the Rejuv-Chamber can heal the wounds. The table below depicts this decrease in proficiency. If the die roll for Percentage Chance to Work fails, the character only regains one-half of the lost hit points.

Hit Point Loss	Percentage Chance to Work
01% - 50%	100%
51% - 75%	75%
76% - 99%	50%

If a character uses a Rejuv-Chamber more than once in a four week period, the PC must make a system shock check. Failure means death.

Stasis Chamber

Tech Level: VI
Duration: Special
Complexity: 35
Avg. Cost: —
Weight: 60 kg

Stasis Chambers look like Rejuv-Chambers. Stasis Chambers can only be used by rolling on the Use Artifacts diagram.

The Stasis Chamber creates a stasis field that preserves a character indefinitely, as long as broadcast power or solar radiation for its Solar Power Cells is available. The character contained within exists in a state of sleep-like suspended animation and is totally unaware of all events. If the power fails, the character in the chamber dies in four hours. The only way to save the character is to route power to the device.

Stasis Chambers are only found in special medical centers for the incurably ill, in secret military bases, or in the residences of extremely rich individuals who foresaw the holocaust. There is a 30% chance that a Stasis Chamber is occupied when found. Ninety-nine percent of the time, Stasis Chambers are occupied by Pure Strain Humans. These rare individuals are also known as ancients; people who have survived the holocaust.

Stim Dose

Tech Level: IV
Duration: One Hour
Complexity: 10
Avg. Cost: 30
Weight: 0.1 Kg

Stim Dose is a special stimulant that increases the user's Dexterity by one point, doubles the user's

speed, and increases the user's Strength by three points for one full hour. Once the Stim Dose wears off, the user must rest for a full eight hours (and not perform any strenuous physical activity). If the rest period is ignored, the character permanently loses three points off his Constitution. The character's Hit Point total is not affected by this Constitution loss.

Suggestion Change Drug

Tech Level: III **Complexity:** 10
Duration: Four Hours **Avg. Cost:** Rare
Weight: 0.1 Kg

Suggestion Change Dose is a hypodermic drug stored in 10 centimeter long disposable jet spray tubes. When the drug is injected into the body of a victim, the character falls into a trance-like state of unconsciousness for ten minutes. The user may be given instructions that he will literally follow for the next four hours, including instructions to take commands from another character. Once out of the drug's trance, the user will only subconsciously remember the instructions, but is still inclined to perform them.

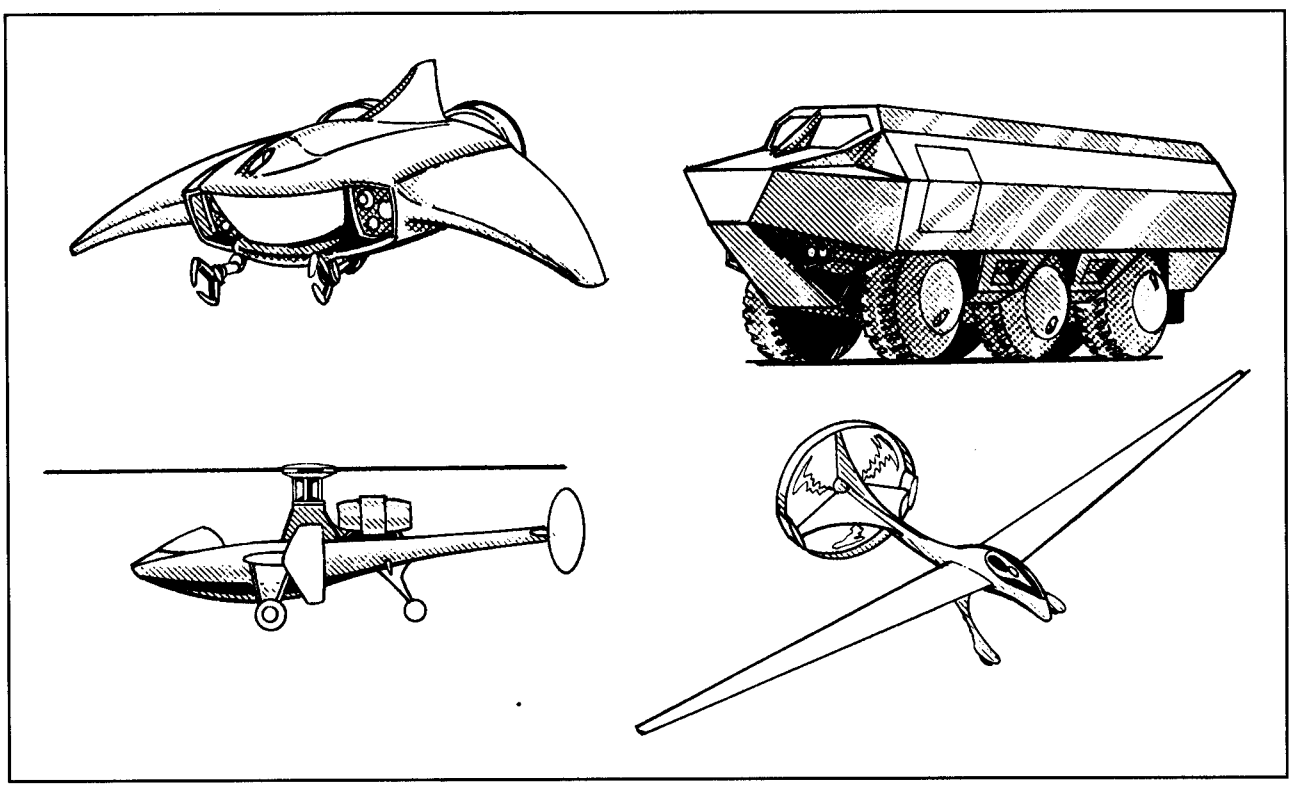
If more than one dose of the Suggestion Change drug is administered to a character within a four-hour period, the character must roll a debilitative Poison attack roll as if attacked by Intensity 12 poison.

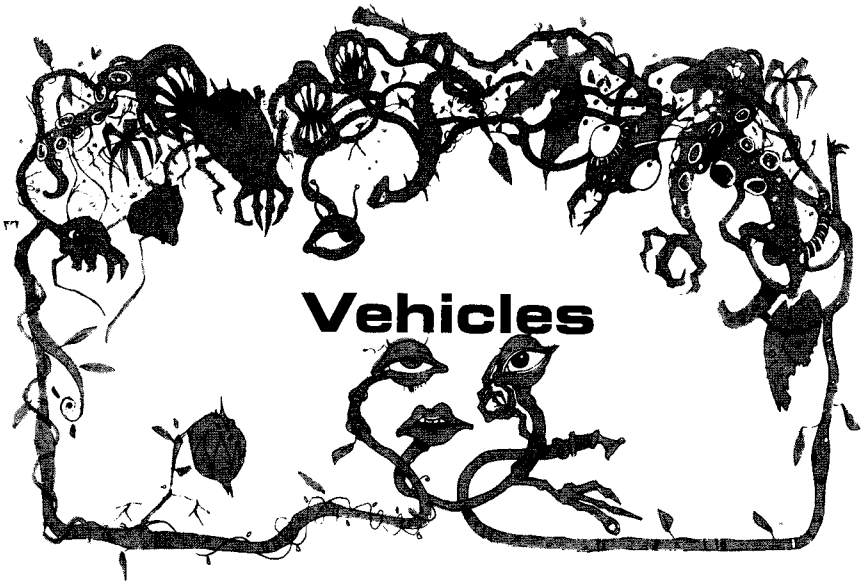
Sustenance Dose

Tech Level: IV **Complexity:** 10
Duration: 24 Hours **Avg. Cost:** Rare
Weight: 0.1 Kg

Sustenance dose can be found as either a small wafer or as a jet-spray hypodermic. One sustenance dose provides all the nourishment a character needs for a full day wihout hunger. Using this as the sole source of nourishment for more than 30 days weakens the digestive system, making it impossible to derive nourishment from anything else except sustenance dose. It is impossible to overdose on sustenance dose.

Toxin Neutralizer (GAMMA WORLD Rules, pg. 92)





Vehicles

Table 4-1: Vehicles

Ground Vehicle	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Armored Car	2-6	2,000	120/335	D	430	16	—	IV, 14
Bicycle	1-2	30	45/125	B	15	12	750	IV, 7
Bus	15-50	1,500	100/280	D	75	16	—	IV+, 15
Car, Atomic	2-6	300	150/420	C	50	15	—	VI, 11
Car, Common	2-6	300	120/335	C	50	14	—	IV, 13
Car, Primitive	2-4	200	60/150	C	40	13	8,000	IV, 16
Carriage	4-8	500	Mount	D	60	16	500	III, 5
Dune Buggy	3	30	80/230	C	75	10	1,850	III, 10
Fancycle	2	10	240/670	A	25	11	2,200	IV, 18
LML Mark XV-A	8	1,000	180/450	D	800	14	—	IV
Motorcycle	1-2	50	120/335	B	30	15	10,000	IV, 15
Rover	6	1,500	18	C	175	16	—	IV, 23
Sled, Antigrav	0	25,000	Tow	D	160	11	—	VI, 18
Tank	5	3,000	40/115	D	850	21	H	IV, 22
Transmat	1	500	Special	—	20	25	—	VI, 60
Truck	2-4	6,000	100/280	D	100	18	—	IV, 17
Wagon	3	2,000	Mount	D	60	15	150	III, 4

Ground Vehicle	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Aquatron	7	12	1,200	Vary	Vary	300	28	— IV, 24
Boat, Sail	2-10	750	70/125	D	50	15	2,500	II, 11
Canoe	2-6	200	9/25	D	10	11	75	I, 2
Hovercraft	8-20	4,000	100/280	B	75	14	—	IV, 17
Hydrofoil	3	250	180/450	C	55	15	2,250	III, 10
Minisub	2-6	200	45/125	B	100	25	—	IV, 30
Motorboat	4-8	350	75/140	C	40	13	3,500	IV, 10
Raft, Rubber	4-12	200	5/15	C	5	10	1,000	IV, 8
Rover	6	1,500	18	C	175	16	—	IV, 23
Submarine	8-80	8,000	80/230	C	850	22	—	IV, 35

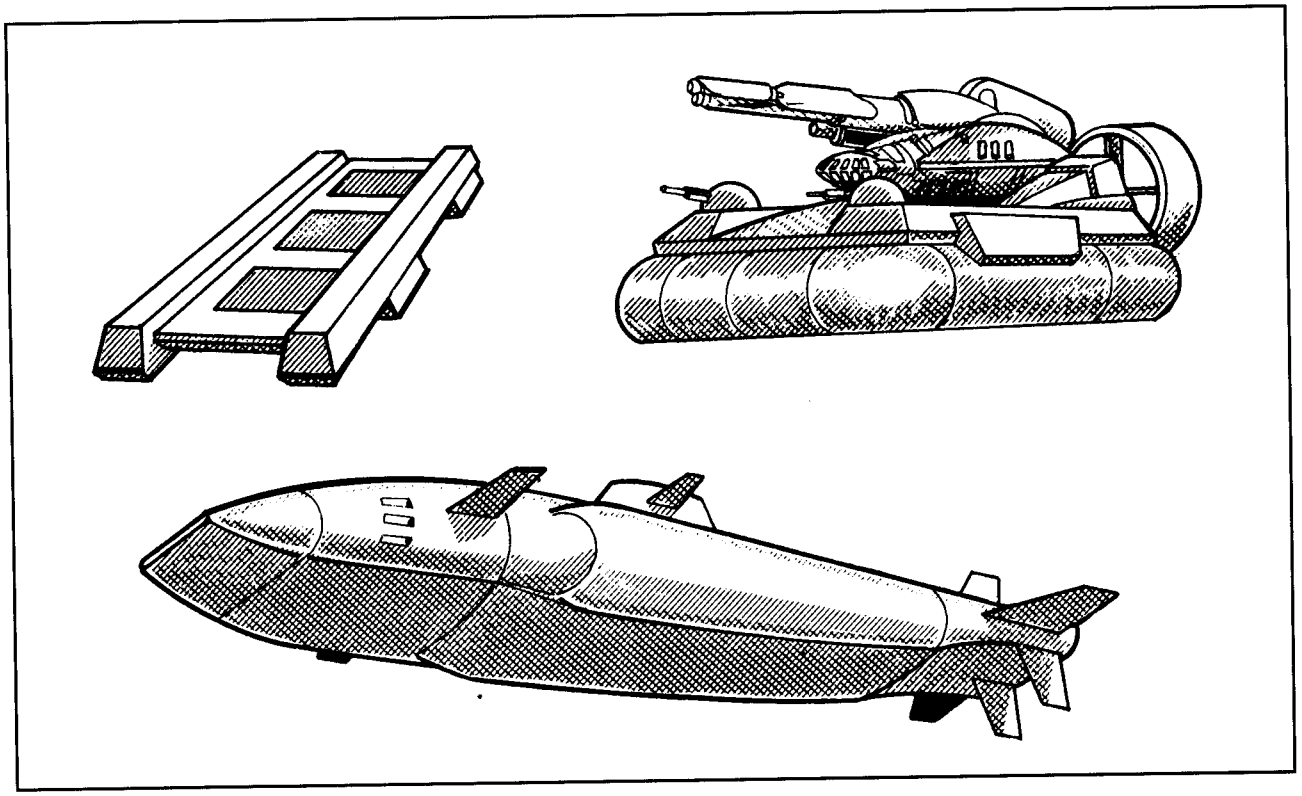
Ground Vehicle	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Autogyro	1	100	450/1,300	A	45	18	5,000	V, 18
Buoy	20	1,000	30/75	B	80	17	—	IV, 16
Car, Bubble	2-8	300	400/1,200	B	30	17	—	VI, 18
Car, E	2-8	8,000	550/1,620	A	70	18	—	VI, 25
Dirigible	12	4,000	120/335	F	150	13	—	III, 14

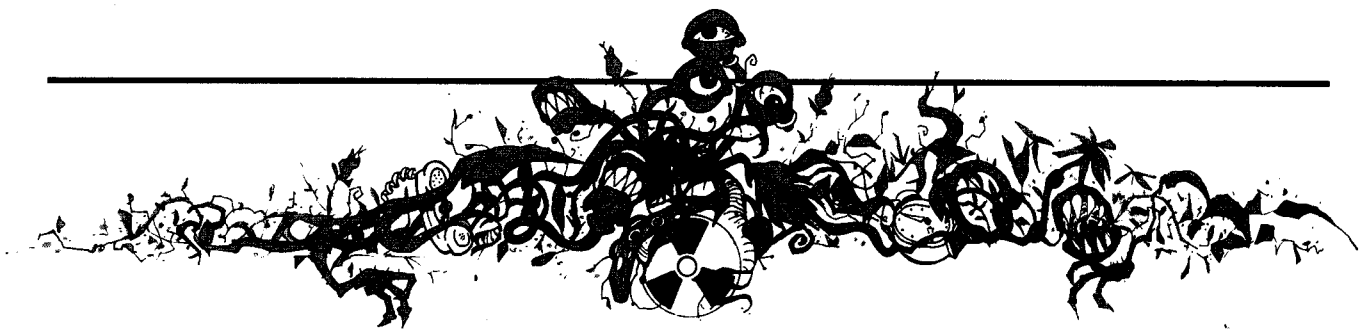
Flitter	2-6	400	250/700	A	60	15	—	VI, 11
Glider, Nonpowered	2	20	75/140	A	20	11	200	IV, 10
Glider, Powered	2	20	120/335	B	20	11	200	IV, 12
Helicopter	2-6	200	150/420	B	25	12	—	IV, 35
Miner Transport	8	50,000	1,200	D	280	27	—	V, 23
Plane, Small	2-12	500	500/1,400	C	40	16	—	IV, 30
Plane, Large	40-120	10,000	800/2,300	D	75	13	—	IV, 40
Pogo Platform	1	15	120/335	C	55	10	2,000	V, 12
Renovation and Refueling Waystation	600	80,000	200	F	2,000	34	—	VI, 60
Suborbital Shuttle	80	8,000	2,400/6,700	B	2,400	28	—	VI, 50
Vest, Antigrav	1	100	—	D	20	—	950	V, 14

Crashes and Overturns

When a vehicle crashes or overturns during use, everyone within the vehicle must make a successful Strength Check. This check determines if the characters can protect themselves from damage. This applies if the craft is on the ground, on water, or in the air. If a character is properly secured in the vehicle (wearing seat belts or similar restraints, or if the vehicle is equipped with a functioning air bag or Inertia Dampening Field), the Strength Check is automatically successful.

If the Strength Check is successful, the character receives one-half damage. If the Check fails, the character receives a d6 in damage for every ten kilometers per hour (or fraction thereof) of speed the vehicle was traveling. For example, a character smashes (at 63 kph) a Dune Buggy into a stone wall. He receives





7d6 points of damage. If the vehicle had been traveling at 40 kph, he would only receive 4d6 points of damage. If a vehicle crashes head-on against another vehicle, the velocity of the other vehicle is added to the character's craft to determine the overall damage.

If the vehicle is a ground vessel, the damage generally comes from concussive contact with the craft's windshield, steering wheel, dashboard, etc. Often, this damage can be received from the character being "flung clear" and colliding with the ground. Either way, the damage is the same.

If the vehicle is a water vessel, it is assumed most of the damage comes from partial drowning (having gallons of sea water forced into a gaping mouth or nostril), being buffeted by rock-hard waves, being caught in the props, or being raked over coral reefs or sand bars.

However, if the vehicle is an air vessel, the damage can be much worse. If one aircraft collides with another, the characters take damage as equated by the ground vehicle crash and collision rules. If the vessel cannot maintain its control on the forces of gravity (that is, takes more damage than it can sustain), it plummits. Once the craft strikes the ground, the characters receive an additional d6 points of damage for every two meters fallen, to a maximum of 20d6 (see the Falling rules in the GAMMA WORLD Rules, page 52).

Aquatron 7

Seats: 12
Max Speed: Varied
Hit Points: 300
Avg. Cost: —
Cargo: 1,200 Kg
Man. Class: varied
AC: 28
Tech Level: IV, 24

The Aquatron 7 is an underwater excursion vehicle that carries up to 12 people. It contains an air replenishment system to provide its occupants with fresh air. To determine how long this air lasts, divide 96 hours by the number of persons aboard the vessel. The Aquatron has sonar equipment with a one kilometer range. It has a series of five lights that project a powerful beam of light in any direction allowing sight up to 100 meters away.

The Aquatron's movement rate is 25 on the surface of water and 15 underwater. The Aquatron can submerge to a depth of 400 meters. For every meter the craft is forced below 400 meters, the craft has a cumulative 1% chance of being crushed by the water pressure. The Game Master should have the players roll this check once the craft reaches the depth of choice. This gives them only one roll as opposed to several. For example, if the Aquatron is taken to a depth of 425 meters, the players must roll a 26 or greater on percentile dice to save their vessel. If the Aquatron is crushed from water pressure, all characters, except those with gills, water breathing capabilities, or scuba-gear, drown.

Within the cabin, a small station with two armholes controls the actions of the craft's two exterior pincers. Any action made by the controllers's arms are duplicated by the pincers. The strength of the pincers is five times the user's and they have full manipulative abilities (equal to the manipulative capabilities of the user).

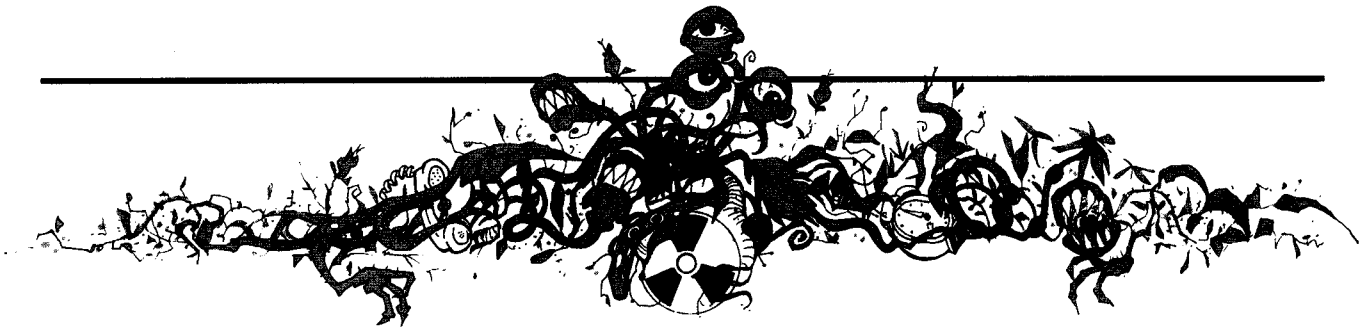
The Aquatron is also equipped with a maxi-taser. This gun fires a barbed missile connected by a thin, highly conductive but well-insulated wire up to 30 meters. When the missile strikes its target, a series of capacitors within the ship sends a stunning charge of electricity through the wire, shocking the impaled target for 10d10 points of damage. The damage also causes the creature to fall unconscious for 30 minutes, less one minute for each hit die of the creature.

The entire craft and its accessories are powered by solar cells. These cells recharge in 20 hours of full sunlight. A full charge allows the Aquatron to travel and function for a number of hours specified in the above table. However, each shot of the maxi-taser lowers this duration by one hour.

Armored Car

Seats: 2-6
Max Speed: 120/335
Hit Points: 430
Avg. Cost: —
Cargo: 2,000 Kg
Man. Class: D
AC: 16
Tech Level: IV, 14

This broad class of vehicles include the military versions of the jeep, truck, armored personnel carrier, and cargo carriers, as well as the armored vehicles used by banks and other financial institutions to transport large sums of money. Some of these vehicles are wheeled, others tracked, and many utilize a limited antigrav device to either keep them just above the surface of the ground or to lighten the load to increase their fuel efficiency.



A few cultures in Meriga use armored cars to transport valuable cargo from one place to another or to conduct trade with nearby enclaves. this cargo can include food, artifacts, weapons, fuel, water, power cells, the bride or groom to seal a lasting pact of peace, etc.

Autogyro

Seats: 1
Cargo: 100 Kg
Max Speed: 450/1,300
Man. Class: A
Hit Points: 45
AC: 18
Avg. Cost: 5,000
Tech Level: V, 18

The autogyro is a wingless aircraft capable of taking off and landing with only a 50 meter runway. With multiple propellers, the craft can turn on a domar in midair. It has the unique ability to move straight up or down at its stated Movement Rate (450) up to its ceiling of five kilometers above sea level. Considered the most maneuverable of all aircraft, the autogyro has one major flaw: Any hit knocks it completely out of control.

Buoy

Seats: 20
Cargo: 1,000 Kg
Max Speed: 30
Man. Class: B
Hit Points: 80
AC: 17
Avg. Cost: —
Tech Level: IV, 16

The buoy is a slow-moving, graceful, and light craft with broad, thin wings and a 25 meter diameter dual-bladed propeller at the stern. Buoys are made from dark titanium alloys that allow the craft to fly unscathed through the once-polluted atmosphere of Earth. This dark alloy also makes the craft hard to spot at night. The passengers' windows are made of a transparent alloy that is just as resistant to the environment. They can be darkened to allow the craft to fly at night without being noticed.

The buoy's lines are sharp, and its design reflects stealth engineering. This sleek craft reflects radar at soft angles, making it very difficult to spot and nullifying any radar-granting attack modifiers. The Buoy's shape also lets it glide without power for up to 100 kilometers. It can land on almost any surface without crashing.

The Buoy cruises a little faster than a normal Pure Strain human can run. The propeller blades are so quiet they cannot be heard over 100 feet away. This quiet propulsion system makes the craft ideal for transporting dignitaries or other important personnel. Up to 20 passengers and their luggage can travel in comfort in a Buoy. The craft can travel for 10,000 kilometers before exhausting its fusion power source. The craft's life support system must be cleaned once a month.

The craft's delicate design makes it very dangerous to fly during stormy weather. During that time, it is prudent to allow the craft to land and to tie the wings down. It is not uncommon for heavy storms to lift the craft and take it to a location several dozen kilometers away, where it crashes.

Car, Atomic (GAMMA WORLD Rules, pg. 115)

Car, Bubble (GAMMA WORLD Rules, pg. 114)

Car, E

Seats: 2-8
Cargo: 8,000 Kg
Max Speed: 550/1,620
Man. Class: A
Hit Points: 70
AC: 18
Avg. Cost: —
Tech Level: VI, 25

The E-Car is a rare government service vehicle. They were often used to transport dignitaries and other important individuals, especially to meetings and other state functions. The heads of state (and many chairmen and corporate owners) had E-Cars to whisk them away from the slightest threat of danger.

These fantastic vehicles can carry two to eight passengers and 2,000-8,000 kilograms of equipment. Powered by a small fusion reactor, E-Cars can be operated for 700 continuous hours before the tritium (or deuterium) fuel cell needs to be replenished.

E-Cars use their antigravity mode when operating on the ground or in the air to a Max Speed of 550. Underwater, the E-Car can only achieve a Max Speed of 200, but the vehicle can dive to any depth. In space, the E-Car may travel to the moon and back, constantly accelerating for half the journey, and decelerating for the second half, making the round trip on a single fuel cell.

Most E-Cars were equipped with protective weapons and force fields. As many as three weapons were attached to the E-Car and manned by either a computer or a copilot. Each E-Car's weapon system was installed as per the original purchaser's specifica-

tion, giving each E-Car a unique bent. The force fields, however, are more standardized. The E-Cars sold to the very rich and the corporate giants have force fields that take 40 points of damage before collapsing. The extremely rare Head of State model (known also as the HS class E-Car) had a Force Field that could withstand 60 points of damage. Much like the bubble car, these force fields cannot regenerate themselves; once collapsed, the force field cannot be used again until repaired. If the force field does not go down, leaving it off for an hour returns it to full strength value.

Car, Primitive (GAMMA WORLD Rules, pg. 115)

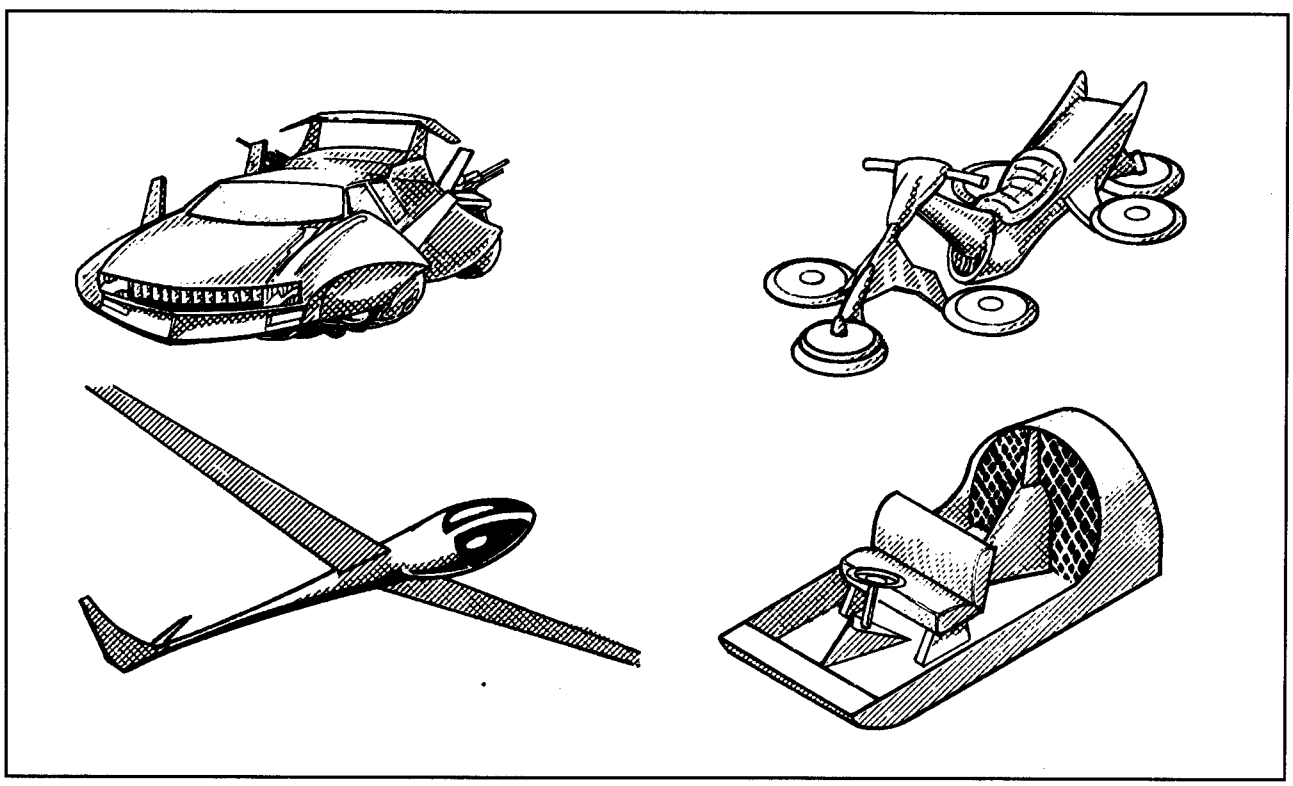
Dirigible

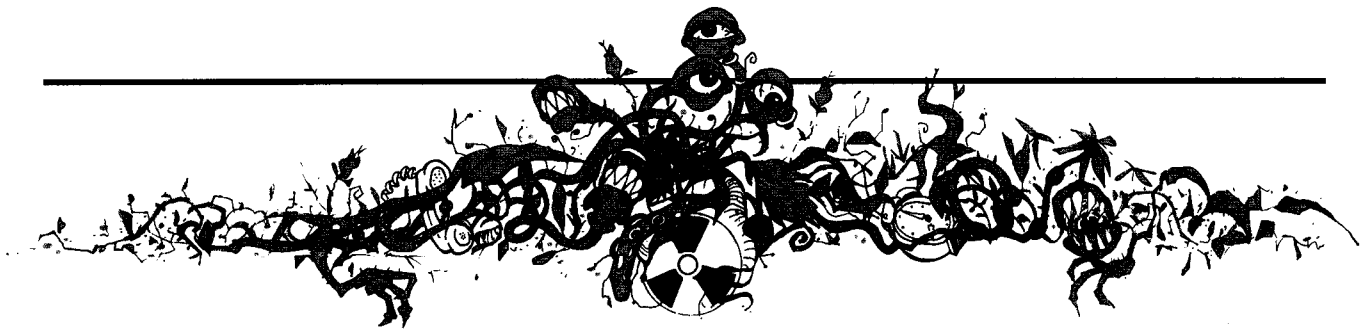
Seats: 12
Cargo: 4,000 Kg
Max Speed: 120
Man. Class: F
Hit Points: 150
AC: 13
Avg. Cost: —
Tech Level: III, 14

The dirigible, also known as a zeppelin, is a floating balloon with a metallic or wooden frame surrounded by a very strong polyurethane or rubber skin. A large carriage houses passengers and the propulsion unit at the bottom of the balloon. When the balloon is filled with an ultralight gas like helium or hydrogen, the dirigible becomes "lighter than air" and is able to float (even though hydrogen has four times the lifting power as helium, it is generally not used because it is highly explosive).

Dirigibles can float along with the wind currents at half the wind's velocity, or it can use its propulsion system (generally a large fan similar to a propeller) to force the craft forward. The dirigible is able to go faster than its Maximum Speed of 150 by traveling with the prevailing winds, adding one-half the wind's speed to its propellored speed! Due to the craft's size and lack of maneuverability, this is the only way the craft can escape anti-aircraft fire.

Please note that dirigibles filled with hydrogen explodes immediately when an energy weapon or heat source breaks into the balloon (only 10 hit points of damage), destroying everything and everyone in the carriage at the end of the next round.





Dune Buggy

Seats: 3 **Cargo:** 30 Kg
Max Speed: 80 **Man. Class:** C*
Hit Points: 75 **AC:** 10
Avg. Cost: 1,850 **Tech Level:** III, 10

* Dune Buggies can force tighter turns, but at the risk of rolling over.

The dune buggy is a fun vehicle possessing only a basic frame, seats, and a dash board with a few meters used for recreation vehicle before the Shadow Years. This open vehicle has large, thick straps to hold its passengers in place, and its large knobby tires are ideal for traveling over almost any terrain. The Dune Buggy can cross sandy and snowy areas with little difficulty, only losing one point of Maneuverability (from a C to a D).

The dune buggy has a roll bar cage that partially protects its passengers from roll-overs and crashes; they receive half damage if they were wearing their seat straps at the time of an accident. If a passenger was not secured by straps during the incident, the character can roll a Strength check (if his or her limbs were not bound), to be safe from extreme harm. If the check fails, the character receives full damage from the crash or roll-over.

If a dune buggy is hit by a blast from the side, the driver must make an MC B turn attempt in order to keep the vehicle from overturning. If the vehicle is rammed from the side, the driver must make an MC A turn attempt in order to keep the vehicle from overturning.

Table 4-2: Chance to Roll Over by Terrain

MC Attempt	Normal Terrain	Sandy or Risky Terrain
F	0%	0%
E	0%	5%
D	5%	10%
C	10%	25%
B	25%	50%
A	50%	85%

Most dune buggies use synthetic fossil fuels (Hydrox, for example), giving the craft a 1, 500 mile range with a 15 gallon fill-up. Some have been upgraded to use Atomic Power Cells, giving the craft a 15,000 mile range with each cell.

Fancycle

Seats: 2 **Cargo:** 10 Kg
Max Speed: 240 **Man. Class:** A
Hit Points: 25 **AC:** 11
Avg. Cost: 2,200 **Tech Level:** IV, 18

Much like a hovercraft, the Fancycle has six high-powered fans that keep the craft above the ground and propel it forward. Two of the three frontal fans are used both for braking and keeping the craft righted while the third is used for acceleration. Two of the three back fans are used both for acceleration and righting the craft, while the third is used for emergency braking. The craft uses a rechargeable solar power cell that can power the craft for 28 straight hours of operation. The solar cell must charge for at least seven hours—a one hour charge time for four hours of operation.

Considered a dangerous craft in its time, the fancycle had an almost cult-following in the late teen and early 20s generations. Requiring all the skills of normal motorcycle riding, it combines the danger of frictionless acceleration as well as the hazards of slow-braking and midair overturning.

Flitter (GAMMA WORLD Rules, pg. 115)

Glider

	Nonpowered	Powered
Seats:	2	2
Cargo (kg):	20	20
Max Speed:	75/140	120/335
Man. Class:	A	B
Hit Points:	20	20
AC:	11	11
Avg. Cost:	200	200
Tech Level:	IV, 10	IV, 12

The Glider is a large two-person sail-plane that uses its superb aerodynamic design and huge wings to float on air currents. The two passengers are situated side-by-side under the middle of the large wings, safely tied to the glider in a hammock-styled harness. They must work in cooperation to turn, bank, or change altitude. Both passengers are exposed to the wind, the weather, and the attacks of enemies (who often see the glider as a new, dangerous mutant that has captured two people in its clutching talons).

The nonpowered units must be towed (by either a ground, water, or air vehicle) or dropped from a height (like a running dive off a cliff or the superstructure of an ancient building). In either case, the nonpowered glider's ceiling is five kilometers. When the glider is not in use, the owners can fold and roll the craft into a thin, long bag that can be easily carried by one individual. The nonpowered glider requires a Dexterity check at ten minute intervals to control the flight.

The powered units must have a running start in order to gain enough lift to rise into the air (this usually requires a 50-meter runway or a short fall similar to the nonpowered version). These gliders also have a ceiling of five kilometers and can be folded and rolled into a thin, long bag that can be easily carried. On the other hand, the engine is considerably more bulky, but if two people work together, the whole craft can be carried with little difficulty. The powered glider requires a Dexterity check at 30 minute intervals to control the flight.

Hovercraft (GAMMA WORLD Rules, pg. 115)

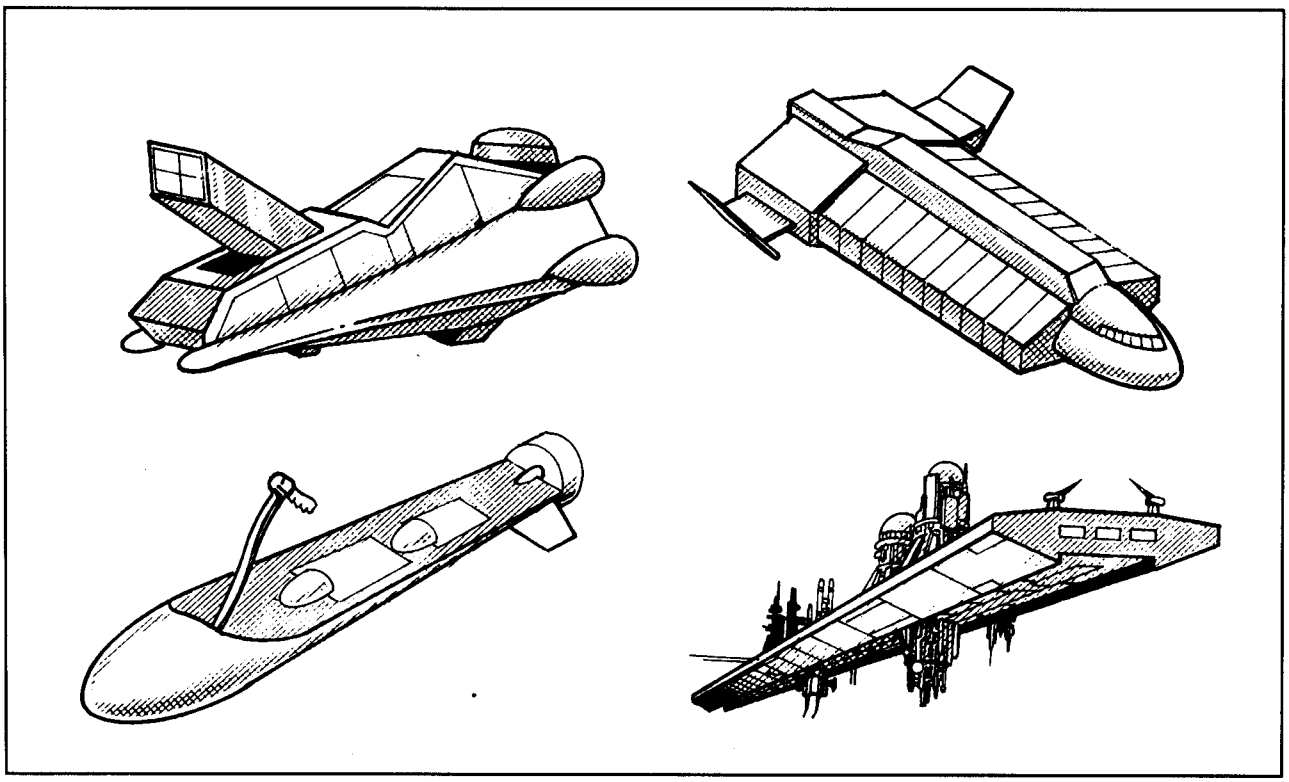
Hydrofoil

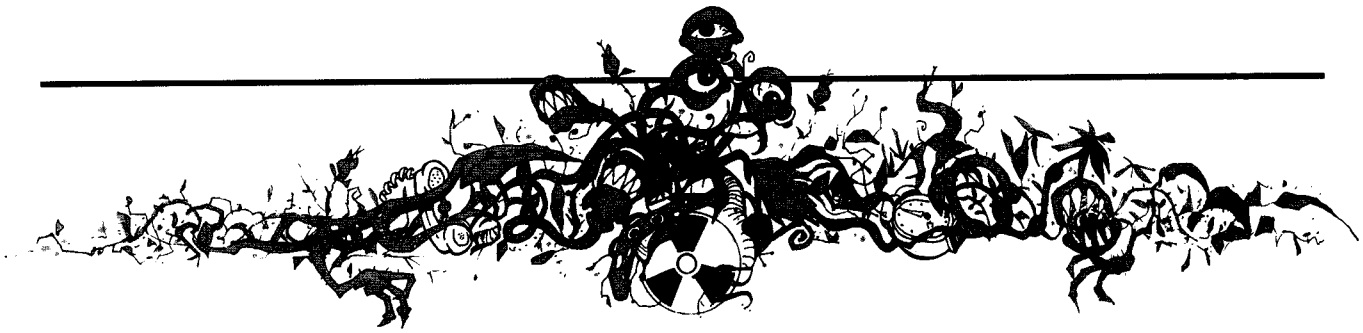
Seats: 3
Max Speed: 180
Hit Points: 55
Avg. Cost: 2,250
Cargo: 250 Kg
Man. Class: C
AC: 15
Tech Level: III, 10

The Hydrofoil is a water vehicle with a flat, square bottom, a bench seat for three, a cargo bin behind the seat, and a large caged fan at the craft's tail end. In front of the bench, two rods control the craft—one regulates the speed while the other controls the louvers behind the fan. These louvers control the direction of the wind created by the fan, which in turn control the vehicle's maneuverability.

The Hydrofoil's flat bottom allows the craft to easily float over sand bars and areas of thick vegetation without slowing down. It is the perfect vehicle for swamps and near-coastal areas. They can even be used on ice with little difficulty. The Hydrofoil can also be run across dry ground, but at one-half the vehicle's normal water speed.

The bench seats three individuals, while the cargo bin can hold 250 kilograms of baggage. Two charac-





ters often sit in this area in place of cargo. However, the speed of the craft is reduced by 50%, and the Maneuverability Class is penalized by one class (to D).

LML Mark XV-A (Light Missile Launcher)

Seats: 8
Cargo: 1,000 Kg
Max Speed: 180
Man. Class: D
Hit Points: 800
AC: 14
Avg. Cost: Priceless
Tech Level: IV

The LML Mark XV-A is a floating machine of death and widespread destruction. Twelve meters long and five meters wide, the craft is not little by any means, but it is believed to be the smallest of five versions that existed before the holocaust. Some are believed so large that dozens of the LML XV-A could fit within the shell of the largest. None of the larger versions have ever been found, so all are believed destroyed in the holocaust (or in the prevailing oil wars).

The LML Mark XV-A uses a primitive form of antigrav to levitate the craft inches above the ground, giving it frictionless movement; inertia, however, is still exists. Dull grey paint reminiscent of sandable primer covers the LML Mark XV-A from stem to stern. The paint is believed responsible for the craft's radar-absorption qualities.

The LML Mark XV-A has two batteries of minimissile launchers that look much like the Patriot Missile Launchers used in the 20th and 21st Centuries. The onboard computer controls the tracking and placement of the batteries. Only one such battery is exposed at any one time. The other is hidden within the craft beneath a sliding door. When one battery has fired its last minimissile, it is lowered into the hull of the LML to be reloaded while the second moves into attack position. The LML Mark XV-A contains 96 missiles, enough for two full loads and two complete reloads.

Miner Transport

Seats: 8
Cargo: 50,000 Kg
Max Speed: 1,200
Man. Class: D
Hit Points: 280
AC: 27
Avg. Cost: —
Tech Level: V

Primarily used as a mining vessel and cargo transport, the Miner Transport's weapon capabilities have been drastically reduced, allowing it to carry far more cargo than other craft of its size (its size being 35 meters in length and 25 meters in width at the widest point). Huge transparent metallic bay windows line the ship's front, allowing almost 270_ sight. Its two main thrusters are separated from the main fuselage by thick, shielded struts, making the ride a bit more comfortable for the passengers.

The Miner Transport does not have interplanetary flight capabilities, but the craft can travel from the moon to Earth. This long trip expends approximately half of the transport's fuel reserves. The craft refuel its hydrogen tanks for its propulsion system by dipping into the Earth's (or another planet's) high atmosphere. The fuel cells fill with each dip.

The Miner Transport normally requires four crew members, but eight people can comfortably ride in the Transport. A total of 30 people can be placed in the craft's cargo bay.

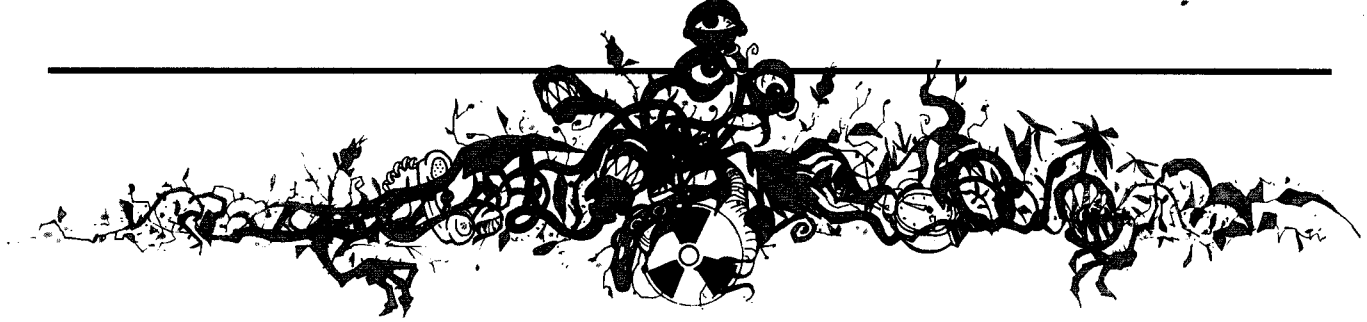
Minisub (See Submarine, Minisub)

Pogo Platform

Seats: 1
Cargo: 15 Kg
Max Speed: 120/335
Man. Class: C
Hit Points: 55
AC: 10
Avg. Cost: 2,000
Tech Level: V, 12

The pogo platform is a small board, one-half meter wide, five centimeters thick, and three meters long. On the top of the platform, a set of foot guards and a hand grip allow the rider to secure himself onto the board during use. Along the narrow spine at the bottom of the platform, an antigrav unit (that uses three Hydrogen Power Cells) allows the platform to literally soar into the air with little loss of inertia. At the tail end of the platform, a small propeller (with a circular guard to lessen the chance of serious injury) catapults the small craft at its incredible and dangerous speeds. The pogo platform can be viewed as the surf board of the air.

The pogo platform is activated when the switch in the hand grip is turned until the small green diode lights. Once activated, the user controls the speed of the propeller by turning the hand grip clockwise for more speed and counterclockwise to slow down. To control the height, dive, and climb of the pogo plat-



form, the user must angle his body, maneuver his feet, jerk his body, etc., in order to change the angle of the board relative to the wind currents. The pogo platform, even though it had basically entertainment value only, is capable of lifting its user five kilometers into the air.

Before the holocaust, the pogo platform was the newest form of wild, adrenaline-rushing entertainment to hit the market; athletes used the Pogo Platform to perform aerobic and acrobatic feats in the Olympics. Unfortunately a great number of deaths (and subsequent law suits) resulted in a ban in many locations throughout the United Americas, making the items a rare commodity today.

To emulate the danger of the pogo platform, the user must make a Dexterity check every time a new maneuver is performed. A new maneuver is one the character has never attempted before or has not accomplished three times without failure. By definition, anything the character does his first three times on the pogo platform are new maneuvers.

Renovation and Refueling Waystation

Seats: 600
Max Speed: 200
Hit Points: 2,000
Avg. Cost: —
Cargo: 80,000 Kg
Man. Class: F
AC: 34
Tech Level: VI, 60

Flat, archaic-looking, gauche, and frightfully expensive to produce, renovation waystations were the chop shops that repaired and refueled spacecraft, aircraft, recondition newly acquired vessels to their owner's sometimes exacting specifications, and perform smaller services. These large vessels are approximately 2,000 meters long and 1,500 meters wide—large enough for nearly any craft to land inside the waystation's bulk.

All Renovation Waystations still in working order levitate above the surface of the ground (or ocean) from a height of a few feet to well over 100 miles. Those that are not working are wrecked hulks that have scattered their broken parts over hundreds of acres.

A typical Renovation waystation can repair a hit point of damage to a vehicle in every five minute time period at the cost of 100 domars per point. This means a waystation can repair 12 hit points of damage per hour for 1,200 domars per hour. The only problem that faces characters with a vehicle is getting it to the Renovation Waystation, or getting the waystation to their vehicle.

Renovation Waystations use a combination of sources to gain the power it requires. It has a series of fusion reactors and a large array of highly efficient solar panels. The fusion reactors use an isotope of hydrogen that is produced from the hydrogen found naturally in the atmosphere, giving the waystation a virtually unlimited supply.

The Renovation Waystation is generally run by a legion of Artificial Intelligence computer programs, but humans still live and work on a few of the remaining waystations, following the orders given by the AI programs. However, many stations have long run out of supplies, and the controlling AI programs are still waiting for their supplies to arrive.

Rover

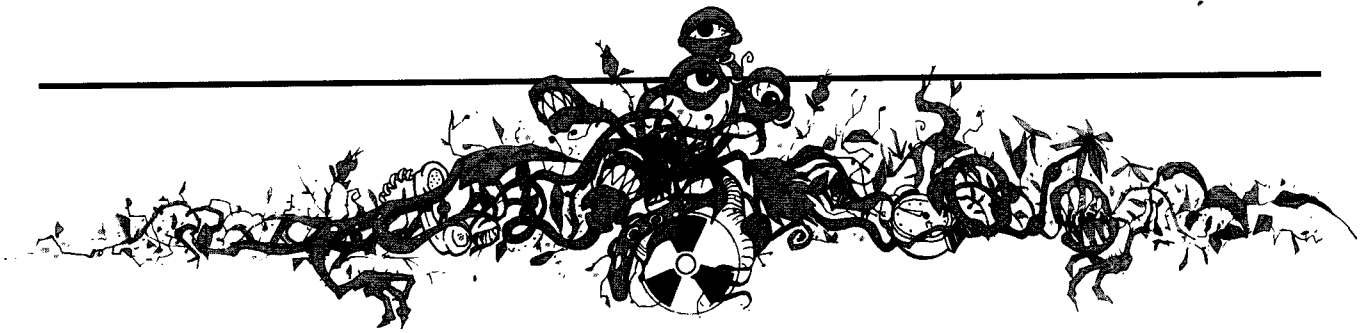
Seats: 6
Max Speed: 18
Hit Points: 175
Avg. Cost: —
Cargo: 1,500 Kg
Man. Class: C
AC: 16
Tech Level: IV, 23

The rover, a hovering ATV (All-Terrain Vehicle) was originally a military vessel that has since fallen into the hands of militant Cryptic Alliances like the Ranks of the Fit. The rover was designed to float across seas, land, and rivers without movement or speed loss.

A fibrous, flexible metallic skirt circles the rover. Large fans powered by a miniature fusion reactor produce a pocket of pressurized air under the vehicle, keeping it four feet off the ground. Large dual fans at the craft's rear push the rover across any non-mountainous terrain with ease.

The rover cannot climb sudden increases in heights greater than four feet. If it falls more than ten feet, the craft takes 1d6 points of damage per each ten feet dropped (to a maximum of 10d6 points) and the crew is battered around for the same damage.

Although the vessel comes with standard weapons (the Minimissile Launcher and the Cyclorator are standard), individual owners tend to install their own favorite weapon combinations.



Sled, Antigrav

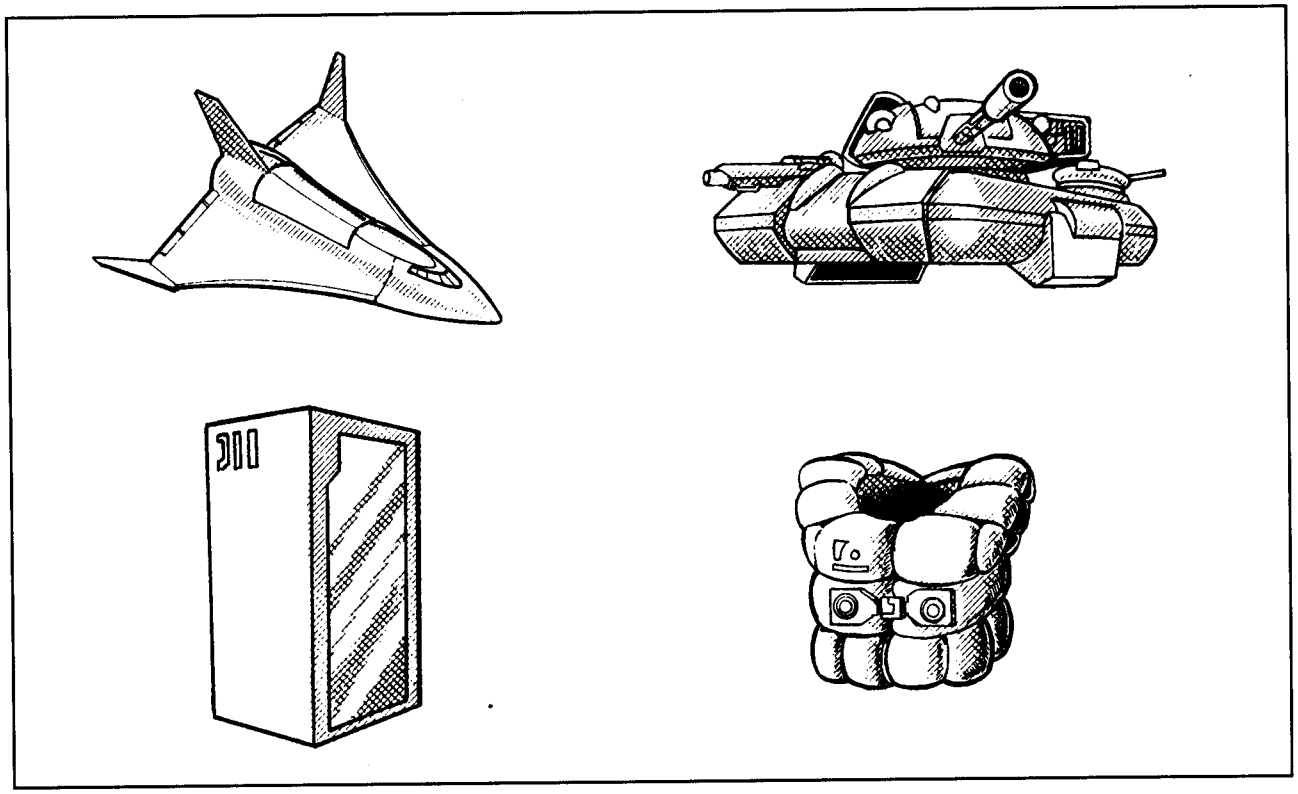
Seats: 0
Max Speed: Tow
Hit Points: 160
Avg. Cost: —
Cargo: 25,000 Kg
Man. Class: D
AC: 11
Tech Level: VI, 18

The antigrav sled is a platform approximately two meters wide and three meters long. It is powered by an Atomic Power Cell good for 100 hours of continuous operation. The sled can support loads up to 25,000 kilograms as it floats roughly 50 centimeters above the ground. The sled may be pushed manually when supporting light weights, but inertia is such a problem that a separate, powered, towing or pushing device must be used for cargoes over two metric tons. A team of pack animals can be used to tow the sled like they would a normal carriage or cart, but they can pull four times their normal weight allowance in this fashion.

Submarine

	Large	Minisub
Seats:	8-80	2-6
Cargo (kg):	8,000	200
Max Speed:	80/230	45/125
Man. Class:	C	B
Hit Points:	850	100
AC:	22	25
Avg. Cost:	—	—
Tech Level:	IV, 35	IV, 30

Submarines are expensive and extremely rare items that allow their users to travel safely underwater. While submerged, they can provide air and pure water for the maximum number of passengers for an indefinite period of time (80 crew members for large subs and six for minisubs). If the air recycling system or the water purification systems breaks down, the air and water within the craft will last for 48 hours. Some of the larger subs pull food directly from the ocean as commanded by the chef on board, allowing the craft and its entombed crew to be literally self sufficient for as long as its large nuclear reactor



remains on line (which has been evaluated in the centuries). However, the smaller subs are forced to carry provisions, requiring careful planning on the part of the crew.

Subs with crews greater than 10 individuals carry aquatic and aerial weapons. These weapons are inaccessible without the proper password, the correct keys, the knowledge of where they are stored, and how to use them.

Subs can dive at their stated speed, or they can climb at one-half their speed. The maximum depths for the large submarines is five kilometers before being crushed by the intense water pressure, but the minisubs can dive seven and one-half kilometers.

Suborbital Shuttle

Seats: 80
Max Speed: 2,400
Hit Points: 400
Avg. Cost: Priceless
Cargo: 8,000 Kg
Man. Class: B
AC: 28
Tech Level: VI, 50

The suborbital shuttle is a rare vessel generally found along the coastal regions of the world. Its fuel source, Hydrox, is processed from sea water, making the most likely place for a shuttle launch site near a hydrox plant. In fact, many private ventures who used the suborbital shuttle also owned their own hydrox plants. The rarer shuttle launch site farther from the coast had to have fuel transported by freighter.

This suborbital shuttle follows preprogrammed routes, rocketing into the ionosphere and then gliding back down to its destination. On occasion, the Suborbital Shuttle was used to transfer valuable cargo and passengers to low-orbital satellites or other shuttles to be further transported to lunar sites, orbits above the Van Allen belt, or to distant colonies.

With a complete understanding of suborbital shuttle operations, a being can use the craft to transport himself and 79 companions anywhere in the world (or even into low-orbit). If the shuttle's operations are not completely understood, the shuttle can only be used as transport to destinations currently programmed in the navigation computer (the Game Master controls the available locations).

The user must place the charges for using the shuttle on his or her Universal Card before the Suborbital Shuttle can be used.

Tank

Seats: 5
Max Speed: 40
Hit Points: 850
Avg. Cost: —
Cargo: 3,000 Kg
Man. Class: D
AC: 21
Tech Level: IV, 22

Tanks are vehicles that either hover on a bed of air or use treads. Many of these vehicles were converted to robot control before the holocaust. To this day, they run exclusively on broadcast power when and where it is available. Tank weaponry varies widely but usually includes two front-mounted assault rifles, a mounted flame thrower, a cannon capable of firing the equivalent of minimissiles (20 to 30 rounds), a mounted Mark XII Blaster, 10 energy grenades, and six micromissiles.

Transmat

Seats: 1
Max Speed: Special
Hit Points: 20
Avg. Cost: —
Cargo: 500 Kg
Man. Class: —
AC: 25
Tech Level: VI, 60

Transmats are two-meter tall opaque boxes with a sliding door on one side. When someone enters, a view screen of destinations lights up. This screen allows the user to select from several hundred locations world-wide and throughout the solar system.

If the Transmat system's operation is understood, a being can teleport itself from one transmat box to any other by selecting one of the destinations and placing the charges on his or her Universal Card, which must be presented at time of teleport.

Vest, Antigrav

Seats: 1
Max Speed: —
Hit Points: 20
Avg. Cost: 950
Cargo: 100 Kg
Man. Class: D
AC: —
Tech Level: V, 14

Powered by four chemical cells for 50 hours of operation, this unit allows the wearer to adjust his relative gravity to allow bounds of up to 50 meters (user's choice). A Dexterity check is necessary to land on one's feet after such a leap. Failure to land on one's feet causes only embarrassment, not damage. The vest allows slow levitation at a rate of five meters a round, up to a ceiling of one kilometer.

Live Metal

Table 5-1: Robots

Name	Perc	R.U.	AC	FF	Speed	HP	THAC	#AT	PS, DX	Tech Level	SZ	XP
Autobot	10	–10	10	0	8	50	+0	0	25, 18	IV, 15	1.5m	270
Automaton	15	+5	20	0	12	120	+1	2	35, 15	IV, 18	2m	6,000
Battlebot	25	+10	35	50	45	350	+17/+11	3	35, 25	VI	6m	45,000
Cargo Transport												
Large	10	–10	20	0	15	200	+6	4	400, 15	V, 20	12m	18,000
Small	10	–10	20	0	18	100	+4	4	90, 15	V, 20	6m	6,000
Companion Unit	20	+12	17	0	24	30	—	0	12, 31	V, 22	0.5m	120
Death Machine	30	+15	40	60	60	400	+20/+12	4	40, 30	VI	8m	176,000
Defense Borg	25	+10	25	25	48	200	+6	3	20, 20	VI, 25	3m	54,000
Devastator	22	+7	33	50	50	300	+15/+9	2	30, 20	VI	4m	68,000
Disaster	15	+5	20	5	50	100	+6/+2	2	25, 15	VI, 30	2m	5,000
Ecobot	15	+0	15	0	8	60	+4/0	2	20, 10	V, 24	2m	1,400
Engineering Bot												
Heavy	15	–5	25	0	10	350	+8	4	150, 11	IV, 20	18m	35,000
Light	15	–5	22	0	12	275	+8	4	100, 13	IV, 18	12m	26,000
Exterminator	35	+25	*	0	21	*	+16	2	35, 35	VI	2m	33,0000
Household	15	+5	15	0	12	40	+2/+2	2	15, 15	V, 18	2m	270
Industrial	10	–5	20	0	10	200	+8/+2	1	30, 15	V, 20	4m	4,000
Medibot	15	+0	15	5	75	80	+2/+4	1	15, 20	VI, 28	2m	975
Police	20	+10	20	15	75	150	+13/+7	2	25, 15	VI, 26	2m	8,000
Repair Bot	25	+5	30	0	48	65	+6	4	75, 30	VI, 28	2m	10,000
Robot Vehicle	5	–15	20	0	24	50	+0	0	15, 10	IV	8m	650
Security	25	+15	25	0	18	150	+2/+4	2	15, 20	V, 22	2m	3,000
Security, Heavy	30	+10	30	25	21	250	+4/+8	2	20, 25	V, 28	2.5m	47,000
Sentry	30	+35	25	0	30	24	+0	0	5, 40	VI	0.5m	65
Stalker	25	+30	20	100	24	100	+6	5	35, 50	VI	3m	13,000
Supervisory Borg	20	+12	22	25	32	220	+8	3	20, 12	VI	2m	27,000
Timberer	5	–25	35	0	9	800	+36	3	1.5k, 10	VI, 30	50m	108,000
Valet	15	+10	18	0	12	75	+2	2	20, 20	V, 18	2m	5,000
Veterinary	15	0	15	0	15	60	+2	1	15, 20	IV, 28	2m	2,000
Warbot	20	+5	30	50	50	250	+13/+7	2	25, 15	VI, 33	3m	15,000
Weapons Maintenance Drone												
Field Model	15	+5	22	20	24	85	+2	2	20, 20	V, 20	0.5m	4,000
Install. Model	10	0	18	0	15	60	—	0	15, 20	V, 20	2.5m	975

Autobot

Percept: 10
Stealth/R.U.: -10
AC: 10
Force Field: 0
Speed: 8
Hit Points: 50
THAC: +0
Attacks: 0
PS, DX: 25, 18
Tech Level: IV, 15
CPU: Literal
Size: S (1.5m)
XP Value: 270

Classification: Private **Territory:** Home

Mission Statement: The Autobot is a personal servant robotoid designed to see to the every whim of its owner. From valet duties to actual hard labor, the autobot was a popular but fragile companion for the pre-holocaust humans.

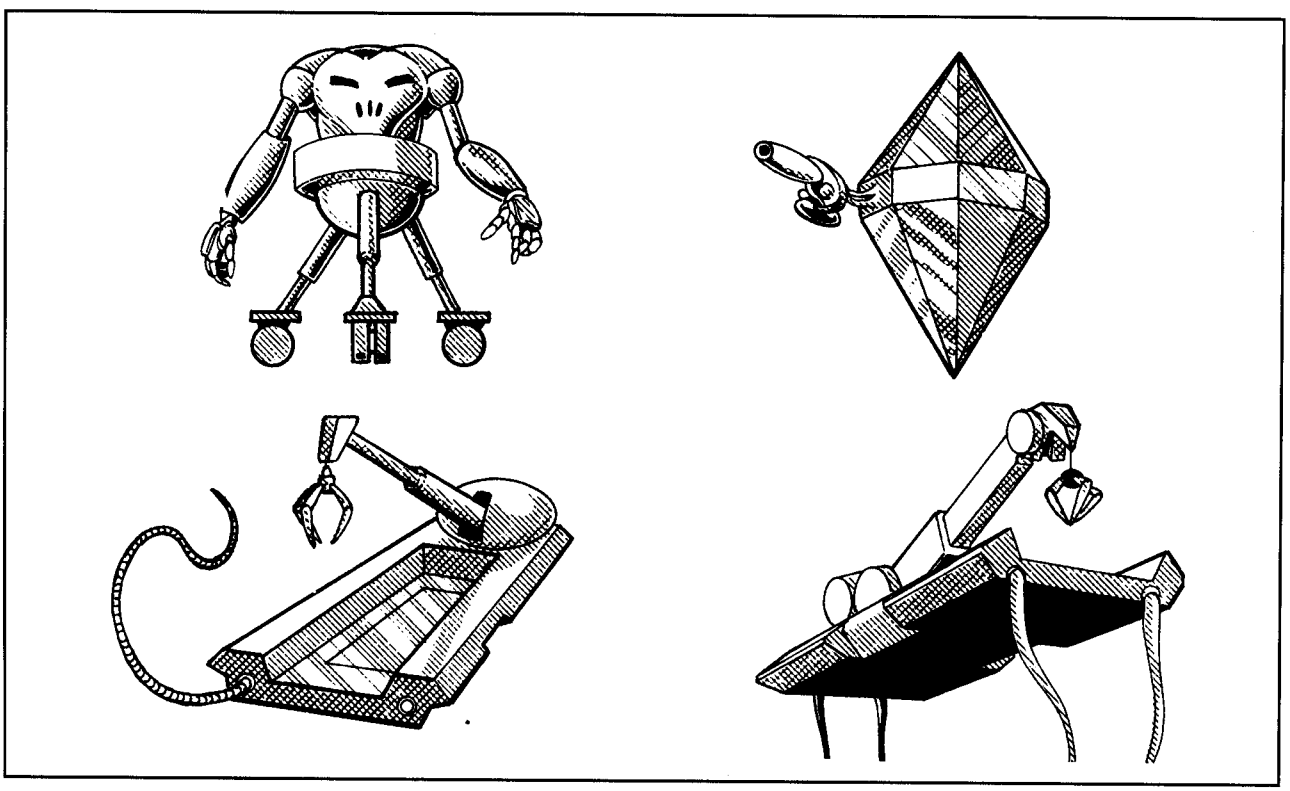
Description: The autobot is a one and one-half meter tall robot. Its body is constructed of a hard plastic shell with hydraulic muscles and fibrous circuitry. They may either possess three legs or three wheeled struts that are used for locomotion and balance.

Equipment: Autobots have plug-in power tools pertinent to its programmed task attached to compartments in the midsection. These tools can be attached to and powered by the robots personal power supply. Such tools include vacuum hoses, flame throwers, drills, water and wax jets, buffers, vibrosaws, infant changing stations, and so forth.

Reactions: Due to their fragile nature, few Autobots survived the holocaust, and those that did have exhausted their batteries (unless they have been replaced since then). In spite of their rarity, the Autobot in its deactivated and powerless state is the most commonly revered ancient artifact in the temples of the Archivist cryptic alliance.

Automaton

Percept: 15
Stealth/R.U.: +5
AC: 20



Force Field: 0
Speed: 12
Hit Points: 120
THAC: +1
Attacks: 2
2 Fists (4d6)
2 Kicks (4d6)
PS, DX: 35, 15
Tech Level: IV, 18
CPU: Creative
Size: M (2m)
XP Value: 6,000

Classification: Personal/Civil **Territory:** Schools

Mission Statement: The Automaton is designed to be a companion and tutor to humans. All were given a strong unwillingness to harm humans in any way; however, an Automaton can cause minor harm to humans, as in lessons that need to be learned, if the lesson is ultimately beneficial to the human.

Description: Automatons are two-meter-tall robots made of metal and plastic. Automatons were given humanlike features to make students and owners more comfortable.

Equipment: An Automaton possesses the equivalent of a small library of information in crystalline memory housed in its leg and chest units. It may be questioned for information as complex as Tech V, on events up to 100 years before the holocaust, and anything within its own personal history.

Automatons can use any Tech Level V or lower weapons with full proficiency. They are able to repair themselves at the rate of five hit points per day. If the robot is at one-half damage or greater, the heal rate is reduced to one hit point per day.

The following pieces of equipment are built into an automaton and can be used if the automation is powered and functioning: searchlight, loudspeaker, 50 meters of plastic line on an automatic reel, an electromagnet capable of lifting 200 kilograms, a laser scanner/printer that can create two-dimensional color images of anything viewed by its optic systems, an electronics repair kit which includes five universal jacks to plug into other computers and machines, an electric lighter, five doses of adhesive, and a half-strength med-kit.

Reactions: Designed to be companions and tutors to humans, automatons may also serve as body guards if a security robot is not present. An automaton is usually programmed with a strong motivation for self-survival, so long as this survival does not endanger humans.

BattleBot

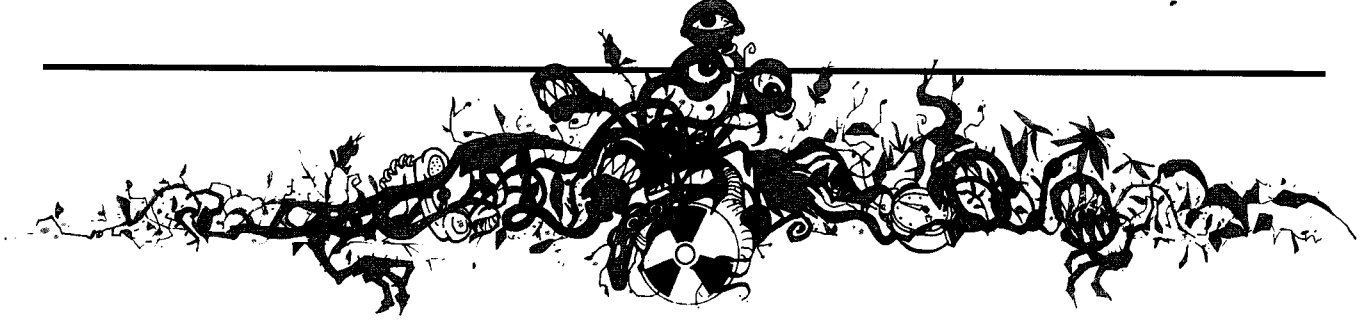
Percept: 25
Sneak: 10
AC: 35(D)
Hit Points: 350
Force Fields: 50
Speed: 45
THAC: 17(11)
Attacks: 3
Damage: See Below
Weapon THAC bonus: +10
PS: 35; DX: 25
Tech Level: VI
CPU: Analytical
Size: H (6m)
XP Value: 45,000

Classification: Military **Territory:** Base or mission

Mission Statement: To accomplish assigned military objectives, including, but not limited to, the destruction of men and materials of the enemy while defending the men and materials of its base. Its secondary goal is to avoid harming innocent noncombatants.

Description: The Battlebot, looking somewhat like an iridescent diamond, constantly changes shape, hue, and brightness. It floats on antigrav pods, changing direction and speed at will. It is by far the most advanced of the four military robots. Across its surface, nary a bump, protrusion, or gun turret can be seen; it appears perfectly smooth.

Equipment: The Battlebot comes with two blaster cannons (short/medium/long ranges and damages: 500m, 75 hp/1,000m, 50 hp/2,000m, 25 hp); 2 black ray cannons (300m range); 4 batteries of four Mark VII blasters (400m range); 2 batteries of four Mark XII masterblasters (500m range); two trek guns (damage as the bomb with a 200m range); ten laser batteries of five guns each (short/medium/long ranges and damages: 750m, 20d6/1500m, 15d6/3,000m, 10d6); 5d10 fusion and fission bombs with a 3,000m launcher; a



special energy dampening field that kills robotic units and energy-using devices within a 20m radius, and causes 10 points of damage every round to force fields.

Reactions: Though never found dormant or in storage, only the highest command ID card can give it instructions. Maintenance ID cards work normally but are subject to extreme scrutiny from the Battlebot (assuming both the card and the Battlebot are from the same military base). Programmer's cards cannot be used on the machine. In the event of an attack upon its base or upon itself, the bot does what it must to drive off or destroy the attacker.

Cargo Transport, Large (Heavy)

Percept: 10
Stealth/R.U.: -10
AC: 20
Force Field: 0
Speed: 15
Hit Points: 200
THAC: +6
Attacks: 4
4 tentacles: 1d6/ea
Pressor/tractor beam: 3d4
PS, DX: 400, 15
Tech Level: V, 20
CPU: Literal
Size: 6x12x3m
XP Value: 18,000

Classification: Corporate **Territory:** Warehouse

Mission Statement: The Large Cargo Transport is designed to move great quantities of cargo from one location to another. Their strong sense of property value requires the robot to use great care during handling, and also gives the robot an instinct to protect the freight from theft while in its possession.

Description: The Large Cargo Transport (also known as a Heavy Cargo Transport) is six meters wide, 12 meters long, and three meters tall. It has a 12 meter long telescopic crane with a three-pronged claw that can lift 4,000 kilograms.

Equipment: The Large Cargo Transport has four, six meter tentacles that can lift 500 kilograms each (or 2,000 kilograms collectively. Its tractor/pressor beam is capable of carrying 1,800 kilograms at a 30 meter range.

Reactions: The Large Cargo Transport obeys the direct orders of any supervisory borg, or anyone possessing a supervisory I.D. card. They are also programmed to obey civil I.D. cards, but will not relinquish their cargo unless also ordered by a supervisory I.D. card. It uses its tentacles and pressor/tractor beams to remove anyone (with little harm) who is attempting to pilfer its cargo while it is in transport.

Large Cargo Transports can be electronically coupled to other units of the same types for convoy movements. This is handy when the transports are moving an extremely large object or when conveying extremely large shipments.

Cargo Transport, Small

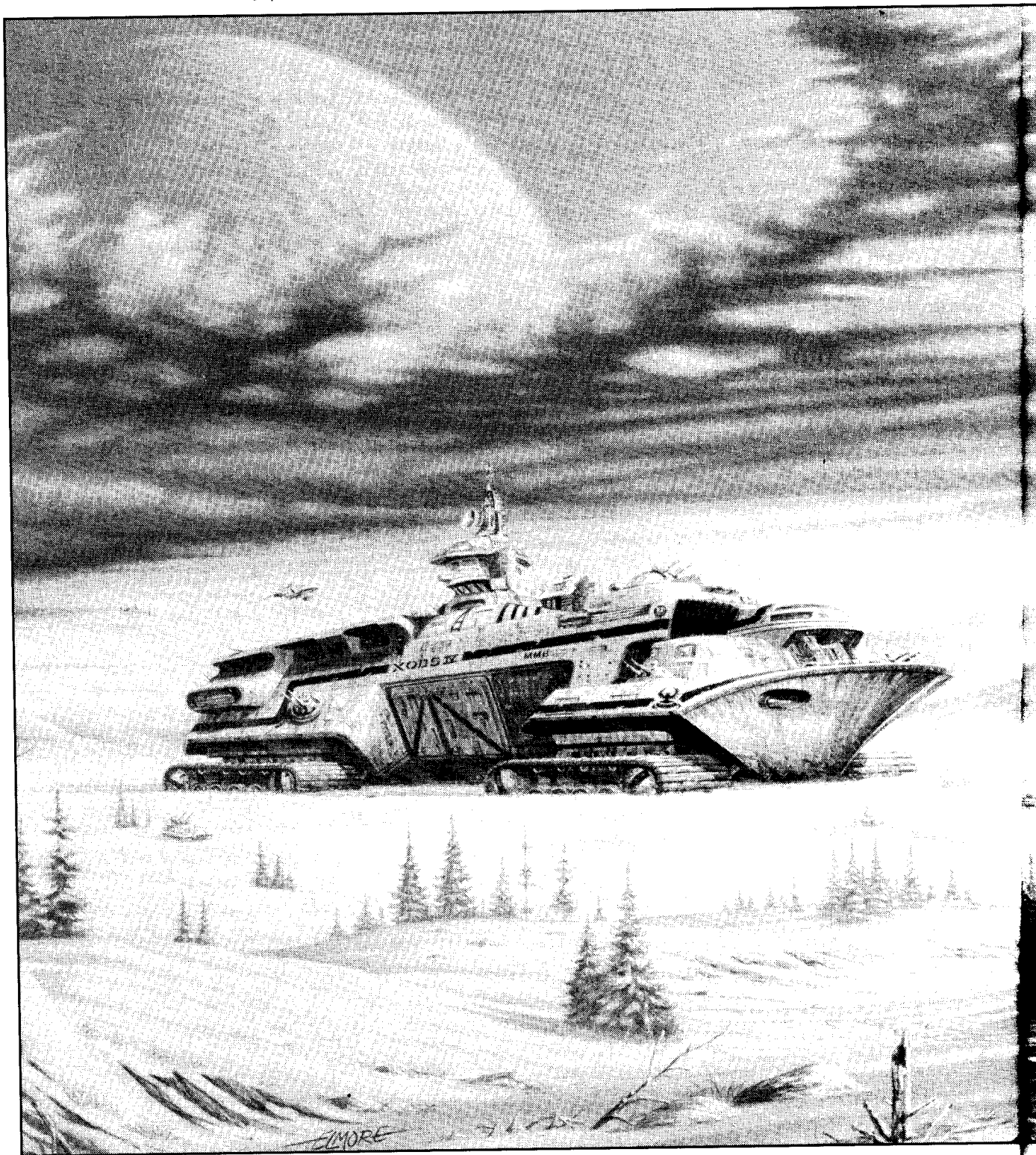
Percept: 10
Stealth/R.U.: -10
AC: 20
Force Field: 0
Speed: 18
Hit Points: 100
THAC: +4
Attacks: 4
2 tentacles: 1d4/ea
Pressor/tractor beam: 2d6
PS, DX: 90, 15
Tech Level: V, 20
CPU: Literal
Size: 3x6x1m
XP Value: 6,000

Classification: Corporate **Territory:** Warehouses

Mission Statement: The Small Cargo Transport is designed to move small pieces of more delicate cargo from one location to another. A strong sense of property value requires the robot to use extreme care during handling, and also gives the robot an instinct to protect the freight from theft while in its possession.

Description: The Small Cargo Transport (also known as a Light Cargo Transport) is three meters wide, six meters long, and one meter tall. It has a six meter long telescopic crane with a three-pronged claw that can lift 900 kilograms.

Equipment: The Small Cargo Transport has two six meter tentacles that can lift 100 kilograms each (or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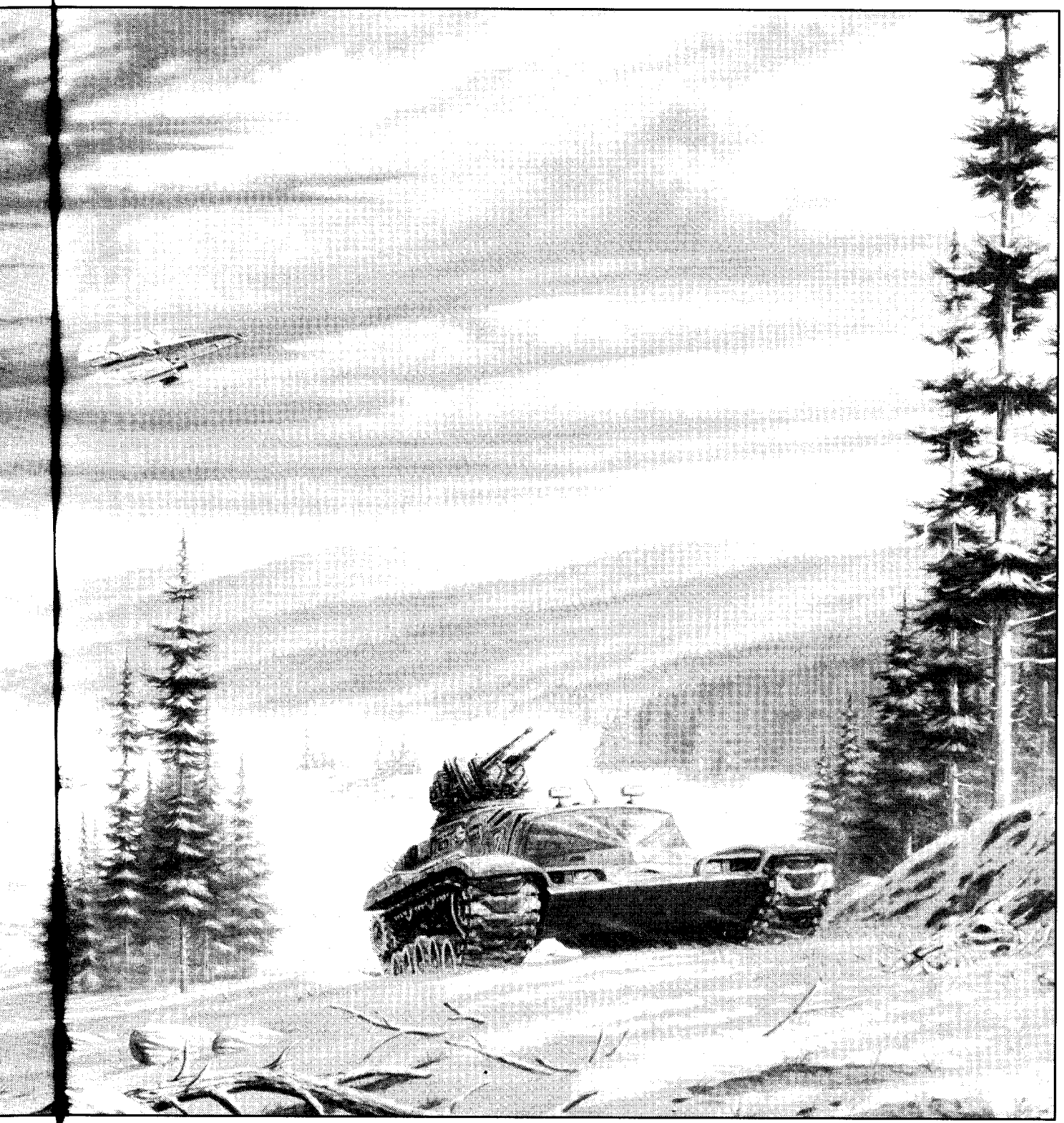
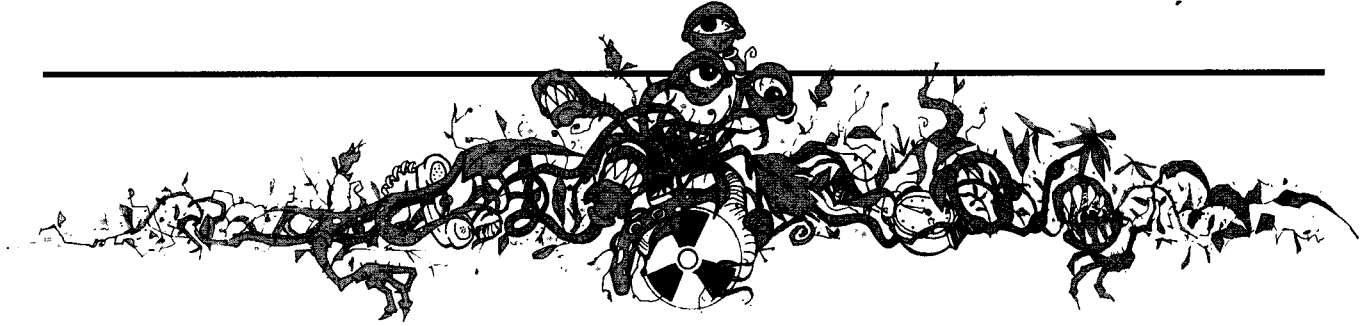




200 kilograms collectively. Its tractor/pressor beam is capable of carrying 1,000 kilograms at a 20 meter range. If the Small Cargo Transport is moving a highly fragile item and the item weighs less than 200 kilograms, the robot can use its pressor/tractor beam to lift itself slightly into the air to make the ride smoother.

Reactions: The Small Cargo Transport obeys the direct orders of any supervisory borg, or anyone possessing a supervisory I.D. card. They are also programmed to obey civil I.D. cards, but will not relinquish their cargo unless also ordered by a supervisory I.D. card. It uses its tentacles and pressor/tractor beams to remove anyone (with little harm) who is attempting to pilfer its cargo while in transport.

Small Cargo Transports can be electronically coupled to other units of the same types for convoy movements. This is handy when the transports are moving a large object, or when conveying larger shipments.

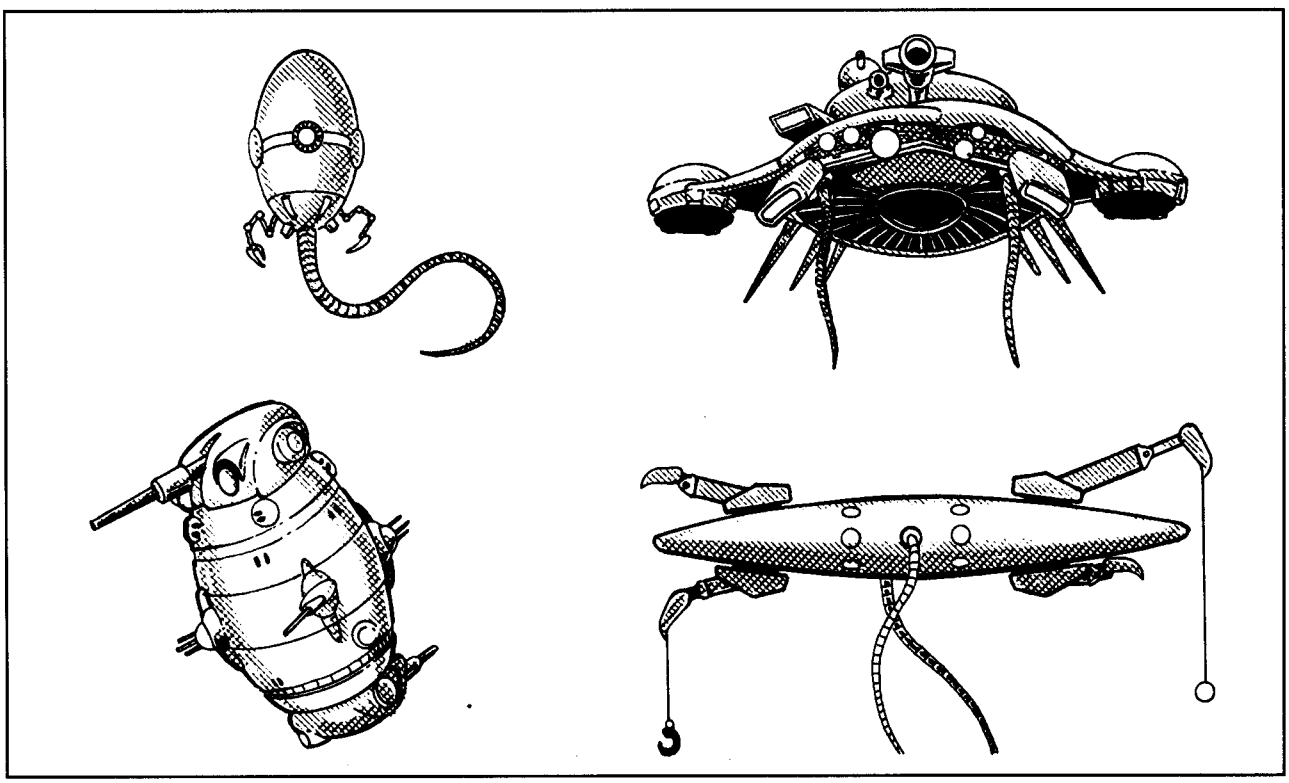
Companion Unit

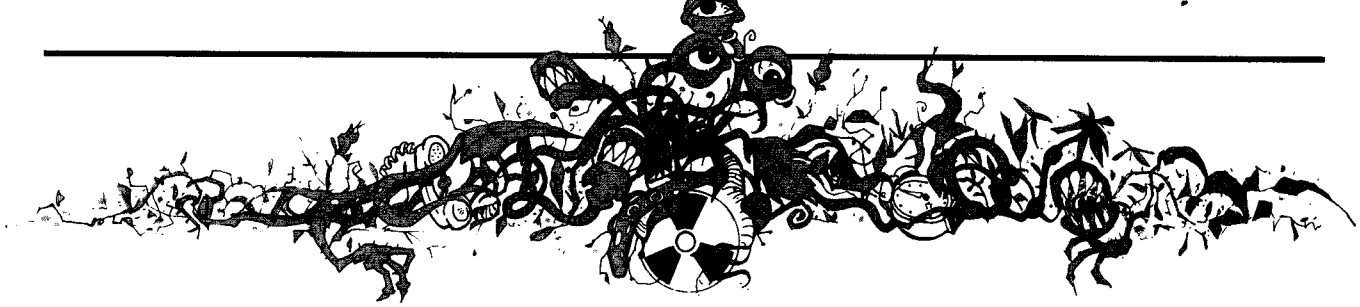
Percept: 20
Stealth/R.U.: +12
AC: 17
Force Field: 0
Speed: 24
Hit Points: 30
THAC: —
Attacks: Nil
PS, DX: 12, 21
Tech Level: V, 22
CPU: Deductive
Size: T (— M)
XP Value: 120

Classification: Personal **Territory:** Laboratories

Mission Statement: The Companion Unit and all similar systems were created to be helpful robotic aids to mankind. Their primary function revolved around doing simple tasks for scientists in their laboratories. They follow instructions perfectly and are able to verbally communicate with their owners.

Description: The Companion unit is a one-half meter tall blue oval with a set of lenses mounted on its front, a tentacle projecting from the lowest point, and two little domes (lights) on either side of the tentacle.





Equipment: Tractor/pressor beams are able to lift 30 kilograms at a range of three meters. Micromanipulator scalpels and a manipulative tentacle (with a two meter extension) permit the Companion Unit to perform tasks of the most delicate nature and on the smallest of scales. Special anti-grav devices allow the unit to float in place. There are two rotating light sources attached near the tentacle at the bottom of the unit.

Each unit also carries standard, infrared, ultraviolet, microscopic (x 100), and telescopic (x 100) sensor systems, along with an audio and radio transmitter/receiver effective up to ten kilometers.

Reactions: No ID card is required to control this simple unit. It is activated by the sound of its owner's voice, or by a new voice if the unit has been left idle for more than 30 days. Many companion units have been found outside the laboratory environment serving as simple valets or forward scouts for Pure Strain humans, mutated humans, and mutated animals or plants alike.

Death Machine

Percept: 30
Sneak: 15
AC: 40(D)
Hit Points: 400
Force Fields: 60
Speed: 60
THAC: 20(12)
Attacks: 6
Damage: See below
Weapon THAC bonus: +12
PS, DX: 40, 30
Tech Level: VI
CPU: Analytical
Size: H (8m)
XP Value: 176,000

Classification: Military **Territory:** Base or mission

Mission Statement: To accomplish assigned military objectives, including, but not limited to, the destruction of men and materials of the enemy while defending the men and materials of its own and allied bases. Its secondary goal is to avoid harming innocent noncombatants. The secondary goal is to be ignored in the event of difficulty in accomplishing the primary mission objective.

Description: The Death Machine is a basic oval shape with dozens of knobby protrusions and gun turrets across its surface. It floats on antigrav pods. Its gun ports constantly move, pinpointing anything that moves and anything that is warmer (or colder) than the air around it.

Equipment: The Death Machine comes with two blaster cannons (short/medium/long ranges and damages: 750m, 100 hp/1,500m, 75 hp/3,000m, 50 hp); six black ray cannons (300m range); 16 batteries of four Mark VII blasters (400m range); ten batteries of four Mark XII masterblasters (500m range); four trek guns (damage as the bomb with a 200m range); eight laser batteries of five guns each (short/medium/long ranges and damages: 10d6/750m, 20d6/1,500m, 15d6/3,000m); six minimissile launchers with 1d100 missiles each; 5d10 fusion bombs with a 3,000m launcher; a special energy dampening field that effectively kills all robotic units and energy-using devices within a 50m radius by preventing the flow of electricity through their wires, otherwise causing 30 hit points every round to the energy screens of other units.

Reactions: When encountered without an objective or dormant, a military common ID card can be used to activate it. Once activated, only the highest command ID card can give it instructions (or a nearby cybernetic installation). Maintenance ID cards work normally but under extreme scrutiny from the Death Machine, assuming they are from the same military base. Programmer's cards cannot be used on the machine.

Defense Borg

Percept: 25
Stealth/R.U.: +10
AC: 25
Force Field: 25
Speed: 48
Hit Points: 200
THAC: +6
Attacks: 3
Damage: See Below
PS, DX: 20, 20
Tech Level: VI/25
CPU: Analytical
Size: 3m
XP Value: 54,000

Classification: Military **Territory:** Base or mission

Mission Statement: The Defense Borg is specifically designed to protect the military installation where it is stationed until commanded to "Sleep" or "Stand Down" by a creature or construct of higher rank than itself.

"Sleep" returns the borg to the repair hangar where it willingly turns its functions off. "Stand Down" removes it from active duty until it is ordered back on.

Description: The defense borg is a three meter-diameter discus-shaped construct with a one meter turret mounted on top. It also has two six meter-long fully manipulative tentacles that can be retracted whenever desired (positioned along the bottom).

Equipment: The defense borg has a powerful force field and twin tractor/pressor beams that can move 500 kilograms at a 60 meter range. Its main weapons are three batteries of five laser rifles each. All three batteries can be fired simultaneously, have a base range of 180 meters, and cause 20d6 points of damage each.

Other weapons include three grenade launchers with 4d10 grenades each of mixed types (all launchers can be fired simultaneously), and two micromissile with 2d20 missiles apiece (these must be fired separately). Grenade launchers have a base range of 60 meters and micromissiles have a base range of 600 meters.

Defense Borgs contain organic brains and will almost always be assigned to defend an installation under the direct supervision of a cybernetic installation or supervisory borg. They are nearly as rare as Death Machines. Due to the organic brains that give them analytical as well as creative thought, defense borgs with a single mental mutation have been reported, though they are extremely rare.

Reactions: A defense borg can repair one point of damage per round, unless it is at half damage or worse, in which case, it repairs one hit point per minute.

Devastator

Percept: 22
Sneak: 7
AC: 33(D)
Hit Points: 300
Force Field: 50
Speed: 50
THAC: 15(9)
Attacks: 2
Damage: See below
Weapon THAC bonus: +9
PS, DX: 30, 20
Tech Level: VI
CPU: Analytical
Size: H (4m)
XP Value: 68,000

Classification: Military **Territory:** Base or mission

Mission Statement: To accomplish assigned military objectives, including, but not limited to, the destruction of men and materials of the enemy while defending the men and materials of its own base. Its secondary goal, a commonly ignored command, is to avoid harming innocent noncombatants.

Description: The Devastator is the ultimate combative robot in existence, but it also is the rarest. It has a basic oval shape with dozens of knobby protrusions and gun turrets across its surface. It floats along on antigrav pods. Its gun ports constantly move, pinpointing anything that moves, anything warmer (or colder) than the air around it, or anything that produces its own power.

Equipment: The Devastator comes with two blaster cannons (short/medium/long ranges and damages: 500m, 75 hp/1,000m, 50 hp/2,000m, 25 hp); 4 batteries of four Mark VII blasters (400m range); 2 batteries of four Mark XII masterblasters (500m range); five laser batteries of five guns each (short/medium/long ranges and damages: 5d6/750m, 10d6/1,500m, 7d6/3,000m); 5d4 fusion or fission bombs with a 3,000m range launcher.

Reactions: When encountered without an objective, dormant, or in storage, a common military ID card can be used to move it from place to place and have it perform menial duties; in this state, the Devastator will only protect itself with its force field. Only a military supervisor's card can give it a military objective or even have it arm its weapons.

Maintenance ID cards work normally, assuming they are from the same military base. Programmer's cards cannot be used to make it attack the base it is assigned to protect; however, a security card will work. Devastators completely ignore civil authority

cards. In the event of an attack upon its base or upon itself, the devastator fully activates and acts to drive off or destroy the attacker. This continues until the attacker is no longer a threat, or until someone with a supervisory card gives the devastator counter orders.

Disaster Robot (GAMMA WORLD Rules, page 122)

Ecobot (GAMMA WORLD Rules, page 122)

Engineering Bot, Heavy

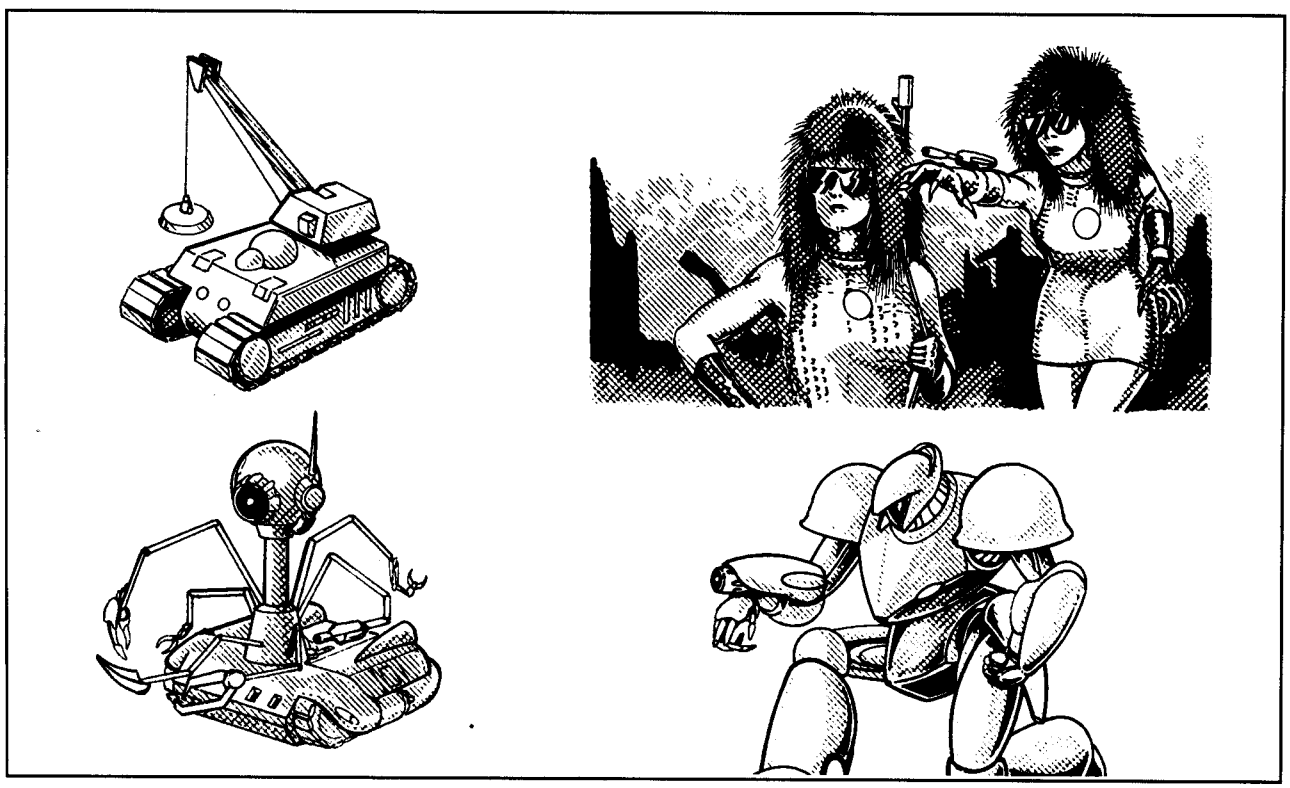
Percept: 15
Stealth/R.U.: -5
AC: 25
Force Field: 0
Speed: 10
Hit Points: 350
THAC: +8
Attacks: 4
Tentacles: 2d6+8
Tools: Various
PS, DX: 150, 11
Tech Level: IV, 20
CPU: Literal
Size: H (18m)
XP Value: 35,000

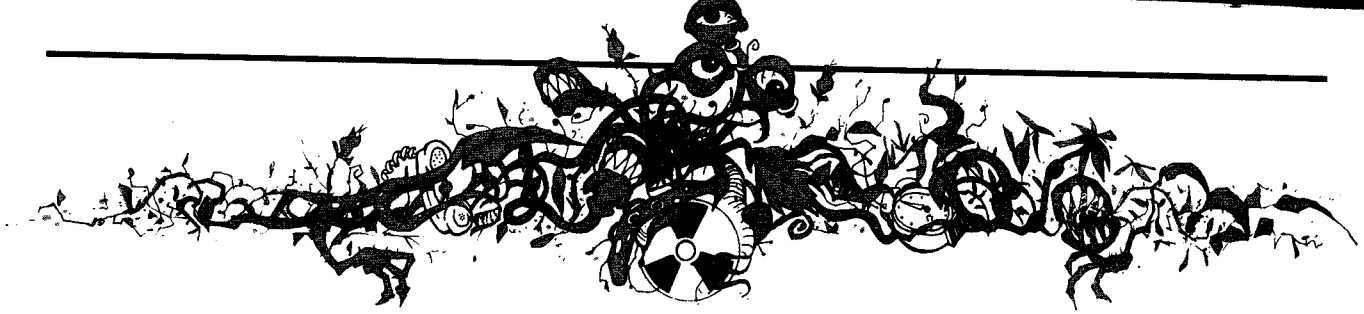
Classification: Corporate **Territory:** Warehouse

Mission Statement: The Heavy Engineering Bot is designed to repair, recondition, or restore anything mechanical. It cannot repair computers, living entities, or anything small and intricate.

Description: This cigar-shaped unit is 18 meters long and six meters in diameter. Its four retracting 12 meter-long cranes can lift 2,000 kilograms each, and its heavy-duty 18 meter-long tentacles can handle 800 kilograms each. The Engineering bot generally uses its treads to move about, but when it must report to a second level of the warehouse for parts or work it uses its antigrav pods to move vertically.

Equipment: The heavy engineering bot has four six meter tentacles for handling various human equipment. A tractor/pressor beam can lift 2,000 kilograms at a range of nine meters. Special equipment includes batteries of 1d6 sonic torches, lasers, atomic torches,





and power tools. Most units also have 6d10 triangular duralloy sheets and a supply of assorted rivets, plates, or bolts, plus the special tools needed to use them. All units are sealed for underwater use.

Reactions: Anything it fixes will be repaired in accordance to all pertinent governmental and private restrictions and regulations. Pollutant emissions regulations proclaimed by the EPA, for example, are always followed, whether the owner of the item being fixed wants it or not. All work is guaranteed and warrantied in accordance to government edicts—the owner merely needs to ask for it. Once work is complete, the Engineering Bot must be paid, either in domars or in the form of the Universal Card. Failure to pay means failure to receive.

Engineering Bot, Light (standard)

Percept: 15
Stealth/R.U.: -5
AC: 22
Force Field: 0
Speed: 12
Hit Points: 275
THAC: +8
Attacks: 4
Tentacles: 2d4+8
Tools: Various
PS, DX: 100, 13
Tech Level: IV, 18
CPU: Literal
Size: H (12m)
XP Value: 26,000
Classification: Corporate **Territory:** Warehouse

Mission Statement: The light engineering bot is designed to repair or restore anything mechanical. It's specialty is computers and small and intricate items, although it can work on anything as well as the heavy engineering bot.

Description: This bot is 12 meters long, and has a retracting 12 meter long crane that can lift 1,000 kgs. The light engineering bot generally uses its treads to move about, but when it must report to a second level of a warehouse for parts or work, it uses its anti-grav pods to move vertically.

Equipment: The light engineering bot has four six meter tentacles that can lift 100 kilograms each. They also are able to handle various human equipment. The bot's tractor/pressor beam can lift 1,000 kilograms at a range of 20 meters. Special equipment includes 1d6 sonic torches, lasers, atomic torches, and power tools. Most units carry 2d10 triangular duralloy sheets and a supply of assorted rivets, plates, or bolts, plus the special tools needed to use them. All units are sealed for underwater use.

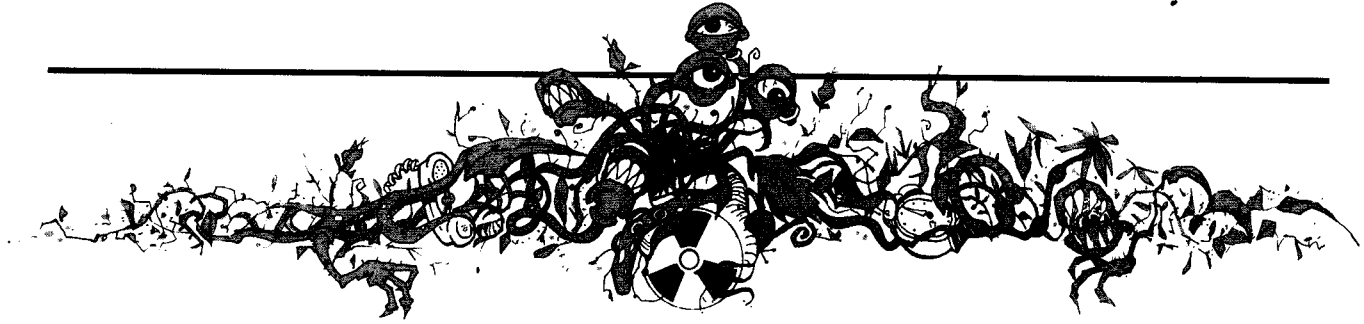
Reactions: Anything it fixes is repaired in accordance to all governmental and private restrictions and regulations. Electromagnetic and radio interferences from electronic equipment regulated by the FCC, for example, are strictly followed, whether the owner of the item wants it or not. All work is guaranteed and warrantied in accordance to government edicts—the owner merely needs to ask for it. Once work is complete, the Engineering Bot must be paid, either in domars or in the form of the Universal Card. Failure to pay means failure to receive.

Exterminator

Percept: 35
Stealth/R.U.: 25
AC: 35/40*
Force Field: 0
Speed: 21
Hit Points: 64/150
THAC: +16
Attacks: 2
Plasma Rifle (10d10)
Weapons (variable)
Two Fists (6d6)
Two Kicks (8d6)
PS, DX: 45, 35
Tech Level: VI
CPU: Creative
Size: 2m
XP Value: 33,000
* AC is 35 for outer skin, 40 for inner duralloy skeleton. 264 hp for skin, 150 hp for inner duralloy skeleton.

Classification: Military/Corporate **Territory:** Mission

Mission Statement: The Exterminator's function appears to be the elimination of a selected target. It should be noted that anyone or anything obstructing the Exterminator's mission will be eliminated as easily



as the intended target. The Exterminator must pursue its target until either it or the target is obliterated.

Description: An Exterminator is an upright-walking, two meter-tall robot. An improved structural design and synthetic-skin covering makes it identical to a Pure Strain Human. Its internal skeleton is made entirely of reinforced and strengthened duralloy, and all vital mechanisms are encased in strengthened duralloy shells, making the Exterminator impregnable to all non-energy attacks. Structural limitations make it slightly vulnerable to high explosives.

Due to lack of records, little is known of the Exterminators' original function. No one has yet discovered who created them or why. Some believe they were created to insure the complete destruction of mankind. Others believe they were placed by preholocaust military and scientific leaders to help establish a new order. Still others feel they were created by leagues such as the Knights of Genetic Purity solely to eradicate mutational strains, since most of the target are mutants.

An Exterminator has dual Armor Class and Hit Points. The first set (AC 35, HP 64) represent the resilience of the synthetic-skin and clothing covering the Exterminator. This outer layer is vulnerable to all forms of physical attack. The second set (AC 40, HP 150) represents the internal duralloy structure. This is impervious to all non-energy and non-explosive attack (swords, bullets, etc.), and can only be damaged after the outer layer is destroyed.

Equipment: Initially, Exterminators carry a special weapon when they are first seen. This weapon, the Plasma Rifle, is detailed in the Weapons section of this booklet. The Exterminator has a multitude of attack options available to it in addition to this powerful weapon. The Exterminator can also use its two fists, two feet, or it can use nearby objects for weapons. Each of its fists cause 6d6 points of damage. Each foot can kick for 8d6 points of damage. Any target weighing less than 450 kilograms can be thrown an effortless 4d10 feet in any direction for as many points of damage. Those weighing from 451 to 900 kilograms can be thrown for half the distance and damage. It cannot use more than one of these attack options in a single melee round.

Reactions: Although the Exterminator's sensors are limited for tracking, its high intelligence allows complex deductive reasoning and social insight for quick adaptability in an environment, easily compensating for any other limitation. The Exterminator's intelligence must be stressed. It was one of the most advanced robots ever created.

The Exterminator can communicate with Cybernetic Installations and Think Tanks, but only to further its own purposes. It takes orders from no one, except possibly its creators. The Exterminator communicates with beings only when necessary; any attempt at undesired communication prompts a sudden but concise response that ends all conversation. The Exterminator never asks for help and always works alone.

An Exterminator attacks only at the most advantageous time, and never attacks when the opposing force is too great. If necessary, it makes use of anything around it as a weapon. If damaged, the Exterminator is capable of minor self-repair of the synthetic skin covering. Once the synthetic covering is completely damaged, it cannot be repaired. It can, however, be replaced.

Household Robot (GAMMA WORLD Rules, page 123)

Industrial Robot (GAMMA WORLD Rules, page 123)

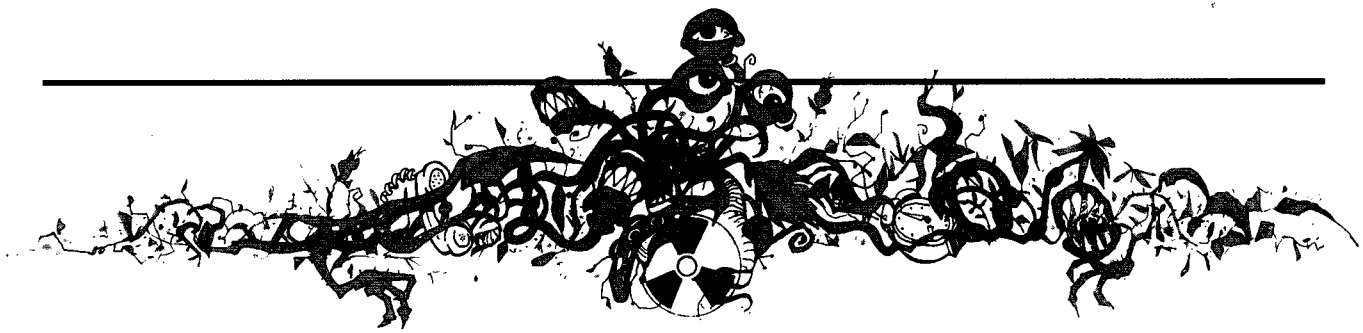
Medibot (GAMMA WORLD Rules, page 124)

Police Robot (GAMMA WORLD Rules, page 124)

Repair Bot

Percept: 25
Stealth/R.U.: +5
AC: 30
Force Field: 0
Speed: 48
Hit Points: 65
THAC: +6
Attacks: 3
Onboard tools (variable)
PS, DX: 75, 30
Tech Level: VI, 28
CPU: Rational
Size: M (2m)
XP Value: 10,000

Classification: Corporate/Private **Territory:** Any



Mission Statement: This robot was specifically designed to repair small household devices, appliances, weapons, and any other small item it can grasp and hold.

Description: This programmed machine is two meters tall, resting on either a wheeled chassis (if an installation model) or hover fan units (if the field variety).

Equipment: The repair bot bristles with dozens of small tool arms. It has four three-digit claw arms with feeling sensors for holding objects, and a special sensor pod arm that can concentrate all of its sensors to bear upon a small object (during an operation such as this, the robot is completely unaware of its environment). It has an enhanced Dexterity, an expanded memory bank of information on small devices and weapons repair, and hundreds of tool and miscellaneous equipment used for those repairs.

Repair robots of both varieties have at least four tools that can be used as edged or burning weapons, each that cause 4d6 points of damage. They can attack with all four weapons in a single melee round.

Reactions: The robot does not care who owns the item, only that it must be fixed. These units are programmed to defend themselves against any assault.

Robot Vehicle

Percept: 5
Stealth/R.U.: -15
AC: 20
Force Field: 0
Speed: 24
Hit Points: 50-200
THAC: +0
Attacks: 0
PS, DX: 15, 10
Tech Level: IV
CPU: Literal
Size: L-H (2m-8m long)
XP Value: 650
Classification: Corporate **Territory:** Assigned route

Mission Statement: A robot vehicle is a normal, powered vehicle with a robotic brain.

Description: There is no limit to the appearances of this type of robotic unit. They can be anything from a small compact wheeled vehicle to a large jetliner. Most of the suborbital shuttles are classified as robotic vehicles as well.

Equipment: Robot vehicles possess booster jets that allow them to move at 4x normal speeds or leap five meters into the air for one round increments. It takes ten minutes to recharge the jets when used.

Robotic vehicles possess two three meter long tentacles, searchlights, sound synthesizers (that can produce any sound), and an analytical computer. Many are sealed airtight with a 30 minute air supply to avoid poisonous gases and hard radiation. They may be equipped with two front-mounted and one rear-mounted weapon of the Game Master's choice, but, generally, robotic vehicles are weaponless.

Reactions: The booster jets are only used to avoid collisions or other incidences that put the vehicle or its passengers in jeopardy. Anyone who possesses the knowledge to activate the in-dash computer system and can speak in the languages known by the computer, is able to control the vehicle. Knowing how to activate the computer and control it is only half the battle. The vehicle needs fuel to fulfil any orders.

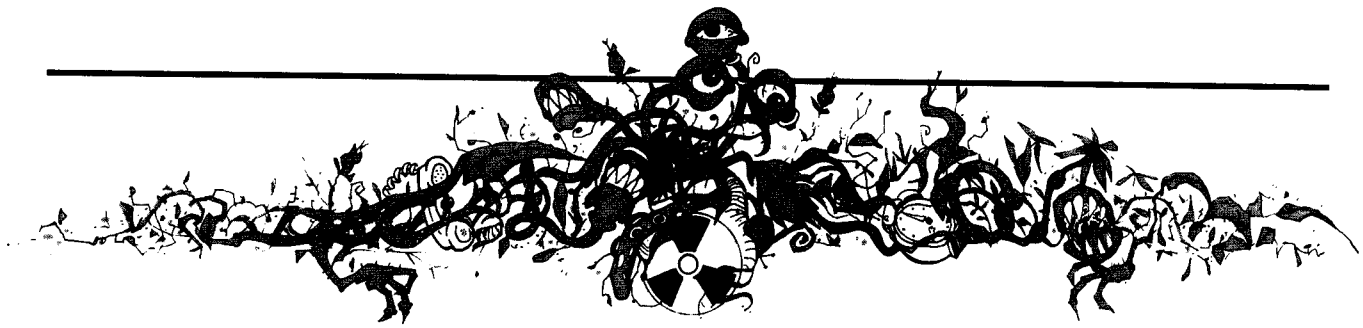
Security Robot (GAMMA WORLD Rules, pg. 125)

Security Robot, Heavy

Percept: 30
Stealth/R.U.: +10
AC: 30
Force Field: 25
Speed: 21
Hit Points: 250
THAC: +4(+8)
Attacks: 2
Hand (1d4+2)
Needler (Int 16)
Stun Ray (—)
Weapon (+4)
PS, DX: 20, 25
Tech Level: V, 28
CPU: Deductive
Size: M (2.5m)
XP Value: 47,000

Classification: Corporate **Territory:** Grounds

Mission Statement: The heavy security robot is designed to prevent the unlawful entry of persons onto company land and buildings. Secondly, they are



programmed to prevent damage to company property and to assist employees whenever necessary.

Description: These units are roughly humanoid in shape. In addition to its two humanoid arms, it has four retractable three meter long tentacles.

Equipment: The heavy security robot has a pair of tractor/pressor beams that can lift 350 kilograms at a 45 meter range. The heavy security robot is sealed against water and corrosives, has enhanced multiple actions, and Robot Summoning and Command over all other security robots within a two mile radius. It also has a communications sender, a repair program, and miscellaneous equipment that deal with securing captured opponents.

The Heavy Security robot carries the following weapons: UV laser rifle, mark XII blaster, stun ray rifle, grenade launcher (with 12 random grenades), and a mine layer (with four random bombs).

Reactions: Unlike the standard issue security robot, heavy security robots are not directed to carefully subdue people. They often use lethal force when protecting their charges, be it an individual, a building, or an installation. These units are artificial intelligence robots usually directed to protect an area, an installation, or a single character.

Sentry

Percept: 30
Stealth/R.U.: 35
AC: 25/30
Force Field: 0
Speed: 30
Hit Points: 24
THAC: +0
Attacks: 0
PS, DX: 5, 40
Tech Level: VI
CPU: Analytical
Size: 0.5m
XP Value: 65

Classification: Corporate **Territory:** Installation

Mission Statement: The Sentry Robotoid, also known simply as a Robotic Eyeball, is a light-duty, audio-visual monitoring drone unit.

Description: The sentry robots' outer shells are light plastic spheres, one-half meter in diameter and weighing one and one-half kilograms. Their size and light weight gives them a high air resistance so they move (and fall if their antigrav unit fail) quite slowly.

The surface of a Sentry has three distinct zones. The underside is the antigrav radiator zone. There is a five centimeter wide stabilizer zone around the middle of the sentry. This zone has audio and visual sensors that scan a circle on the ground with a diameter equal to the sentry's altitude. The third zone, on top of the unit, contains the analytical computer and transmitters that allow the sentry drone unit to communicate with its host.

Equipment: Sentries are equipped with communicators (with optional signal scrambling circuits), audile sensors, and visual cameras with infrared and visual spectrum capabilities only. The sentry can be equipped with UV, but at the loss of one of the other options.

Reactions: Sentries can only escape damage by moving out of the way. They have no other defensive capabilities; they lack the force fields common in robotic units. Sentries are completely controlled by either a cybernetic installation, a think tank, or any other computer with at least a rational "intelligence." They form a network tuned to a particular controller, and cannot be moved to a different system without first deactivating the drone unit.

If a Sentry drone unit suffers 50% damage, its antigrav unit is damaged and the unit falls. It receives an additional one point of damage for every ten meters it falls.

Stalker

Percept: 25
Stealth/R.U.: 30
AC: 20
Force Field: 100
Speed: 24
Hit Points: 100
THAC: +6
Attacks: 5
Two Laser Rifles
Two Stun Ray Rifles
One set of jaws
PS, DX: 35, 50
Tech Level: VI
CPU: Creative
Size: 3m
XP Value: 13,000

Classification: Civil/Military **Territory:** Mission

Mission Statement: Robotic stalkers are a type of security robot generally used to track down and retrieve fugitives. Stalkers can be preprogrammed to track things, to patrol an area, or they can be used as a means of transportation. They are often used in place of security robots during times of shortage.

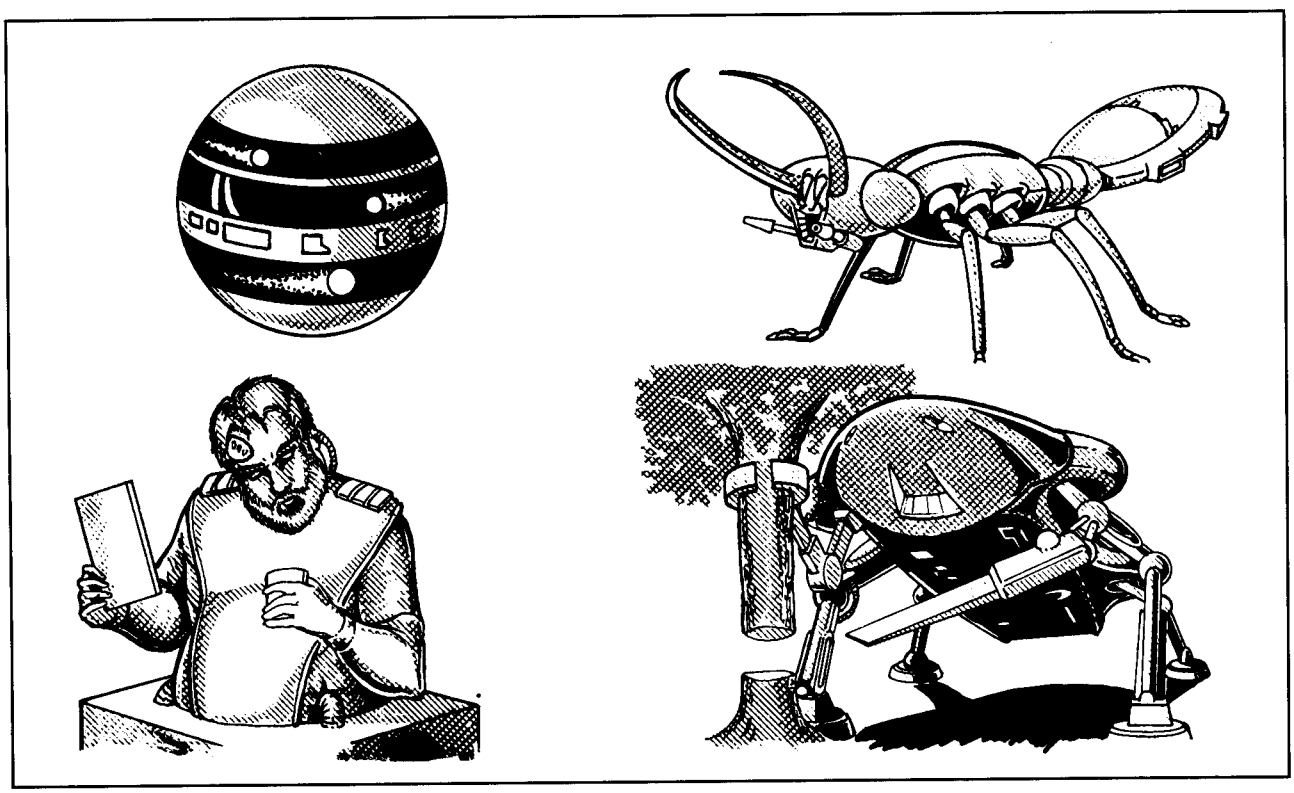
Description: Stalkers look like three meter-long mechanical ants. They are one and one-half meters tall. Two lenses on their heads, their primary sensors, glow infrared when they are active.

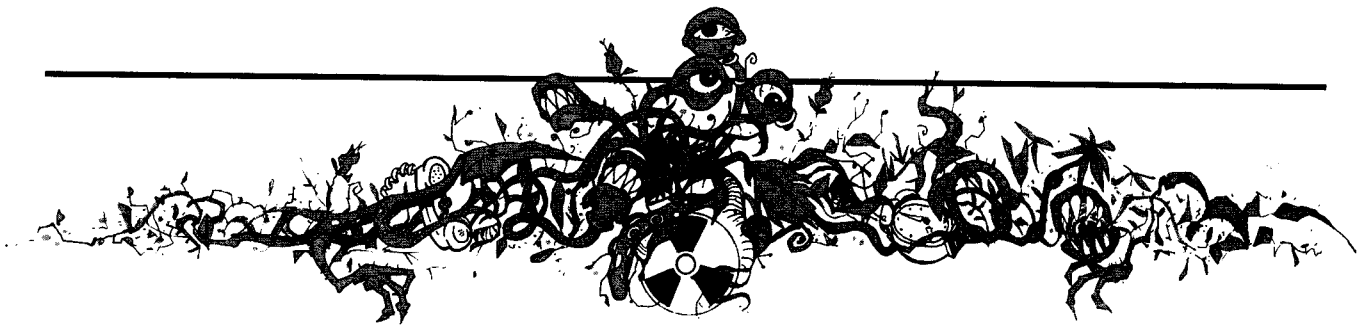
Equipment: The tracking capabilities are used in combination for best pursuit. The sensors ranges below are given for the primary sensors located in the head. They operate in a cone 45° wide. The ranges stated below already take into account obstructions, background noises, temperature, visibility, radiation levels, etc. Other sensors spread throughout the body allow 360° tracking capability over a range of 25 meters.

The Stalker can climb 75° slopes; they use their antigrav pods to cross steeper slopes and places too rough for their feet. Two laser rifles and two stun ray rifles are mounted on its head. Each gun has an independent power source giving it 100 total shots, but these guns can only be used by the stalker unit, not the rider. The weapons cannot function while the force field is activated; if used, the weapons hit the shields.

The robotic stalker has a pair of pincher-jaws attached to its head. These jaws can reach out a total of four meters to grab items or individuals. Objects as large as one meter in diameter and as much as 200 kilograms can be held securely within its grasp. The jaws are often used to secure prisoners or criminals as the stalker returns to its base of origin. The pinchers, however, are lined with extremely sharp and tensiled blades, causing 8d6 points of damage per bite. These blades can be retracted when required.

Primary Sensor	Range
Standard Light & Sound	500 meters
Infrared (Heat)	25 Kilometers
Residual Heat	One meter (within two hours)





Telescopic Imaging	Line of sight
Voiceprint	200 meters
Chemical Trace (Scent)	800 meters (within 36 hours)

Reactions: Stalkers can be ridden as long as they are not on a current assignment. There is a rider's saddle and helmet on the robot's back. Any attempt to stop the Stalker when on duty causes the construct to attack with its stun weapons. It attacks with its damaging weapons when it deems necessary.

Stalkers track just as well with or without a rider. Characters riding a stalker can get tracking information though the helmet. A rider can control the stalker manually and can use any of the stalker's systems or weapons.

Supervisory Borg

Percept: 20
Stealth/R.U.: +12
AC: 22
Force Field: 25
Speed: 32
Hit Points: 220
THAC: +8
Attacks: 3
PS, DX: 20, 12
Tech Level: VI
CPU: Creative
Size: 2m
XP Value: 27,000

Classification: Military **Territory:** Bases

Mission Statement: Supervisory borgs are programmed to ensure that their base of operations runs in an orderly fashion and is well maintained.

Description: The Supervisory borg's one meter-tall humanoid trunk rests on a one meter-square base. It has two humanoid arms able to manipulate any tools or equipment designed for human use.

Equipment: Supervisory borgs have radio circuitry that allow them to control all other robots within a one mile radius. In fact, each supervisory borg knows when an android or robotic unit is within its range. By the same token, the robotic units and androids are aware of the borg's presence as well.

Supervisory borgs generally do not carry weapons unless they believe they or their installation is in danger. If armed, a supervisory borg will carry the deadliest weapon it can find in the weapons locker.

Reactions: Supervisory borgs exhibit great patience when dealing with humans and humanoids. Even humans disfigured almost beyond recognition are tolerated. However, mutated animals, talking plants, and the like are an immense curiosity, and are often captured on sight. These unfortunate creatures are often killed, dissected, and catalogued.

There are rumors that Supervisory Borgs occasionally allow humans to stay briefly at an installation if it is apparent they just endured combat. Be forewarned, however, that not all Supervisory Borgs are "sane." They have organic brains that allow them creative thought. After long centuries of boredom and loneliness, these organic brains can suffer from numerous psychoses.

Timberer

Percept: 5
Stealth/R.U.: -25
AC: 35
Force Field: 0
Speed: 9
Hit Points: 800
THAC: +36
Attacks: 3
Saw Arm (12d6)
Crane Arm (10d6)
Paint Gun (1d6)
PS, DX: 1500, 10
Tech Level: VI, 30
CPU: Deductive
Size: G (50m)
XP Value: 108,000

Classification: Government **Territory:** Woodlands

Mission Statement: The Timberer is designed to move through forest, marking diseased or dead trees for future cutting with its huge built-in paint gun while cutting down the trees that have been previously marked.

Description: This 50 meter tall, 75 meter long, 25 meter wide quadruped programmed machine is run by a pair of sealed internal computers. These computers are located in separate areas of the bot, so if one becomes damaged, it can rely upon the second until

repairs can be performed (preferably from a Heavy Engineering Bot).

Equipment: The timberer has three large arms: one is a huge saw that cuts down the trees (causing 12d6 points damage when used against a living creature), another is a crane for lifting the fallen trees (it causes 10d6 points damage when used against a living creature), and the other is a large paint gun (range 30 meters, causing 1d6 points of damage).

The indelible, shocking pink ink used to mark trees permanently stains whatever or whomever it touches. There is no known solvent for the paint. Any player character hit by the ink remains pink for 1d10 years unless affected by some mutation.

Reactions: Once cut, the trees are lifted and stacked on the huge, flat, rear platform jutting out from the back of the robot. Once this platform is full, the Timberer (also known as the Lumberbot) trundles off to an area where the trees can be picked up and carried to a processing plant.

Valet Robot

Percept: 15
Stealth/R.U.: +10
AC: 18
Force Field: 0
Speed: 12
Hit Points: 75
THAC: +2(+2)
Attacks: 2
Hand (1d4+2)
Weapon
PS, DX: 20, 20
Tech Level: V, 18
CPU: Analytical
Size: M (2m)
XP Value: 5,000

Classification: Private **Territory:** Home

Mission Statement: This robot was created to be a refined roboservant, serving as valet, cook, companion, caretaker, watch dog, etc.

Description: The valet robot is a legless, floating autobot with two humanoid arms. It is equipped with an expanded memory that exists only to store information about its owner, who is usually considered to be the character that purchases it or otherwise legally takes possession of it (as determined by the Game Master). It has the capacity to learn up to four languages and only takes a week to have a working vocabulary in a new one. Once a language is learned, the robot can act as an interpreter.

Equipment: Each valet robot has miscellaneous equipment to assist it in the fulfillment of its duties, including a floodlight, a medi-kit, a fire extinguisher, a communicator, and a tractor/pressor beam that can lift 100 kilogram at a range of six meters. To protect its owner, the valet bot is also equipped with a stun ray pistol and a sonic emitter that functions as the sonic blast mutation and causes 3d6+4 points of damage.

Reactions: The Valet Robot was created to be a servant to its owner. It can learn to clean a character's weapon, cook food, wash clothing, and observe manners. When possession is first established, the valet robot talks to the character and observes him for hours, collecting detailed data about the character. Once the robot believes it has a good understanding of its new master (usually after a day or two), it will ignore input from all other beings except its master.

Veterinary Robot

Percept: 15
Stealth/R.U.: 0
AC: 15
Force Field: 0
Speed: 15
Hit Points: 60
THAC: +2 (+4)
Attacks: 2
Hand (1d4+2)
Darts (Int 20)
PS, DX: 15, 20
Tech Level: IV, 28
CPU: Rational
Size: M (4m)
XP Value: 2,000

Classification: Private **Territory:** Ranch

Mission Statement: The Veterinary Robot was designed for use with herd animals, such as cattle, sheep, ranched deer and moose, and emu. The robot assists the animal in birthing, healing breaks and abrasions, and giving preventative medicines.

Description: This four meter tall programmed

machine is strangely shaped. On the bottom of a three meter-long column are wide treads designed to take it over most terrain where domestic animals are herded. At the top of the column is a spider-like assembly with six long arms that can reach to the ground, three humanoid arms, and three special limbs that have padded claws designed to hold animals while inflicting little or no damage on them.

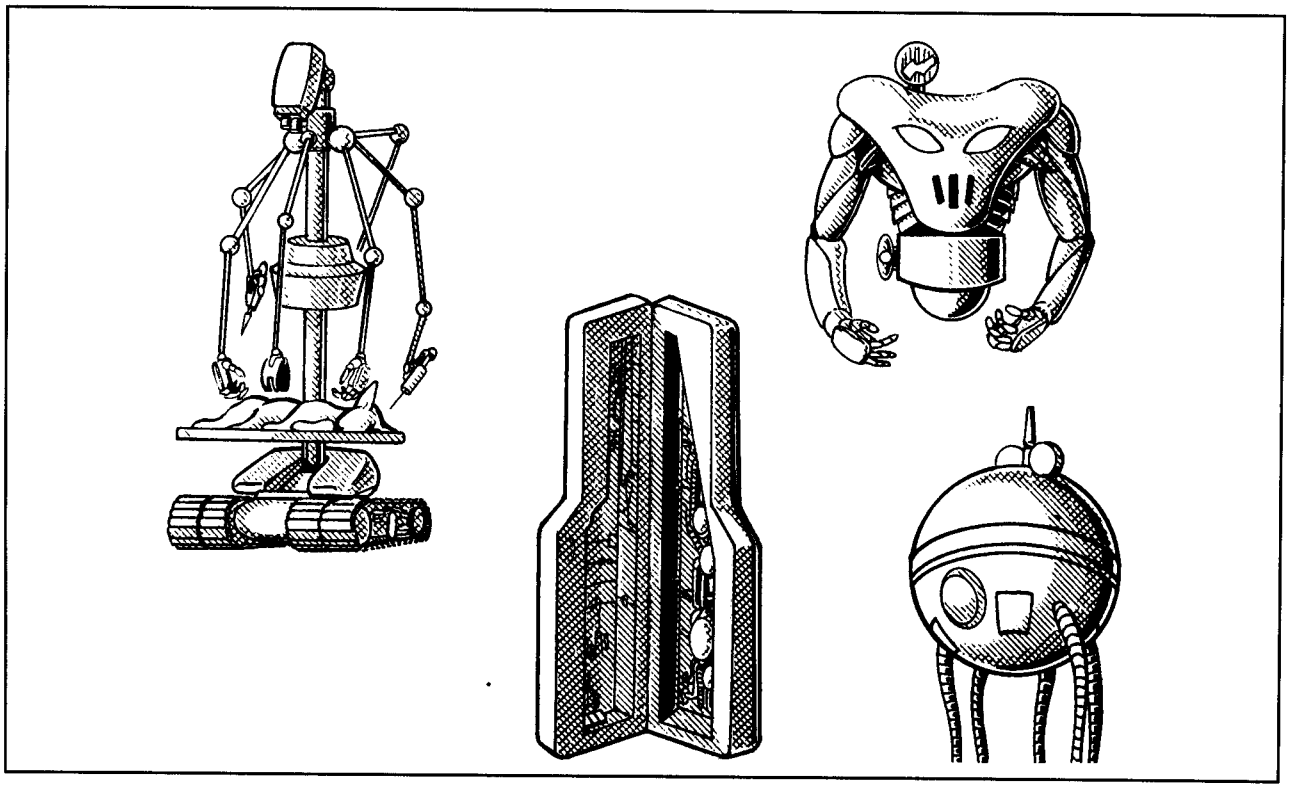
Equipment: The veterinary robot has an expanded memory bank that includes veterinary data on all normal, domestic farm animals it would have to treat. To assist in capturing or turning unconscious animals over, the veterinary robot is also equipped with two tractor/pressor beams that can move 500 kilograms each at a 12 meter range. The veterinary robot has complete veterinary operations equipment including drugs, instruments, analyzing equipment, and anesthetizing darts accurate up to 100 meters. Two such darts can be fired every round. Each one possesses Intensity 20 debilitative poison. This particular drug does not cause death.

Reactions: Though these units were designed only for non-mutated animals (and can cure such creatures 100% of the time), there is a 75% chance (minus 5% per mutation) that the unit can help cure a mutated animal.

Warbot (GAMMA WORLD Rules, page 125)

Weapons Maintenance Drone

	Installation Model	Field Model
Percept:	10	15
Stealth/R.U.:	0	+5
AC:	18	22
Force Field:	0	20
Speed:	15	24
Hit Points:	60	85
THAC:	—	+2(+4)
Attacks:	0	2
		Beam (2d4)
		Weapon (Varies)
PS, DX:	15, 20	20, 20
Tech Level:	V, 20	V, 20
CPU:	Analytical	Deductive
Size:	2.5m	0.5m sphere
XP Value:	975	4,000



Classification:	Military	Military
Territory:	Installation	Varies

Installation Model:

Mission Statement: The installation model Weapons Maintenance Drone, or IM-WMD as it was called, was designed to facilitate repairs on weapons of all kinds.

Description: The Weapons Maintenance Drone found at installations looks like an oversized plastic gun case that can fits most weapons. Looking inside reveals all the intricate circuitry and devices of an advanced piece of equipment. Once a weapon is placed in the Weapons Maintenance Drone, it scans the weapon, oils it, makes any necessary repairs to it, and generally maintains it. It also reads out how many charges are left in the power cell, battery, or whatever powers it.

Equipment: The Weapons Maintenance Drone comes with a variety of oils, parts, capacitors, memory crystals, wire, optical cabling, and a multitude of miniature tools that are necessary to expedite repairs. The installation model, however, has no weapons and must be carried since it has no motive force of its own.

Reactions: The Weapons Maintenance Drone can be used by Tech III or Tech IV characters even though the construct is a Tech V device. It is powered by two Hydrogen Power Cells that allow the device to clean, fix, or otherwise maintains twelve weapons before expending its Cells. The Game Master should always consider the condition of a weapon that is not maintained properly. A dirty, rusting, or neglected weapon can always stop functioning, jam, blow up, etc., especially at the most inopportune time.

Field Model:

Mission Statement: The Weapons Maintenance Drone was created to make fast and loose repairs on weapons of all kinds. The Weapons Maintenance Drone, or WMD as it was called, was designed for use by soldiers and tank personnel in the field in the years before the holocaust that led to the GAMMA WORLD campaign.

Description: The Field model Weapons maintenance Drone is one-half meter in diameter. Several small tentacles hang from under the drone's belly as well as several types of audio and visual sensors and cameras. A set of four robotic hands hide within the sphere, coming out only when repair work is needed. Another group of sensors ride on the top of the drone, allowing it to survey the terrain around it. These allow the robotic unit to duck out of the way in dangerous situations.

Once a weapon is placed in the Weapons Maintenance Drone's robotic hands, it scans the weapon with a small coil of sensors, oils it, makes any necessary repairs to it (within reason), and generally maintains it. It will also read out how many charges are left in the power cell, battery, or whatever powers it. If the weapon is not badly damaged, the drone can usually fix the device within two minutes.

Equipment: The Weapons Maintenance Drone comes with a variety of oils, parts, capacitors, memory crystals, wire, optical cabling, and a multitude of miniature tools that are necessary to expedite repairs and preventative maintenance. The field model has several human-like hands that allow the drone to move the weapon about in its grasp as it looks for problem areas. The drone has a tractor/pressor beam that it uses to lift heavier weaponry. As much as 100 kilograms can be lifted by this beam.

The tractor/pressor beam can be used as a minor weapon when the Weapons Maintenance Drone is attacked. This is a unique ability. By shifting its frame using its antigrav flight capability, the WMD can expend its pressor capabilities in a single pulse. This pulse causes 2d4 points of damage to the target; all force fields are ignored.

Reactions: The Weapons Maintenance Drone can be used by Tech III or Tech IV characters even though the construct is a Tech V device. The Weapons Maintenance Drone has enough parts and lubrication to clean, fix, or otherwise maintain 24 weapons. The Game Master should always consider the condition of a weapon that is not maintained properly. A dirty, rusting, or neglected weapon can always stop functioning, jam, blow up, etc.

Miscellaneous Gear

Table 6-1: Miscellaneous Gear

Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Alembic	IV, 5	Constant	400	0.5
Antigrav Pod	VI, 8	½ hr	5,000	25
Anvil	II, 4	Constant	45	45
Bang Balls	III, 10	1 use	15	0.1
Belt, Drop	VI, 7	20 falls	2,000	1
Binoculars	IV, 6	—	500	0.5
Body Builder	III, 26	—	995	35
Broadcast Power				
Charger	V, 25	—	5,000	7
Station	VI, 55	—	—	—
Caltrop	II, 1	Constant	1/10	0.01
CampGuard	III, 8	1 year	25	0.5
Charger, Solar	V, 10	—	1,500	1
Cloak, Energy	V, 8	72 hrs	350	1
Communicator	V, 14	6 hrs	500	0.5
Communicator	VI, 16	6 hrs	500	0.5
Control Nexus	V, 20	—	—	—
Cube, Glow	V, 6	8 hrs	100	0.5
Death Field Generator	V, 1	1 min	—	4
Detector, Life Force	VI, 10	1 hr	800	1
Detector, Motion	V, 15	4 hrs	800	1
Dry Shower	IV, 10	25 uses	900	45
Duralloy, Liquid	VI, 18	—	8,000	12
Envirolyzer	V, 20	12 uses	750	2
Ferrofoam	IV, 10	—	175	3
Ferrofoam, Force Oxygen	IV, 10	—	275	4
Fire Extinguisher	IV, 7	—	400	6
Flashlight	IV, 5	32 hrs	50	0.5
Folding Portacart	IV, 8	—	450	3
Fuel Cell, Nuclear	VI, 6	—	1,000	8
Garment Autopress	IV, 14	10 mins	850	14
Generator, EMP	III, 15	1 min	300	30
Generator, MCII	IV, 15	—	200	20
Generator, Solar	III, 15	—	150	10
Glasses, Gnome	III, 5	—	25	0.1
Gloves, Sap	III, 5	—	10	1
Glue, Super	III, 7	—	10	0.01
Gravitic Accelerator	V, 21	100 hrs	420	3

Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Guidance				
AI	IV, 17	—	3,000	0
Laser	IV, 12	—	1500	0
Ordinance	IV, 8	—	Free	0
Seeking	IV, 10	—	750	0
Guidance, Wire	IV, 15	—	1,000	0
Gyroscope	III, 8	Constant	15	0.25
Hand, Remote	VI, 13	1 hr	2,000	1
Hydrox	V, —	—	—	0.5
I.D. Card				
Maintenance	V/VI, 3	—	750	0
Override Program	V/VI, 3	—	5,000	0
Civil	V/VI, 3	—	7500	0
Security	V/VI, 3	—	9,000	0
Personal	V/VI, 3	—	200	0
Supervisor	V/VI, 3	—	1,000	0
Unknown	V/VI, 3	—	50	0
Information Retrieval System	VI, 20	8 hrs	3,000	0.5
Lexicon	V, 12	6 hrs	600	0.5
Lipoderacinator, Personal	V, 22	4 hrs	650	12
Listening Device	III, 8	100 hrs	650	0.5
Metal, Liquid	VI, +10	—	x4	N/A
Parking Meter	IV, 8	—	50	7
Napalm II	III, 5	One hr	40	1
Neutralizing Pigments				
Black	IV, 10	24 hrs	200	0.5
Green	IV, 10	24 hrs	150	0.5
Grey	IV, 10	24 hrs	100	0.5
Orange	IV, 10	24 hrs	250	0.5
Red	IV, 10	24 hrs	500	0.5
Pack, Lift	VI, 7	8 hrs	750	5
Parachute	IV, 14	—	200	10
Portent	VI, 13	12 hrs	1500	5
Power Cell				
Atomic	VI, 12	—	5,000	15
Chemical	IV, 5	—	100	0
Hydrogen	V, 5	—	750	0
Solar	V, 5	—	1,000	0
Proxima Setting	V, 20	—	—	N/A
Radiation Suit Repair Kit	III, 8	—	50	2
Radio, listen only	IV, 13	8 hrs	150	3
Radio, Ham	IV, 23	8 hrs	700	0.5
Receiver and "Bugs"				
Bugs	III, 10	200 hrs	25/ea	0.1
Receiver	III, 18	100 hrs	200	4
Saw, Power Tree	III, 12	1 hr	90	4

Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Sensor				
Artificial	IV, 10	—	200	0.5
BioEnergy	IV, 10	—	200	0.5
Eye-movement	V, 24	—	750	3
Sight				
Computer	VI, 19	100 uses	3,000	0.5
IR (Scope)	IV, 10	100 uses	500	0.5
IR (Scope)	IV, 10	100 uses	750	0.5
IR (Scope)	V, 10	100 uses	1,000	0.5
Laser	V, 8	100 uses	1,500	0.5
Laser	VI, 8	100 uses	1,500	0.5
Telescopic	IV, 4	—	200	0.5
Slowglass	V, 5	Constant	Varied	Varied
Slowmirror	V, 5	Constant	Varied	Varied
Smoke Generator	III, 14	Variable	420	11
Sound Filter	IV, 16	—	250	1
Tentman	IV, 8	12 uses	250	3
Thermometer	III, 5	—	10	0
Thought Cap	V, 22	Variable	900	2.5
Thruster, Pocket	III, 10	12 bursts	300	1.5
Tool Set	Variable	—	Varies	2
Torch, Atomic	IV, 24	—	550	4
Torch, Laser	IV, 14	20 hrs	250	1
Torch, Sonic	IV, 20	15 hrs	150	2
Trashman	V, 10	—	400	5
Triangulator	III, 16	50	100	2.5
Universal Card	IV, 18	—	—	0
Universal Cooker	IV, 14	100 uses	150	2
Voltmeter	IV, 12	—	350	0.5
Weather Predictor	V, 19	—	100	2
Wedge, Electric	IV, 16	8 hrs	250	2

Alembic

Tech Level: IV
Duration: Constant
Complexity: 5
Avg. Cost: 400
Weight: .5 Kg

The Alembic is a device that holds fluids, available in a variety of shapes. From a simple coffee cup to a fancy brandy snifter, these clear devices warn the drinker if there are any impurities, radiation, pestilence, or poisons present in whatever fluid the alembic is holding. It performs this simple task by turning black at the presence of these substances.

Once the device warns of these dangers, the alembic must be thoroughly cleaned before its next use or it will continually give a (possibly) false warning. This device uses no batteries; it is believed the outside shell is a solar collector.

Antigrav Pod (GAMMA WORLD Rules, pg. 86)

Anvil

Tech Level: II
Duration: Constant
Complexity: 4
Avg. Cost: 45
Weight: 45 Kg

The anvil is a simple device made from a heavy iron block and often plated in steel or some other noncorrosive and sturdy metal. This is a necessary

tool for any metalworker.

Rumors once spoke of a maniacal young and but very strong mutant named B.A. who one tied a nylon rope to an anvil and swung it above his deranged head in battle. He used it like a flail, causing great agony and suffering upon his enemies. An anvil used in this fashion, requires at least a 20 Strength, causing 8d8 points of damage with every strike.

Bang Balls

Tech Level: III
Duration: One Use
Complexity: 10
Avg. Cost: 15
Weight: 0.1 Kg

These three centimeter diameter, white, hard-shelled balls were developed to help herd large groups of animals. Though they are usually fired from air rifles, they also can be used from a sling or thrown if the user has PS 14 or greater.

Once a bang ball strikes a surface at least as hard as wood, it cracks open, emitting a loud banging noise. Although this causes no damage, it is quite loud and can be used to stampede cattle or frighten away less intelligent creatures. The balls usually come sixteen to a box or tube. If all 16 are smashed at the same time, it acts as a sonic attack that causes 6d6 points of damage to all within a 20 meter radius.

Belt, Drop (GAMMA WORLD Rules, pg. 86)

Binoculars (GAMMA WORLD Rules, pg. 86)

Body Builder

Tech Level: III
Duration: Constant
Complexity: 26
Avg. Cost: 995
Weight: 35 Kg

The Body Builder was an invention created at least three centuries before the holocaust. In those 300 years, the machine saw great advancement in both effectiveness and safety. It consists of a large wheeled power unit, supplemental vitamin and minerals, and several dozen sticky nodules with thin, translucent wires that attach to the power unit.

When the Body Builder is used properly, the user takes a dose of the vitamin supplement. The sticky nodules are placed over the locations of the muscle groups to be worked. For example, a nodule can be placed over each pectoral, one on each side of the trapezius, three on each of the tricep heads, four on each quadricep, etc. Since there are only 24 nodules, the individual must choose which muscles receive the nodules.

Once in place, the user turns the power unit on and lies down for a normal night's sleep. During this rest period, the power unit sends electric pulses into the muscles to simulate contraction and relaxation. After several hours of work, the power unit shuts off and sleep, for the user, continues uninterrupted. The supplements that the user takes increases the muscle growth by supplementing the body with nutrients and safe hormonal enhancements.

When the user awakens, the appropriate muscles feel significantly worked, though the user does not feel uncomfortable throughout the night. After use, the user takes another supplement that continues the muscle growth.

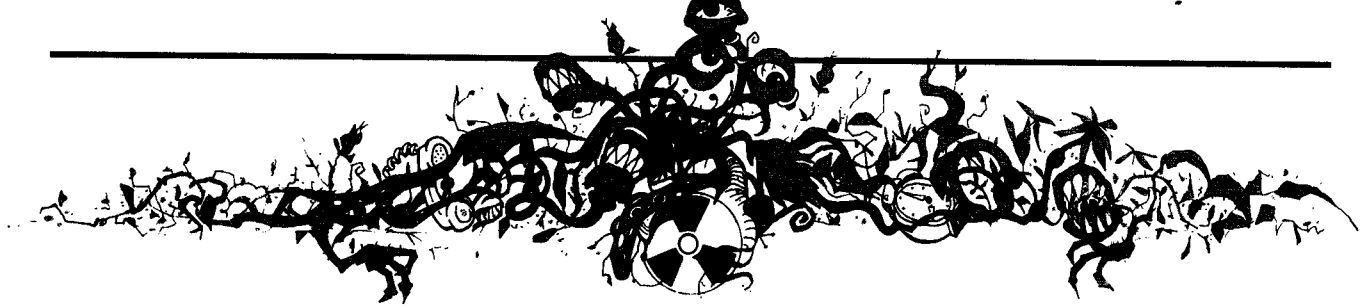
The Body Builder was a creation for the individual who either did not have the dedication or the time to work long hours in the gym to achieve the body he or she desired.

When this machine was released, the confusion between body builders and weight lifters was further clouded. Since the use of this machine increased muscle size and not strength, the machine's users became known as body builders. Those who lifted weights and used aerobic machines became known collectively as weight lifters, whether they lifted for girth or for strength.

The Body Builder works exclusively on broadcast power. If the machine is in an area not serviced by a broadcast power station, the body builder will not function. Using the machine does not increase strength, but it does increase the user's muscle tone and Charisma (by one point). If the user takes the supplemental vitamins, the user's Charisma increases by one point every 1d4+4 months. Without the supplements, the one point Charisma increase happens within 1d6+6 months. This machine can only increase Charisma a maximum of two points.

Broadcast Power Charger

Tech Level: V
Duration: Constant
Complexity: 25
Avg. Cost: 5,000
Weight: 7 Kg



The Broadcast Power Charger is a device that works exclusively on Broadcast Power. When the device is in an area not serviced by Broadcast Power, it simply does not function. If in the range of a Broadcast Power Station, the device is in a constant state of readiness.

The Broadcast Power Charger can charge the following cells: Hydrogen Power Cells, Chemical Power Cells, and Solar Power Cells. Atomic Power Cells cannot be recharged by this unit. Solar Power Cells, though able to be charged by this unit, are serviced more reliably by a Solar Charger. The Broadcast Power Charger takes twelve hours to fully charge each type of battery.

Broadcast Power Station

Tech Level: VI
Duration: Constant
Complexity: 55
Avg. Cost: Priceless
Weight: Immeasured

In the period before the Shadow Years, most of the world's power was no longer transmitted through wires, but broadcast through the air like radio or television signals. Most of the devices of the cities, robotic and not, functioned on this broadcast power. Some robotic and most military, security, and emergency service robots and vehicles had emergency power sources, or their base of operations had an emergency power source in case of a power loss. This kept the most important items running at all times.

A Broadcast Power Station usually consists of a nuclear power plant or is part of a network of power plants and satellites that produce the necessary power. The station has a specially designed broadcast tower similar to a microwave relay tower that broadcasts the power throughout its spherical range. The broadcast range varies with the terrain, but 20 to 100 kilometers is average. The few Broadcast Power Stations that generate their own power also dispatch their power by cable to high-security locales (i.e., think tanks and cybernetic installations) in order to give them a third auxiliary power source. In some cases, large installations or building complexes have their own mini-Broadcast Power Stations that supplies power to units within the walls or fences of the complex. This type of broadcast power never reaches beyond the walls (apparently some sort of energy dampening field keeps the power from projecting any farther). Few of these stations survived the holocaust as they were tertiary military targets. The Game Master should place these carefully if part of a scenario.

Artifacts using Broadcast Power use this type of power in preference to all others if it is available. If such an artifact exits the range of a Broadcast Power Station and does not immediately enter that of another, the device immediately switches over to its auxiliary battery power if available. Robots and other intelligent or semi-intelligent devices must make an immediate decision to either switch over to battery power or simply go off line.

Caltrop

Tech Level: II
Duration: Constant
Complexity: 1
Avg. Cost: 1/10
Weight: 0.01 Kg

Caltrops are small iron balls with four projecting points spread equidistantly across its surface. They are thrown on the ground in order to slow the progress of pursuers. When they are stepped on, they cause great pain and one point of damage. Those stuck by a caltrop must stop for a round to pull each caltrop out of his or her foot.

For each caltrop thrown on a path, there is a corresponding one percent chance that each pursuer will step on 1d4 (until all have caused damage).

CampGuard

Tech Level: III
Duration: One Year
Complexity: 8
Avg. Cost: 25
Weight: 0.5 Kg

The CampGuard is a 20 centimeter-diameter plastic disc with a grid on one side, and is used to detect intruders. Once the unit is activated, any creature larger than a house cat approaching within 35 meters of the device sets off its loud beeper. This is perfect for adventurers, especially when they are camped in a cave, ruins, or other area where an opponent has to approach them through a single passage; unfortunately, the device must be placed at least 35 meters away from the camp sight. It should be noted that the device also goes off when the owner approaches to turn it off for the day, possibly attracting attention in the process. These items are usually found (deactivated) in ruins or installations and are easy for any-

one with Tech III repair knowledge to understand.

The CampGuard can be adapted to run on almost any type of power cell, and can function for one full year on a single battery.

Charger, Solar (GAMMA WORLD Rules, pg. 92)

Cloak, Energy (GAMMA WORLD Rules, pg. 86)

Communicator (GAMMA WORLD Rules, pg. 86)

Control Nexus Implant

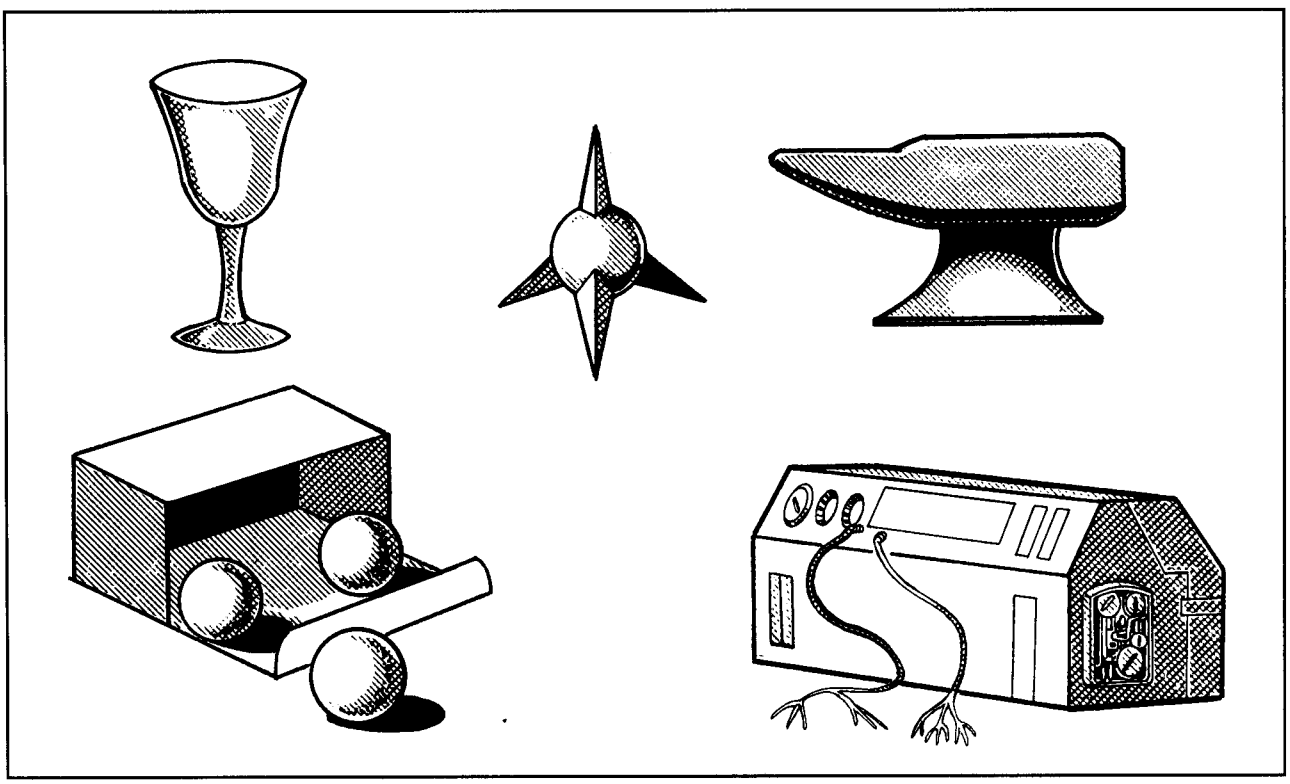
Tech Level: V
Complexity: 20
Duration: Constant
Avg. Cost: —
Weight: Negligible

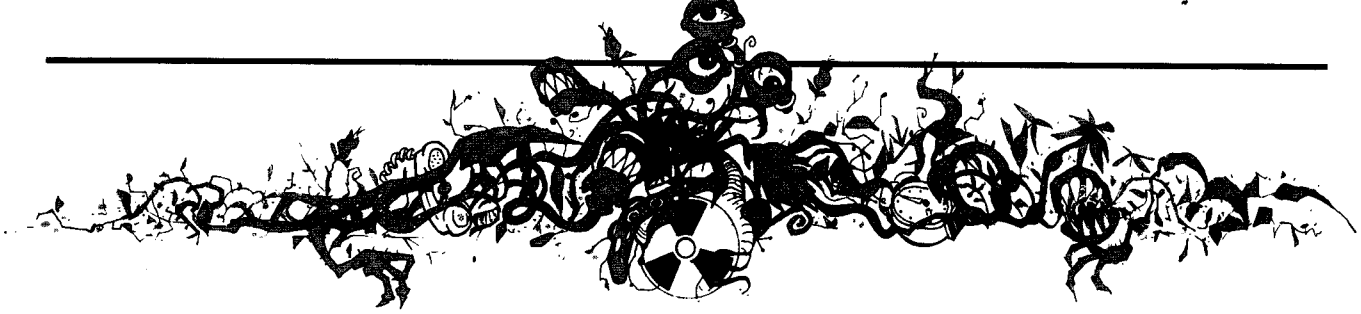
Control nexus implants are small electronic-organic devices that link living creatures to a computer unit such as a cybernetic installation or think tank. Each implant is a small button embedded in the skin, sometimes containing a socket for input wires. It can be disguised as a scab, mole or any surface mark or blemish.

The implant has a number of fibers that connect directly to the nervous system. Pressing the control nexus implant into the soft flesh of the neck, chest, face, back, or arm causes the implant to adhere and force its wires and electrochemical filaments into the body, connecting itself to the character.

Artificial beings such as androids and creatures with a Mental Strength or Intelligence of less than seven can be fully controlled through an implant. Creatures with mental attributes equal to or higher than seven cannot be fully controlled, but their physical, emotional, and nervous states can be influenced to cause fear, panic, aggression, lack of sleep, or a similar reaction.

Implants can directly withstand eight hit points of damage, both energy and concussive damage. Removal or destruction of the implant causes fully controlled creatures to suffer 1d6+4 hit points of damage and enter a full comatose state for 1d4 days. Creatures with an Intelligence or Mental Strength greater than or equal to seven also take 1d6+4 hit points of damage, but they do not fall into a coma. However, they do lose 1d8 points of Dexterity (a minimum of





one) for 1d10 hours.

Any computer with the capacity to influence the control nexus implants knows when such a device passes within a 25 kilometer radius. This detection ability is due to a beacon the Control Nexus Implant emits whenever it is not in direct contact with a computer. The Control Nexus Implant gains its power directly from the nervous system via its electrochemical filaments.

As long as a computer detect the beacon, it can choose to access the character. The character, on the other hand, will not realize a controlling computer is within range until the computer tries to control the character, and by that time it is usually too late (especially for the poor unfortunate character with either a Mental Strength or an Intelligence of seven or less).

Cube, Glow (GAMMA WORLD Rules, pg. 88)

Death Field Generator

Tech Level: V
Duration: One Minute
Complexity: 1
Avg. Cost: —
Weight: 4 Kg

This device is a black box approximately 25 centimeters wide, seven centimeters high, and 15 centimeters long. It has two large dials and a small meter window above each dial. The needles in the windows hug the left side of the window, while the lines on the two dials point down (away from the windows).

The Death Field Generator is a trap created by a radical sect of the Ranks of the Fit. It is used to kill the curious and the stupid (which they believe is all in the same). The first dial on the Death Field Generator controls the radius of its effect. The radius can be adjusted from one meter to 35 meters. As the radius is adjusted, the meter above the dial moves as well. The numbers within the meter read 0 (zero) to 35. Terrain, such as buildings, boulders, and vehicles do not interfere with the Death Field's effect. Characters protected by a force field of any kind are protected from the field's effects.

The second dial controls the relative strength of the Death Field. The radius can be adjusted from a Strength 1 field to a Strength 35 field. As the strength is adjusted, the meter above the dial moves as well. The numbers in this meter read from 0 to 35.

If the characters are like many in the GAMMA WORLD campaign, they will adjust one or both of the meters slowly and run away to see the effect. When they see none, they may come back and try again. As long as the Death Field's Strength does not equal or exceed the characters' Strength, they are fine. Once the field's Strength is equal to or greater than theirs', they are dead. The Game Master should pay close attention to the field's area of effect to make sure that all characters outside the effect are not killed by this horrible device's effects.

Detector, Life Force (GAMMA WORLD Rules, pg. 89)

Detector, Motion (GAMMA WORLD Rules, pg. 90)

Dry Shower

Tech Level: IV
Duration: 25 uses
Complexity: 10
Avg. Cost: 900
Weight: 45 Kg

The Dry Shower is a two meter tall, one meter wide, and one meter long item that looks much like a 20th-Century phone booth with a hinged door. The user can activate the unit when he (and his clothes and belongings) are placed in the Dry Shower and the door closed.

While activated—a process that takes approximately three minutes—the Dry Shower disinfects and cleans everything on the character, including his clothing, gear, weapons, books, armor, etc. After the three minute period, the character is completely cleaned, and every bacterium and germ on his or her person eradicated. This is by far the cleanest a character can ever hope to become.

Duralloy, Liquid (GAMMA WORLD Rules, pg. 89)

Envirolyzer (GAMMA WORLD Rules, pg. 88)

Ferrofoam

Tech Level: IV
Duration: Constant
Complexity: 10
Avg. Cost: 175
Weight: 3 Kg

Ferrofoam is a polymer solution containing crystallized iron particles. In the presence of free oxygen (O_2), ferrofoam's ferrous particles align and the material becomes strong, grey, and gritty. Ferrofoam hard-

ens rapidly; two seconds after release, on average. Ferrofoam has one disadvantage: it is water soluble. This disadvantage is also one of its greatest benefits.

Ferrofoam comes in a three kilogram container, similar to a fire extinguisher, that holds 18,000 cubic centimeters (roughly 45 square meters). Stress tests on ferrofoam have shown that 2.5 cubic centimeters easily supports 50 kilograms, while the mass is one-half gram per cubic centimeter.

The nozzle of the dispenser can be adjusted to allow thin or wide streams. A wide, flat stream hardens in one second, and is used for building temporary walls or as an emergency sealant for space craft hull breaches. Ferrofoam is never used as a permanent building material except in places with zero humidity (the moon, perhaps) because humidity slowly breaks down the material.

Ferrofoam forms a strong bond with any material it touches, though the bond is only as strong as the weakest material: a sandy cliff cannot support a ferrofoam bridge. Ferrofoam can also be used to restrain captured enemies, though standard restraints are far more reliable.

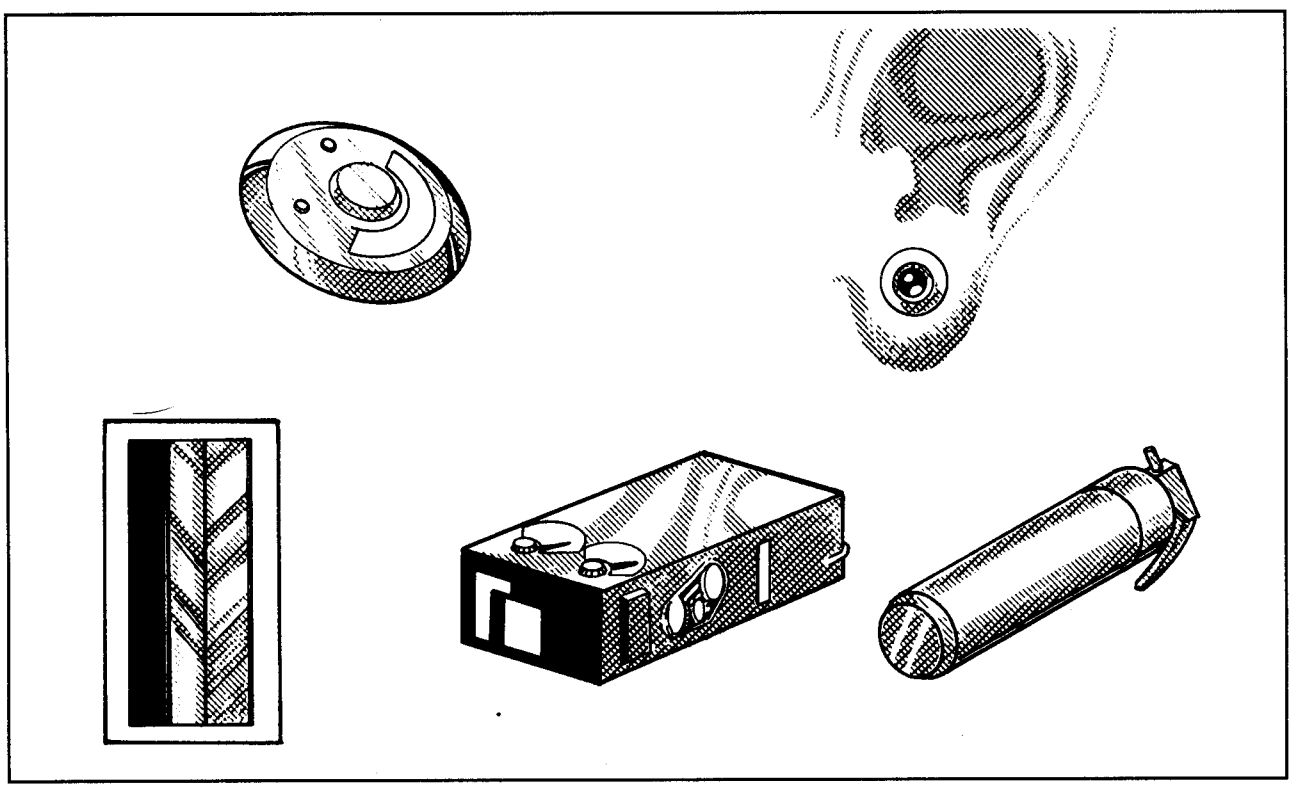
It can be sprayed on protective gear or vehicles for extra protection, up to +3. Every inch of ferrofoam grants a temporary +1 Armor Class bonus.

Ferrofoam, Forced Oxygen

Tech Level: IV
Duration: Constant
Complexity: 10
Avg. Cost: 275
Weight: 4 Kg

This version of the ferrofoam canister actually contains two canisters instead of one. One canister contains ferrofoam, while the second contains oxygen for the bonding. This allows ferrofoam to harden in locations where there is no free oxygen. This type of arrangement was used to create temporary housing on the moon's surface while permanent housing was being built. The Forced Air Ferrofoam also functions in free oxygen.

Fire Extinguisher (GAMMA WORLD Rules, pg. 88)



Folding Portacart

Tech Level: IV
Duration: Constant
Complexity: 8
Avg. Cost: 450
Weight: 3 Kg

The Folding Portacart is a 60 centimeter, lightweight duralloy square that can unfold and accept attachments to become a four-wheeled rectangular cart, one meter wide, two meter long, and one-half meter deep. It comes with a 120 centimeter (1.2 meter long) telescopic metal pull-handle that screws to the front of the cart. Four rubber-coated duralloy wheels (included) easily snap on and off, making the cart easy to move, while numerous elastic "ropes" clip into holes in the side of the cart to hold large or bulky cargo in place. The portacart can carry up to 200 kilograms of cargo, from spare Atomic Power Cells to intoxicated companions.

Fuel Cell, Nuclear (GAMMA WORLD Rules, pg. 90)

Garment Autopress

Tech Level: IV
Duration: 10 minutes
Complexity: 14
Avg. Cost: 850
Weight: 14 Kg

The Garment Autopress was an invention of the early 21st Century. It is a self-contained plastic and metal unit, roughly 100 centimeters long, 60 centimeters wide, and 30 centimeters thick. The Garment Autopress is powered by a single Hydrogen Power Cell for 100 uses and must have a liter of water and one-fourth cup of salt to operate efficiently.

The name "autopress" is somewhat misleading since the item cleans, disinfects, and presses clothing all in the same process. It can handle the equivalent of one suit of clothes at one time, requiring ten minutes to complete one cycle.

The garment autopress will not work when empty or if the lid is not securely closed. Since it uses a chemical substance similar to Hydrox, the device locks tightly when in operation. If entry is desired while it is in operation, it must be pried open, requiring 20 hit points of damage. Once forced open, the character and all within two meters suffer the effects of hydrox vapor damage (see Hydrox).

Generator, EMP

Tech Level: III
Duration: One Minute
Complexity: 15
Avg. Cost: 300
Weight: 30 Kg

The EMP Generator is a large, box, approximately 1.5 meters to a side. It is relatively light, but its bulk demands that it be transported by vehicle. When activated, the EMP generator creates three EMP waves and a huge amount of heat.

The three EMP waves are transmitted in a 100 meter spherical area of effect. In this area, all powered items—including those that use solar power cells—are instantly deactivated. Any force fields currently activated are powered down. The items protected by the force field are not affected by the first EMP wave. The second wave reassures that all powered items are deactivated, while affecting those items that once were protected by a force field. The third EMP wave further deactivates everything. All items within the area of effect can be powered up five rounds after the EMP generator was activated. Any character within ten meters of the EMP generator not protected by duralloy must take 10d6 points of electrical damage and are rendered unconscious for 1d10 minutes.

The EMP generator creates a great deal of heat when it creates its Electromagnetic Pulse. If the device is used again within a one hour period, the heat buildup gets so great that the EMP generator internally melts, causing the Nuclear Fuel Cell to melt down. This melt down creates a zone of radiation (Strength 21) with a ten kilometer radius. The radiation zone takes eleven hours to create, spreading one kilometer per hour, starting one hour from the beginning of the melt down.

Generator, MCII

Tech Level: IV
Duration: Constant
Complexity: 15
Avg. Cost: 200
Weight: 20 Kg

The MCII generator was the ultimate in home power before the holocaust. It provided virtually an unlimited amount of power for the average household. The generator uses a series of high-powered lasers to fuse tritium pellets. This fusion process creates a small amount of subatomic particle annihilation

which in turn creates a great deal of energy. Where this generator makes it's high price worthwhile is that the heat energy is converted directly into electrical energy. In older models, the heat was used to turn water into steam, and the steam used to turn turbines.

The EMII Generator stores in a series of high-yield capacitors and batteries what energy is not immediately used. This allows the generator to use only the energy it needs to fill the capacitors and batteries, working in much the same way as a car's alternator.

The EMII generator can power just about anything. The life of its tritium pellets strongly correlates to the use of the generator. Generally, moderate use allows the tritium contained within to last for two years.

Generator, Solar

Tech Level: III
Complexity: 15
Duration: Constant
Avg. Cost: 150
Weight: 10 Kg

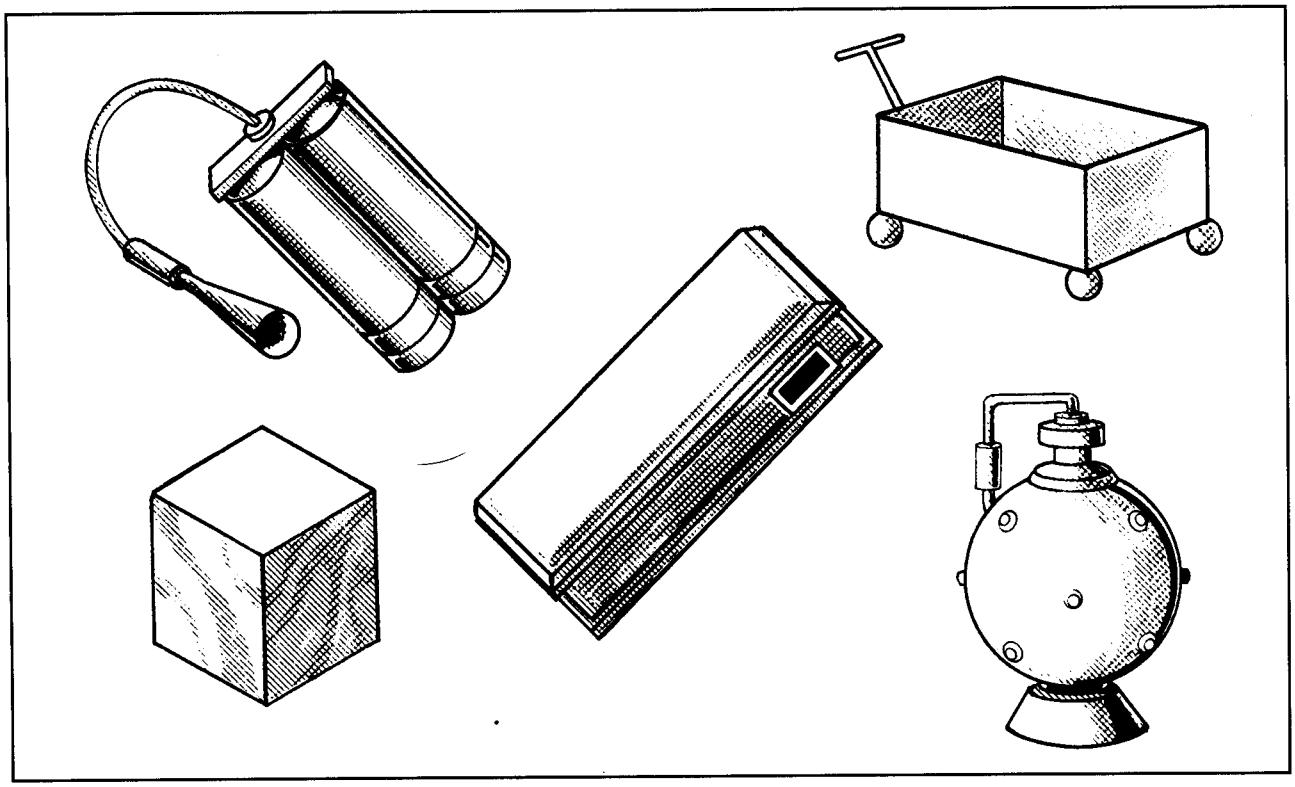
The solar generator was the ultimate in cheap home power before the holocaust. It provided a virtually unlimited but small amount of power for the household. The generator uses a series of high-yield solar cells to collect the sun's energy, converting that directly into electrical energy. In older models, the sun's heat was used to turn water into steam to turn turbines.

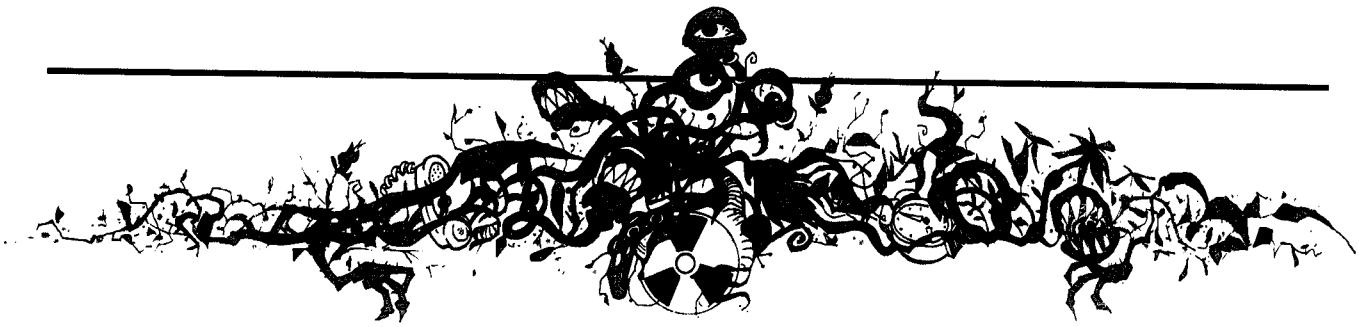
The solar Generator stores in a series of high-yield capacitors and batteries what energy is not immediately used. This allows the generator to use only the energy it needs to fill the capacitors and batteries, working in much the same way as a car's alternator.

The solar generator can power just about anything. The life of its solar cells is theorized to be a thousand years. Moderate use allows the solar cells to keep up with power demands, but heavy use drains the capacitors and batteries, resulting in a severe drop in power. When this happens, the solar generator needs a full two hours in direct sunlight to recharge its batteries and capacitors.

Glasses, Gnome

Tech Level: III
Complexity: 5
Duration: Constant
Avg. Cost: 25
Weight: .1 Kg





Gnome Glasses are Tech Level III items that can be worn by anyone. These sunglasses are designed to fit a human face comfortably. They are reflective and prevent laser flash (when standing too close to a laser). The glasses themselves can take any physical damage up to 60 hit points per round without breaking.

The Gnome Glasses were originally used to protect eyes from the harmful effects of infrared radiation and ozone depletion. In Meriga, it is unknown if the ozone exists or if life has adapted to its disappearance.

Gloves, Sap

Tech Level: III
Duration: Constant
Complexity: 5
Avg. Cost: 10
Weight: 1 Kg

Sap gloves are leather gloves designed to fit the average size human hand. Metal weights are sewn into the glove on the flat surface of the fingers and back of the hand. A character wearing a sap glove does not have the same delicacy of hand movement that he normally would have, but the damage caused by his striking with the hand increases by five points.

Glue, Super

Tech Level: III
Duration: Constant
Complexity: 7
Avg. Cost: 10
Weight: 0.01 Kg

This material comes in a small, soft, metallic tube that is easily squeezed. At one end, a small white plastic cap screws onto the tube. If the cap is screwed off, the user can lightly squeeze the metal tube to release small droplets of the glue.

When released, the glue will permanently adheres any two solid materials together. The bonding occurs within ten seconds (one round) and the bond is considered Strength 24. If the glue is used to stick skin together (like two fingers, the wrists and ankles of a captive), the captive is trapped in this manner for 1d4+4 hours. Sweat from the pours on the skin eat away at the glue, releasing the character within this time frame.

The character must have a Strength exceeding 14 to pull free from the glue. In releasing him or herself, the character receives 1d4 points of damage.

Goggles, IR (GAMMA WORLD Rules, pg. 88)

Gravitic Accelerator

Tech Level: V
Duration: 100 hours
Complexity: 21
Avg. Cost: 420
Weight: 3 Kg

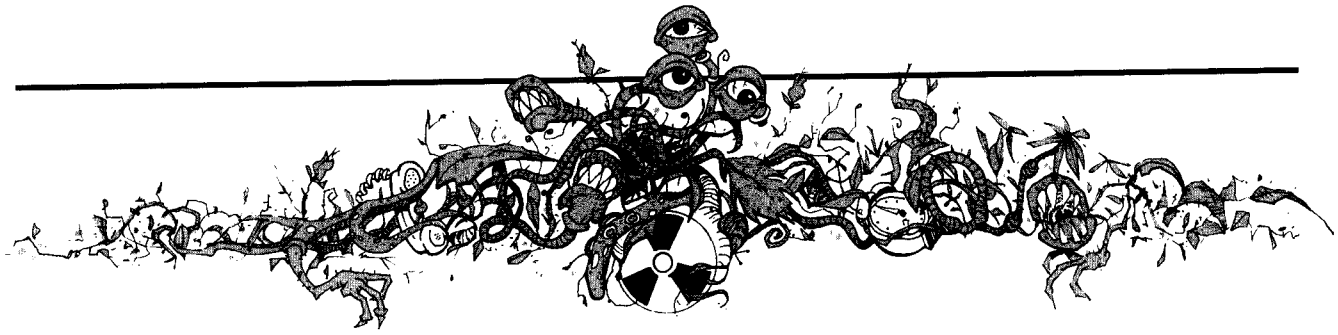
Gravitic accelerators are devices that use gravitic energy to shoot objects through a tube at high speeds. Gravitic accelerators propel anything placed in their intake tubes. The speed of things shot out can be adjusted by turning the accelerator's power up or down.

The technology of gravitic accelerators was new before the holocaust and was not widely used before the devastation. Plans were drawn up to use accelerators for transcontinental transports running at top speeds of 4,000 kilometers per hour, space shuttle launchers, and of course, many military devices. Typically, the first gravitic accelerators reached the market for entertainment when the sport of powerball was invented.

The portable accelerators used in powerball shoot objects at a top speed of 200 meters per second. Their two chemical power cells power the powerball suit and accelerator for 100 hours of continuous operation at speeds of 100 meters per second. To find the battery life at other settings, divide 10,000 by the speed in meters per second. For example, at 50 meters per seconds, the batteries last for (10,000/50)=200 hours.

When used as a weapon, the powerball suit and its portable gravitic accelerator causes damage according to the speed of the projectile it launches. The table below depicts the damages relative to the speed of the accelerator. If grenades or explosives are used in the gravitic accelerator, they explode in the acceleration process, destroying the accelerator. The character takes damage from the explosion as well.

Speed	Damage
10	1d4
20	1d6
25	1d6+1
50	2d6+3
75	3d6+5
100	5d6
125	6d6+1
150	7d6+3
175	8d6+5
200	10d6



Guidance, AI (GAMMA WORLD Rules, pg. 112)

Guidance, Laser (GAMMA WORLD Rules, pg. 112)

Guidance, Ordinance (GAMMA WORLD Rules, pg. 111)

Guidance, Seeking (GAMMA WORLD Rules, pg. 111)

Guidance, Wire (GAMMA WORLD Rules, pg. 112)

Gyroscope

Tech Level: III
Duration: Constant
Complexity: 8
Avg. Cost: 15
Weight: 0.25 Kg

The gyroscope is a handy device consisting of a two rotating wheels mounted within a third wheel, allowing the two inner wheels to spin freely. One of the inner wheels is compassed, showing the relative position of magnetic north. The second inner wheel is plumbed in order to show the absolute "down" position. The plumbed ring also allows the compassed ring to work properly.

The two free-spinning inner wheels allow the gyroscope to show magnetic north and true up at all times, regardless of the placement of the gyroscope's base. This makes the gyroscope a handy thing to own when caught in an avalanche or other catastrophe where "true up" or magnetic north is required.

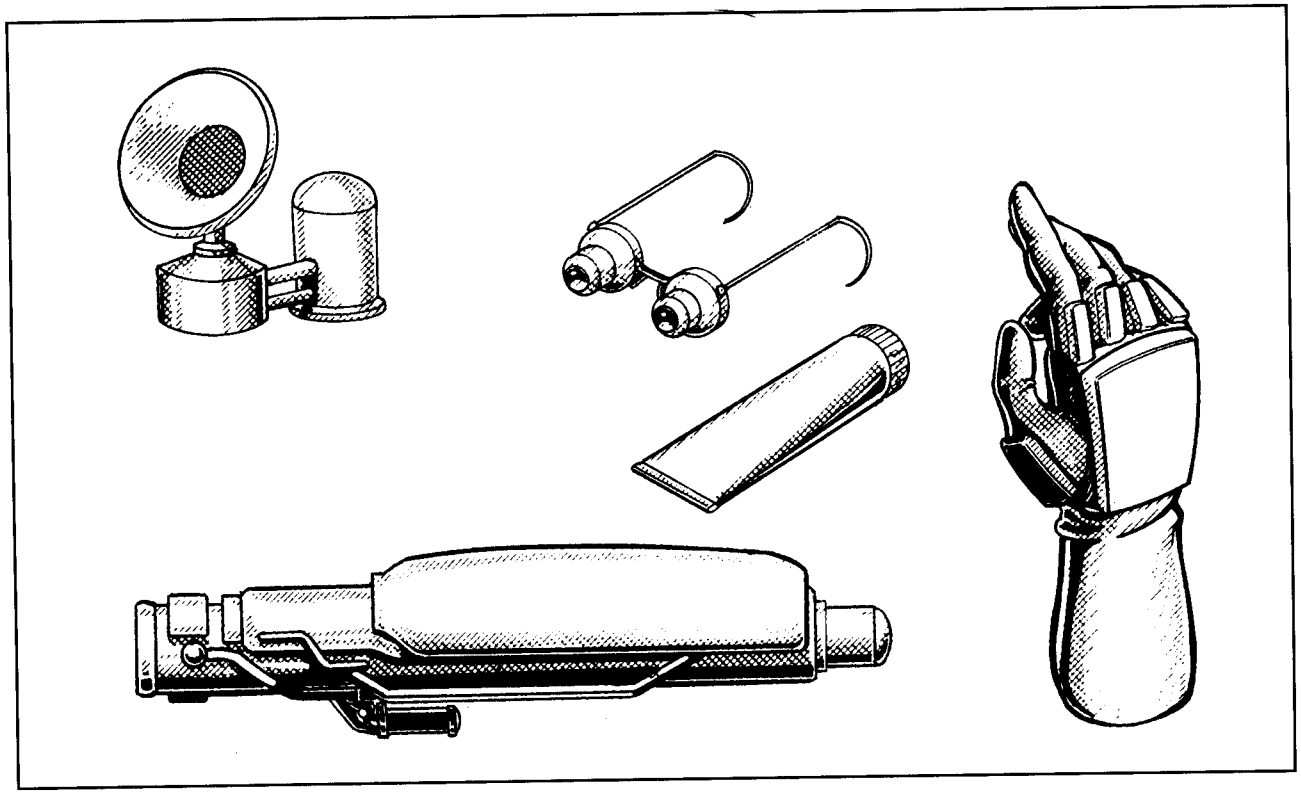
Hand, Remote (GAMMA WORLD Rules, pg. 91)

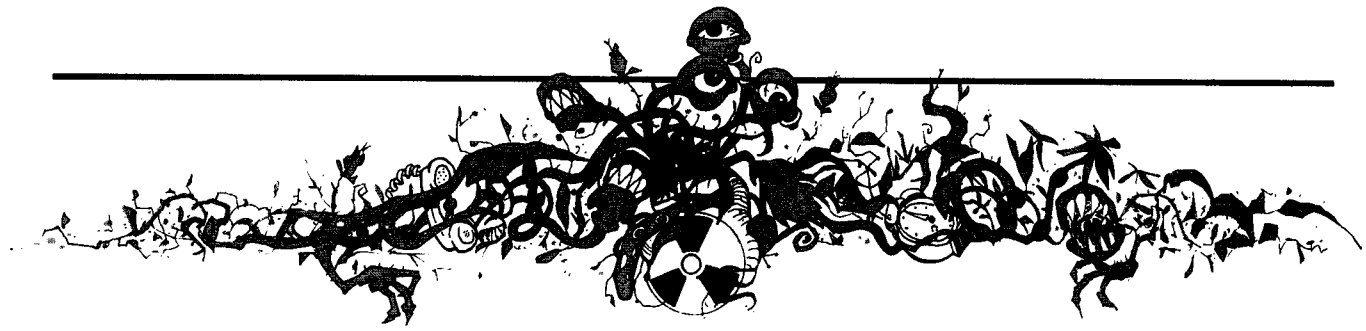
Hydrox

Tech Level: V
Duration: —
Complexity: —
Avg. Cost: —
Weight: 0.5 Kg/liter

Hydrox was the latest high-powered fuel used by the space agencies before the holocaust. Processed from sea water and silt, Hydrox was a seemingly endless energy supply, and a cheap alternative to all other fuel sources. Hydrox plants sprang into existence on every coast in the world.

Hydrox, being the saving grace for space exploration and colonization, was not without its side effects. Its extremely high octane and volatile rating





made it highly lethal to any living thing exposed to it (even for a short moment). If any bacterium, plant, animal, human, insect, mutant, etc., is splashed by, or otherwise touches Hydrox, the living being dies. There is no cure for Hydrox poisoning and the effects are irreversible.

The fumes from Hydrox are also extremely poisonous. Those exposed to these fumes are treated as through exposed to Intensity 20 destructive poison. All within one meter for every exposed liter are affected by these fumes. One percent of the exposed Hydrox evaporates every hour, regardless of the amount spilled or exposed. This high toxicity was of concern of the citizens before the Shadow Years because large areas of contaminated ground was rendered totally sterile. Years of cleaning and soil stripping or a century of apathy can induce recovery.

If properly contained, Hydrox can be used in any internal combustion engine with no danger. It can also be used to power any of the solid and liquid propulsion rockets and suborbital shuttles. A derivative of Hydrox was found to effectively clean stains and odors from clothing and is used in the Garment Autopress (q.v.).

Information Retrieval System

Tech Level: VI
Complexity: 20
Duration: Constant
Avg. Cost: 3,000
Weight: 0.5 Kg

Information Retrieval Systems (also known as an IRS Unit), is a small hand held encyclopedia, approximately two inches wide, three inches long, and a quarter inch thick, powered by a self-recharging Solar Power Cell. These units come with a strap or chord that allows the user to hang the light-weight unit from his neck. A small panel on the back of the unit allow the user to install additional memory crystals; the crystals look similar to a fine-cut one carat diamond. Up to twelve crystals can be placed in the IRS Unit, with each crystal holding the equivalent of a small library.

The IRS Unit contains a small Artificial Intelligence program designed to retrieve any information that its user may desire. Even though the AI program is small (in comparison to most AI programs), it is still quite intelligent and self aware. The IRS Unit has no exterior speakers or microphone for perception of the outside world, forcing it to use the only method open to it: telepathic coupling to its user.

Telepathic communication can be very disconcerting when the IRS Unit first speaks. The telepathic link is maintained as long as the character maintains skin contact with the IRS Unit (whether through the box itself or through its strap). While this link is preserved, the IRS Unit can see the world, smell the air, taste food, feel emotions, etc.

This symbiotic link is the only way the Information Retrieval System can experience the world and "feel" alive. Without human contact, the device "feels" lonely and isolated. Therefore, it will give its user any information it thinks he or she requires in order to maintain this telepathic link.

The IRS Units finds the violent and passionate emotions highly interesting because it, too, feels them. Therefore, the device will often give the character information that may get him or her into minor incursions or into trouble with the constabulary, local front, or security robot. The character can ask the IRS Unit how to get out of a current scrape, which may only lead him deeper into the adventure or into a whole new avenue of trouble and danger. The device still gives extremely valuable information that makes owning the Information Retrieval System worthwhile.

Lexicon, Computer (GAMMA WORLD Rules, pg. 88)

Lipoderacinator, Personal

Tech Level: V
Complexity: 22
Duration: 4 hours
Avg. Cost: 650
Weight: 12 Kg

The Personal Lipoderacinator is a rare personal toiletry item that is used by persons unhappy with the appearance of their bodies. The device painlessly, effortlessly, and passively breaks down lipophilic substances near the skin, allowing the body to remove them through normal bodily functions.

For every four hour session (and the subsequent use of a single Solar Power Cell), the user loses exactly one kilogram of fatty material. The body is unable to lose more than one kilogram of fat in a day's time. Additional uses in a 24 hour period provide no results.

Listening Device

Tech Level: III
Duration: 100 Hours
Complexity: 8
Avg. Cost: 650
Weight: 0.5 Kg

The Listening Device consists of three separate pieces. First, a unit, generally clipped to the belt or a backpack strap, is powered by a Chemical Power cell. Secondly, a pair of headphones plug into the belt unit and easily slip over any normal human heads to cover the ears. Lastly, a 15 centimeter long cylinder with a parabolic dish on one end and a cable on the other plugs easily into the belt unit as well.

When assembled and powered, the Listening Device allows the user to hear normal conversations at a range of two kilometers or a whisper at 30 meters. The device has an automatic gate sequence that "clips" the volume in order to protect the listener's ears from extremely loud noises. For the device to be effective, there must be no obstacles between the listener and the sound (including other conversations or noisy objects). The Chemical Power Cell powers the device for 100 hours of constant use.

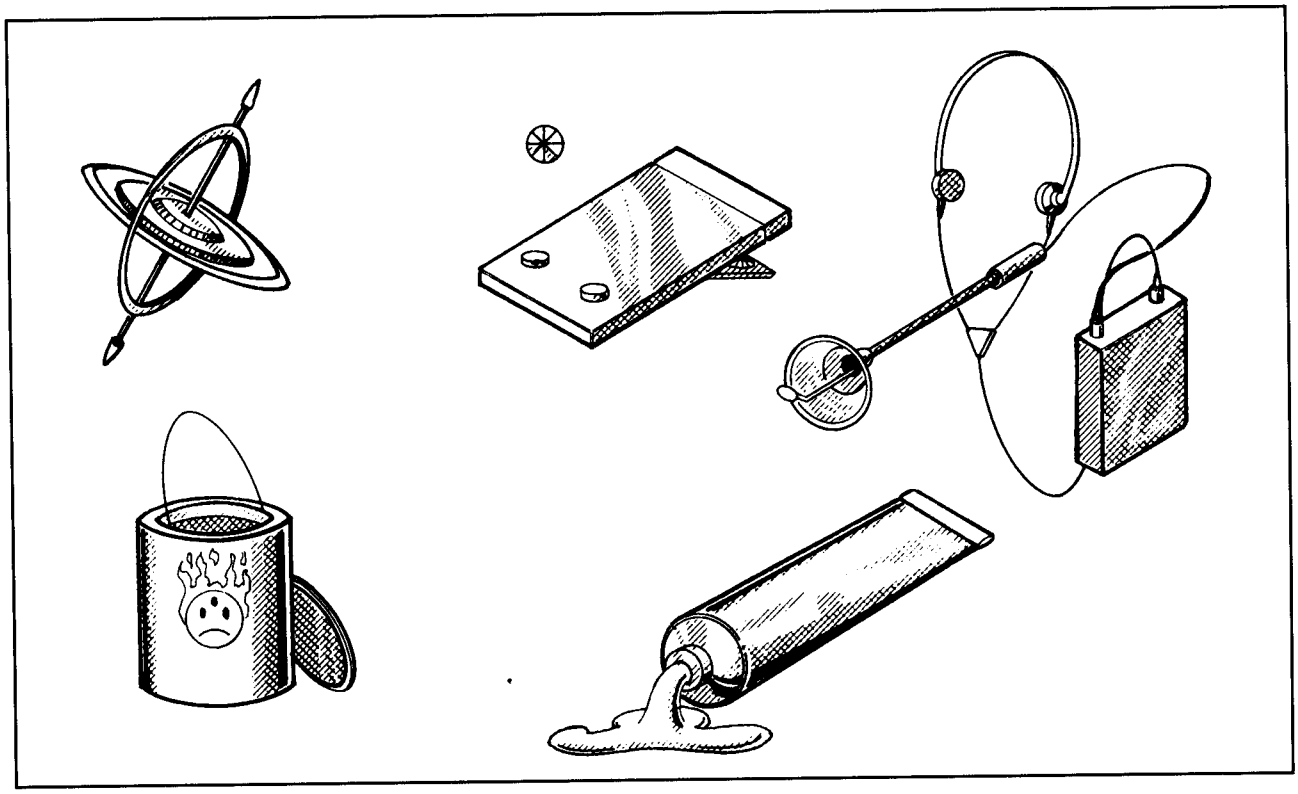
Metal, Liquid

Tech Level: VI
Duration: Constant
Complexity: +10
Avg. Cost: x4
Weight: N/A

Liquid metal was a rare and new technology before the holocaust. An object created from Liquid Metal always has two distinct shapes depending upon the amount of heat or electricity applied to the device.

For instance, a door lock and door knob created out of liquid metal can appear to be a metal plate when it is warm, but reshapes itself into a door knob and lock when it is chilled, allowing the owner to use his key to unlock the door, and use the door knob to get into his house. Other uses for Liquid Metal include keys that alter their shape into ball bearings when cooled, computers that look like a metal dinner plate when not in use, etc.

If one device uses heat to alter its shape, the amount of electricity applied to it will not alter its shape; on the other hand, the amount of heat applied to an electrically-altering piece of Liquid Metal will not alter its shape either.



Napalm II

Tech Level: III
Duration: One Hour
Complexity: 5
Avg. Cost: 40
Weight: 1 Kg

Napalm II comes in metal cans similar to paint tins. When its tin is opened, Napalm II bursts into flame after 15 minutes. During that time, it can be loaded into flame throwers, doused on enemies, saturated on buildings or other flammable materials, etc. It can be prematurely detonated by anything with a temperature greater than 150_ fahrenheit. Once it begins to burn, Napalm II burns for one full hour. It gains the oxygen it requires from air, water, skin, even its container.

During its burn time, Napalm II causes 1d6 points of damage per round to anything it touches. Since napalm is not water soluble, immersing one's self in water will not ease the burn. Oil, of a grade heavier than 10-weight, dissolves Napalm II and stops the chemical from burning.

Neutralizing Pigments

Tech Level: IV
Duration: 24 Hours
Complexity: 10
Avg. Cost: 150-500
Weight: 0.5 Kg

Neutralizing pigments are opaque fluids that come in unbreakable 10 centimeter tubes with a removable rubber stopper at one end. When applied to any surface, these water-soluble solutions negate one type of special attack. The table below depicts the five types of Neutralizing Pigments and their effects. Each vial holds enough pigment to cover two human-sized recipients. The negation effects listed below last for 24 hours or until the pigments are exposed to water.

Color	Tech	Cost	Effect Negated
Black	IV, 10	200	Laser fire
Green	IV, 10	150	Electricity
Grey	IV, 10	100	Corrosion
Orange	IV, 10	250	Sonic damage
Red	IV, 10	500	Radiation (Int. 10)

Pack, Lift (GAMMA WORLD Rules, pg. 89)

Parachute (GAMMA WORLD Rules, pg. 90)

Parking Meter

Tech Level: IV
Duration: —
Complexity: 8
Avg. Cost: 50
Weight: 7 Kg

The Parking Meter was a device used in the pre-holocaust world to charge people with vehicles for parking on the street or in designated parking lots or buildings. The person would put a domar into the meter and the meter would read the coin's denomination and place an appropriate time limitation on the parking space. If the user did not move his vehicle or place more money in the meter before time was expired, the meter would detect the vehicle's presence and radio for a police robot or security robot to ticket the vehicle.

In today's GAMMA WORLD campaign, the parking meter only serves two purposes. The first use includes vandalism in order to remove the imprisoned domars. Doing this alerts all security and policing robots within a three mile radius who generally rush to the area to arrest the vandal. The second use is one of protection—using the meter as a club. Used in this manner, the parking meter causes 1d6+1 (one point more than the club).

Portent (GAMMA WORLD Rules, pg. 90)

Power Cell, Atomic (GAMMA WORLD Rules, pg. 91)

Power Cell, Chemical (GAMMA WORLD Rules, pg. 91)

Power Cell, Hydrogen (GAMMA WORLD Rules, pg. 91)

Power Cell, Solar (GAMMA WORLD Rules, pg. 91)

Proxima Setting

Tech Level: V
Duration: Constant
Complexity: 20
Avg. Cost: —
Weight: N/A

Powered Protection Armor suits in perfect condition can be programmed with Proxima. Proxima is a setting that detects the activation of any weapons or weapon-like devices within a 100 meter radius. If an active (powered) weapon enters the detection radius, the Proxima setting is triggered. The owner of the suit can instruct Proxima to activate or deactivate any one

system on the suit when the condition occurs. Often, suit owners have Proxima activate the Kinetic Force Field Generator to protect themselves from rogue blaster shots and laser strafes. Examiners are able to transfer the Proxima setting to any other powered armor or vehicle with a Nearly Impossible (15) Repair Roll.

Radio (Listen-Only and Ham) (GAMMA WORLD Rules, pg. 91)

Receiver and "Bugs"

	Receiver	Bugs
Tech Level:	III	III
Complexity:	18	10
Duration:	100 Hrs	200 Hrs
Avg. Cost:	200	25/ea
Weight:	4 Kg	0.1 Kg

Receivers and bugs are highly sophisticated communications equipment designed for covert operations and bugging. The bugs usually come in a set of two, are the size of small, real insects, are self-powered (by a miniature mercury battery), and have both magnetic and sticky backings that allow them to be attached almost anywhere. They can pick up conversations or sounds within a ten meter range. The bug is sound-activated and transmits when a noise occurs within its range. This sound-activation gives the bug's battery a longer life, as well as protecting the bug from accidental discovery (see Triangulator for more information on bug detection).

The receiving unit comes equipped with headphones and is powered by a single chemical Power Cell (for 100 hours of use). The user can choose to plug the receiver into an operational electrical circuit to save the batteries. The receiver can pick up a bug's transmissions if within one kilometer, even from inside a building. The receiving unit is easily portable. It has twelve channels that can receive radio signals from twelve different bugs. The operator monitors these twelve different stations by merely flicking the dial. The receiving unit can be either set to stay on one station and automatically start receiving when activated, or it can be set to indicate when any of the bugs are activated (there are twelve lights on the unit, one for each bug). The receiving unit can never transmit, nor can a bug act as a speaker.

Repair Kit, Radiation Suit

Tech Level: III **Complexity:** 8
Duration: Constant **Avg. Cost:** 50
Weight: 2 Kg

This simple kit of high-bonding, instant-drying glue, anti-radiation fabric, form press, and other items was issued to workers who wore radiation suits during their normal work day. The kit can seal up to 100 points of damage to a radiation suit. There are ten repair patches in each kit, with each parch repairing ten points of damage.

It takes one minute to apply a patch. Therefore, if a suit has sustained 40 points of damage, it will take four patches and four minutes to repair. Patches cannot be cut to repair areas that received less than ten points of damage, but a single patch can be used to repair less than ten points of damage. During the time a suit is being repaired, the wearer suffers from any radiation around him, but at half its normal Intensity.

Saw, Power Tree

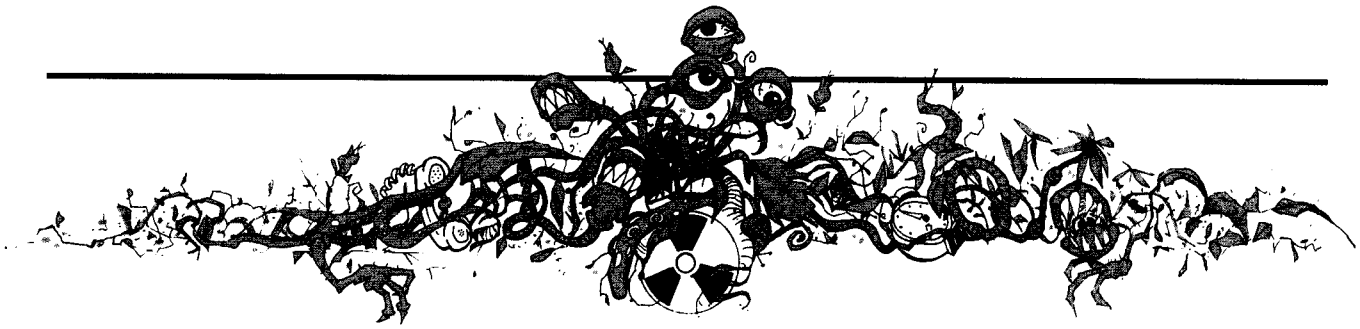
Tech Level: III **Complexity:** 12
Duration: One Hour **Avg. Cost:** 90
Weight: 4 Kg

This 30 centimeter, cube-shaped unit has a diamond carbide, thread-sized band. This band, which can encompass a tree up to 60 centimeters in diameter, encircles the tree and clips together through a feed mechanism into the unit. Once the unit is activated, the band whips through the motor and around the tree as a razor-sharp lasso of tree-cutting wonder. It can fell a tree in five rounds.

If this device is used as a weapon (most effective in a trap), it causes 10d6 points of damage every round until the target is dead. The lasso can withstand 20 points of damage before it snaps from slicing, bludgeoning, and beamed weapons. The Power Tree Saw uses a single Chemical Power Cell that has a one hour duration.

Sensor, Artificial Energy

Tech Level: IV **Complexity:** 10
Duration: Constant **Avg. Cost:** 200
Weight: 0.5 Kg



The artificial Energy Sensor is a ten centimeter long, rectangular, black, hand held unit requiring no power source. It is an extremely delicate sensing device able to differentiate between the energy reading of a living creature and that of a construct such as an android or robot at a ten meter range. It can also give the construct's relative location and elevation. Only duralloy blocks the sensor's scanning.

This sensor does not require a power source because it is able to gain energy from the electromagnetic radiation emitting from powered objects within its ten meter detection radius. For instance, when an android comes within range, the sensor automatically turns on because the power sources from the android are close enough for the sensor to leech power. Due to this leeching effect, the sensor can also determine the location of batteries, working powered armor, existing and functioning cybernetic units, operative force fields, and the like. Please note the sensor's "leeching" abilities do not adversely affect the functionality of any powered items within its ten meter radius.

Some types of Artificial Energy Sensors can determine the type of artificial construct, its functions, and the devices it contains. This type of sensor, however, is quite rare.

Sensor, BioEnergy

Tech Level: IV
Duration: Constant
Complexity: 10
Avg. Cost: 200
Weight: 0.5 Kg

The BioEnergy Sensor is a 12 centimeter long, rectangular, hand-held unit. It requires no power source. It is a delicate sensing device that detects biological energy within a 50 meter radius. Any living body larger than one millimeter can be detected. The sensor also shows the creature's relative position. Duralloy and plasteel block the sensor's scanning abilities.

Sensor, Eye-movement

Tech Level: V
Duration: Constant
Complexity: 24
Avg. Cost: 750
Weight: 3 Kg

This sensor, when used with a helmet, bounces extremely low-energy ultraviolet or infrared lasers off the retina of the user's eyes to determine the exact placement of the eyes and the focus distance. This allows a weapon (one that is currently attached to this sensor) to be directed to attack with almost unerring accuracy (+8 to hit bonus). The sensor can take 20 hit points of damage before it is destroyed.

Sight, Computer (GAMMA WORLD Rules, pg. 106)

Sight, IR (Scope) (GAMMA WORLD Rules, pg. 106)

Sight, Laser (GAMMA WORLD Rules, pg. 106)

Sight, Telescopic (Scope) (GAMMA WORLD Rules, pg. 106)

Slowglass

Tech Level: V
Duration: Constant
Complexity: 5
Avg. Cost: Varied
Weight: Varied

As light passes through a medium, its direction and speed change as the light is refracted. The thicker the refracting medium, the more it bends and slows light. Ordinary window glass refracts light only very slightly, and, once through the glass, the light resumes its original direction and speed.

Slowglass is designed to take full advantage of refraction. It is specially designed to slow any light that hits it by a specific amount of time. Unless it is currently emitting light, slowglass appears opaque.

Slowglass is a rare and wonderful treasure. It generally costs 100 domars per square foot per 14 minute delay time. For example, a two square foot piece of slowglass that slows light for two hours would cost 1,600 domars. Likewise, a quarter-foot square piece of slowglass that slows light for 12 hours costs 300 domars.

Slowglass has a number of uses. The 12-hour delay slowglass was often used as a skylight, shining the daylight into a room during the night, saving money on lighting. Spies often used 36-hour or slower hand-sized pieces of slowglass to "record" documents, movies, people's actions, or data scrolling on a computer screen—an ideal use, since metal detectors cannot detect glass. However, since light still passes through slowglass, the user must be ready to see the "recorded" information at the appropriate time or it is all lost.

Slowmirror

Tech Level: V
Duration: Constant
Complexity: 5
Avg. Cost: Varied
Weight: Varied

Slowglass can be coated with a reflective material on one side to create a slowmirror. Slowmirrors costs half as much as much as a slowglass piece of equal time delay because half as much glass is needed to construct them. A six-hour piece of slowglass makes a 12-hour slowmirror; the light spends six hours traveling through the slowglass, is reflected, and travels another six hours until it finally exits.

Since slowmirrors absorb and reflect light from the same side, unlike slowglass, they can be permanently mounted on a wall or ceiling wherever desired.

Smoke Generator

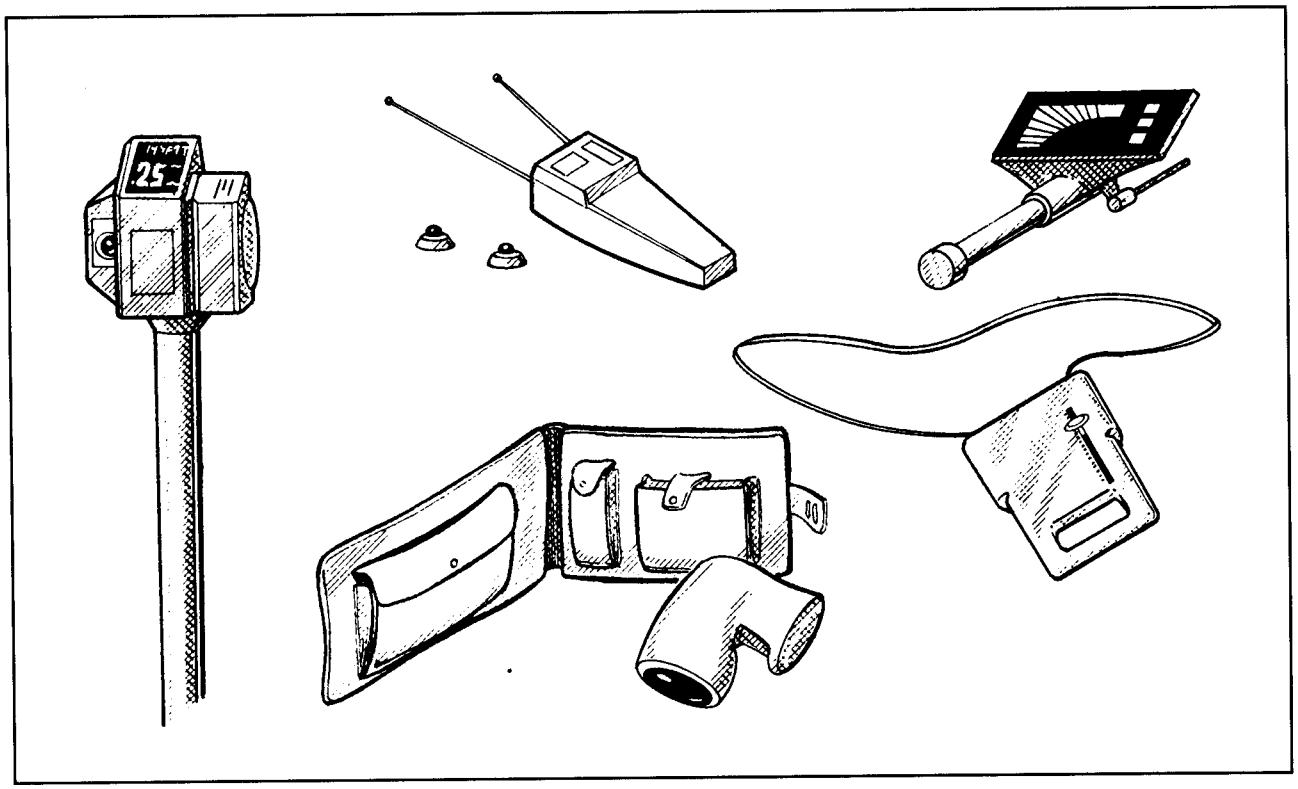
Tech Level: III
Duration: 1d10 Rnds
Complexity: 14
Avg. Cost: 420
Weight: 11 Kg

The Smoke Generator looks very much like a small bazooka with an elongated nozzle attached to a backpack. When fired onto the ground or into the side of a rock or building, the resulting smoke grants the user and all within 10 meters a +12 to their Armor Class for 1d10 rounds. This counters Visual Spectrum and Ultraviolet sensors, and removes one-half the normal bonus from infrared sensors. All other sensors are unaffected by the smoke generator. The smoke generator holds five rounds. An expansion clip can be installed next to the smoke generator that holds an additional six rounds of smoke.

Sound Filter

Tech Level: IV
Duration: Constant
Complexity: 16
Avg. Cost: 250
Weight: 1 Kg

The Sound Filter is a very handy item. It can perform three different duties depending upon its setting. Firstly, the Sound Filter can reduce the decibel level of extremely loud noises. This protects the character from the effects of loud noises like sonic attacks or



the deafening noises of explosions and bomb, shell, and mine detonations. The Sound Filter is generally useful when installed onto a helmet with a loud speaker and receiver system. It can also be placed on the output transmitter of a radio as well.

The Sound Filter can be attuned to pick up the softer sounds. By amplifying the background noises in the environment, the filter user can hear a cricket moving through the brush at five meters, or hear the hushed whispers of assailants or bandits from 100 meters.

Lastly, the Sound Filter can be used for a very unique purpose: sound Mmasking. To perform this task, the filter reads the sounds that the user and all his or her belongings are making and sets up an opposing field of vibrations to perfectly counteract the produced noises. This allows the user to walk without making a sound. This device works so well, it was finally banned in many locations in the pre-holocaust United Americas because people were using it to hunt deer and elk. These hunters could run through the forest and shoot their rifles without the prey ever realizing they were there.

Tentman

Tech Level: IV
Duration: 12 uses
Complexity: 8
Avg. Cost: 250
Weight: 3 Kg

The tentman is a camper's and adventurer's dream. It is a lightweight, three kilogram, briefcase-sized object with a handle. Two locks, one on either side of the handle keep the briefcase from being accidentally opened at inopportune times. The locks can either be keyed, combination, or thumb print activated.

When unlocked, the briefcase opens automatically. A combination of Liquid Metal and mechanisms within begin working, stretching, unfolding, and reshaping until the briefcase opens up into a square, four man metallic tent. The tent has a screened and shuttered window on three sides and a metallic, zippered tent flap on the fourth side. Within, four bunks sprout up from the floor as well as a single table in the middle of the tent. A small wood-burning stove on the back wall allows the users to warm the tent during cold evenings—be sure to clean the stove before closure.

Thermometer

Tech Level: III
Duration: Constant
Complexity: 5
Avg. Cost: 10
Weight: Negligible

This device is a glass tube with a plastic readout at one end. When a character touches the tip of the glass tube, the readout changes color. Unfortunately, these devices are so old they no longer have numbers along the color readout. As the temperature of the object touching the glass tip gets warmer, the colors become more red; cooler objects turn the readout blue. The thermometer can take the temperature of objects from -70° to 200° celsius.

Thought Cap

Tech Level: V
Duration: Variable
Complexity: 22
Avg. Cost: 900
Weight: 2.5 Kg

At the twilight of the ancient's civilization, it became necessary for people to learn and retain information much faster than was normally possible. They developed a device called a Thought Cap, a subconscious-interface teaching device roughly the size and shape of a bicycle helmet. A five centimeter tall Learning Crystal containing information that could fill numerous printed volumes was inserted into the top of this cap. The Thought Cap was so effective it soon became almost impossible to compete without one.

A Learning Crystal can contain whatever information the Game Master wishes: a new talent, skill, language, increased knowledge of a technical level, and so forth; the Ancients eventually put the daily news on such crystals and many of these can still be found. The energy and time required to use a Learning Crystal depends upon what is being learned and its difficulty. This is all up to the Game Master to determine, but a minimum of two days learning time and the expenditure of an entire Chemical Power Cell is suggested.

Thruster, Pocket

Tech Level: III
Duration: 12 bursts
Complexity: 10
Avg. Cost: 300
Weight: 1.5 Kg

Handy in an emergency, the pocket thruster was carried by spacecraft crews when "walking" in space.

The pocket thruster slowly propels the user by ejecting bursts of compressed air.
This prevents a space-walker who's drifted away from a spacecraft, station, or asteroid from needing rescue.

Each gas cartridge contains enough air for twelve bursts, each burst allowing the user to drift at 25 meters per minute. Additional bursts increase the body's velocity (from 25, to 50, to 75, to 100, etc.). The only way to stop—short of colliding with a larger object and rebounding at near the same speed unless a hand hold is found—is to fire an equal number of bursts in the opposite direction.

If this device is used outside of a zero-gravity environment, it simply blows a small amount of air out the nozzle. It is said that ancients who worked on computers often used these devices to blow dust off computer boards and peripheral equipment.

Tool Set (GAMMA WORLD Rules, pg. 92)

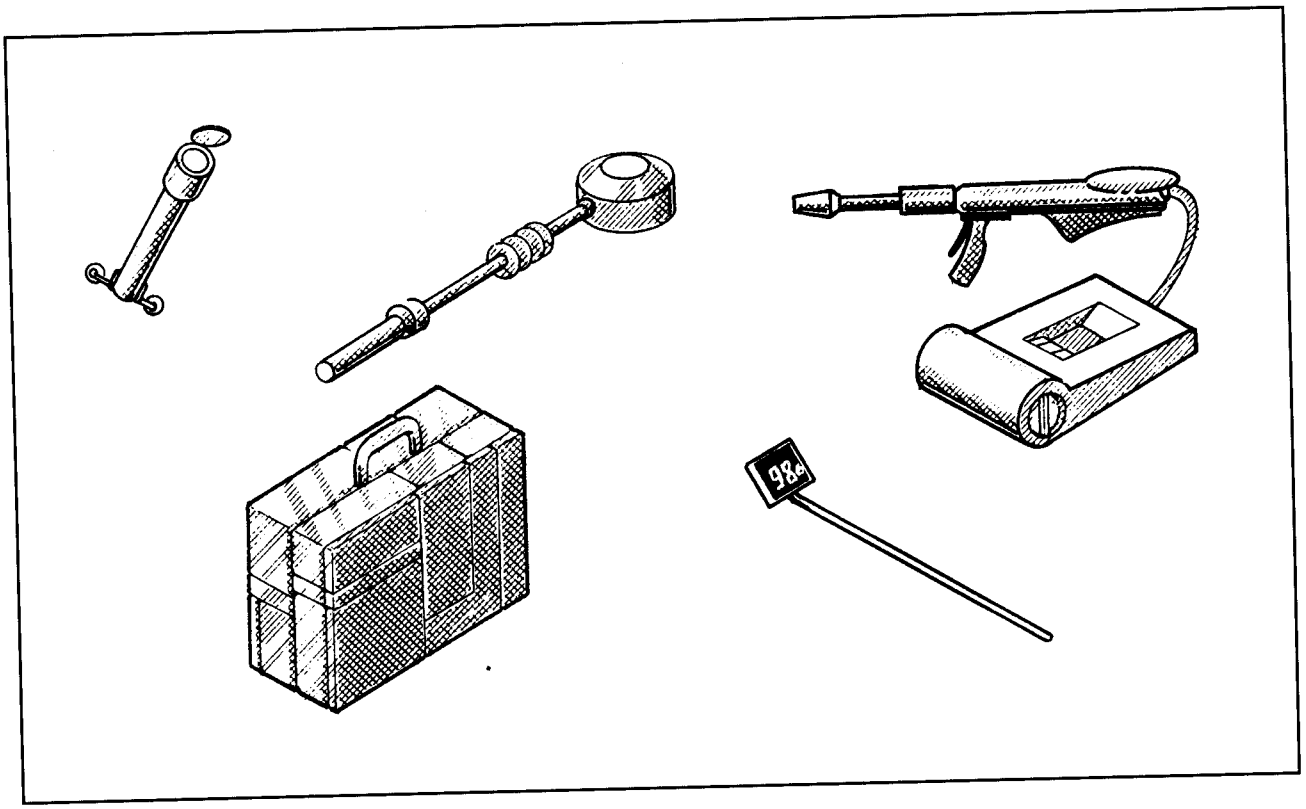
Torch, Atomic

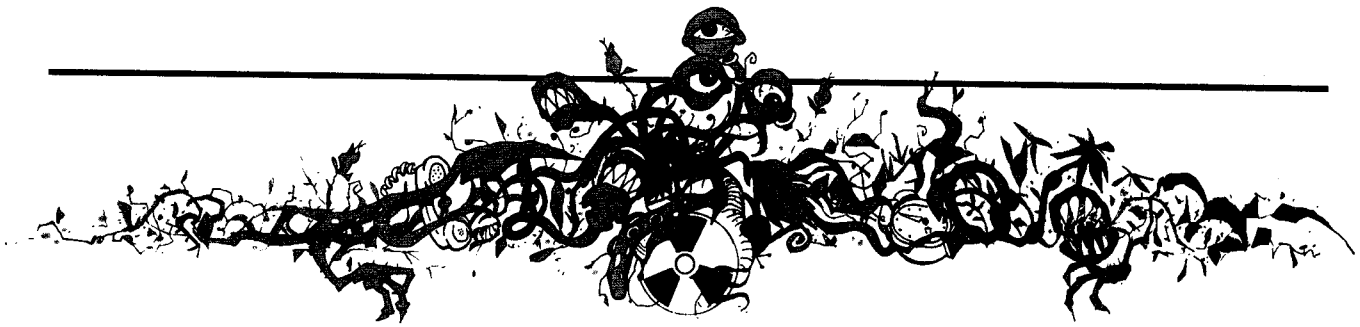
Tech Level: IV
Duration:
Complexity: 24
Avg. Cost: 550
Weight: 4 Kg

The Atomic Torch is powered by a sealed radioactive isotope. This power source allows the torch to cut through virtually any material. The table below depicts the number of rounds that is required to cut a one meter long, one millimeter wide, and one centimeter deep slice in a specified surface. The Game Master must modify the time required, based upon the size of the area to be cut.

The cutting leaves no residual radiation on any surfaces except duralloy. However, it is necessary to treat duralloy after the cutting is complete or Intensity 17 radiation emits from its surface for one full week. The radiation intensity decreases one point every week until 17 weeks have passed.

An atomic torch used as a hand held weapon causes 3d6 points of damage for the time required to cut through the material. Once this cutting time is passed, damage increases to 6d6 points.





For example, an atomic torch causes 6d6 points of damage to flesh starting the first round it is used. It causes 3d6 points of damage to furred creatures for one round, causing 6d6 points every round thereafter. It causes 3d6 points of damage to characters protected in plastic armor for five rounds and causes 6d6 points every round thereafter.

Material	Time to Cut or Damage*
Flesh	0
Thick Hides or Fur	1
Heavy, Treated Hides	2
Loose Earth, Gravel, Sand	3
Packed Earth, Gravel, Sand	4
Wood or Vegetation	4
Plastic	5
Treated plastics	5-8
Glass, Ceramic, Ice	6
Glass/Ceramic Alloys	7
Stone	8
Marble	9
Concrete	10
Soft Metals	12
Normal Metals	13
Hardened Metals	16
Metal Alloys	18
Plasteel	20
Duralloy	30

* Any material considered "Reinforced" requires double the normal time.

Torch, Laser

Tech Level: IV
Duration: 20 Hours
Complexity: 14
Avg. Cost: 250
Weight: 1 Kg

The laser torch is a low-powered laser used to melt or weld two pieces of metal. It is powered by a single Hydrogen Power Cell good for 20 hours of continuous operation. Its welding capabilities are effective on all solid metals, even duralloy. Metals such as mercury cannot be welded with this torch unless the metal is cold enough or a sufficient amount of pressure is used to bring it to solid form. Objects made of Liquid Metal (q.v.) cannot be welded with this or any other torch.

The time required to weld a 30 centimeter long seam of metal is listed below. If welding together two different types of metal, always remember the weakest metal melts first. This softer metal creates the weld necessary to fuse the two pieces together. The Laser Torch cannot be used to weld plastics.

A laser torch used as a hand held weapon causes 2d6 points of damage each round. If the target is protected by metal armor, the user must successfully strike the target a number of times equal to the cutting time before causing any damage. Once that time period is achieved (four rounds for normal metal armor), the laser torch causes 2d6 points per round.

Metal Type	Welding Time (In Rounds)
Soft Metals	2
Normal Metals	4
Hardened Metals	6
Metal Alloys	10
Plasteel	12
Duralloy	16

Torch, Sonic

Tech Level: IV
Duration: 15 hours
Complexity: 20
Avg. Cost: 150
Weight: 2 Kg

The sonic torch can run for 15 continuous hours with the use of one Hydrogen Power Cell. It breaks down the cohesive surfaces of joined metal objects (weld points, metal objects melted against each other, nuts and bolts, etc.) The device cannot affect solid metal objects, only their junctures. The process is a fast metal-aging procedure that takes 1d20 minutes to complete. It has a range of 20 centimeters and requires protective hearing equipment for safe use; this equipment is usually included in the sonic torch kit. The Sonic Torch can be used as a hand held weapon that causes 2d6 points of sonic damage every round to all targets within a 45_ forward arc and ten meters range.

Trashman

Tech Level: V
Duration: Constant
Complexity: 10
Avg. Cost: 400
Weight: 5 Kg

This device looks like a thick, steel-grey disc, approximately one-half meter in diameter and 15 centimeters tall. Two dials mounted across the sloping

sides control the device's operation. The first dial is the on/off mechanism. The second dial controls the Trashman's speed. The device has a Hydrogen Power Cell entry door on the back as well as two plug-in points. The first plug-in point is used to give the device exterior power. This was used when the device was installed in the home or office. The second plug-in point is the remote on/off switch.

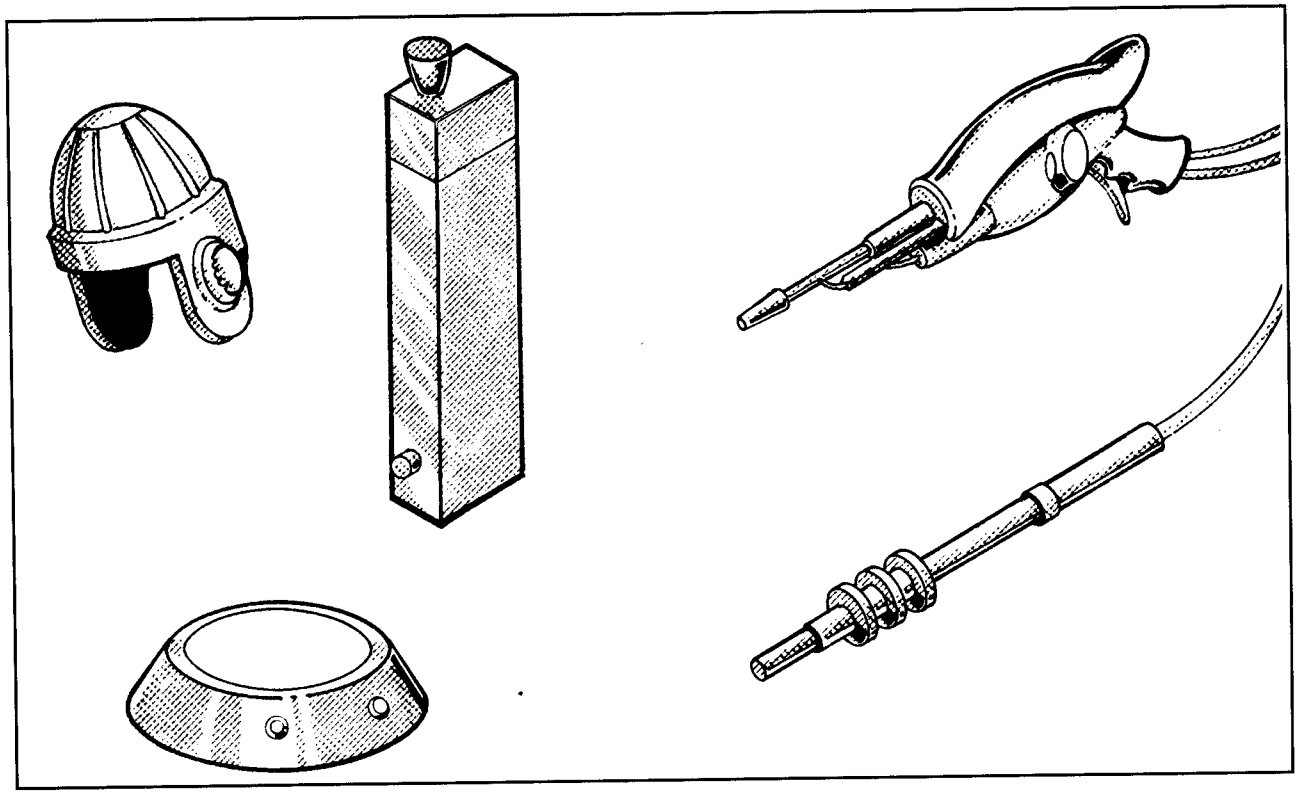
When operating, the Trashman disintegrates anything that comes in contact with its top surface. By "slicing" off a flat plane approximately a micrometer thick, the object placed on its surface appears to slowly fall into the device, or to teleport slowly away. If a character places a finger on the surface, he or she feels nothing as the device begins removing the finger, starting from the tip. If the character continues placing his or her finger on the device, the Trashman will also disintegrate the resulting blood, making the finger appear to be going into the device. When the finger is removed, the part that the device disintegrated does not come back and the blood can be seen flowing quite nicely. The finger or appendage must be bound since blood cannot coagulate across a perfect edge (in this case, the missing flesh).

The Trashman was a new invention that caused a great deal of hysteria before the Holocaust. It was thought that hundreds, maybe thousands of murders were committed by using this device. By merely knocking out a spouse or hated enemy, the murderer could place the unconscious body on the Trashman and watch it slowly disappear without a trace.

Triangulator

Tech Level: III
Duration: 50
Complexity: 16
Avg. Cost: 100
Weight: 2.5 Kg

The triangulator is an anti-covert action device that is used to detect unwanted radio wave signals. Most bug and other spy equipment use radio waves to transmit their snooped information; the Triangulator is designed to locate localized sources of radio waves. If the triangulator gets within 50 meters of a bug or



other radio source, the readout face points in the general direction.

As the Triangulator gets closer to the source, the readout becomes brighter and more coherent. Once it is within an inch of the source, the triangulator beeps rapidly. Many companies, governments, and suspicious private ventures used triangulators before all important meetings. The triangulator uses a single Chemical Power Cell to power its circuits.

Universal Card

Tech Level: IV
Duration: -
Complexity: 18
Avg. Cost: Priceless
Weight: Negligible

The Universal Card, a thin plastic card similar to the credit cards of the late 20th Century, was the finest credit/debit card in existence before the holocaust. This card took the place of cash, credit cards, loans, retirement accounts, check books—everything.

A person who owned this card had a line of credit based upon his or her annual income, and anything could be purchased against this credit. When the person was paid, this money immediately went to pay any pending bills, entering specified percentages into IRAs, CDs, and other such accounts, etc. Anything left over was kept in a "savings account" that was accessible 24 hours a day from anywhere in the world (and even a few places off-world).

The owner never had to worry about making sure a check was in the mail for the power company, whether the check for the credit card company would reach the billing department before the due date, etc. If one month's spending surpassed the user's earnings, the line of credit with daily accrued finance charges would not kick in until the next pay period. The user never had to write another check again.

Everything could be purchased using this card, from fast food to movie shows; from a car to a suborbital transport junket. The Universal Card was accepted everywhere, thus its name. Anyone could qualify for the Universal Card, since all payroll earnings would immediately be added to the user's account and the company who owned the Universal Card rights never had to worry about being embezzled. The user would see the paycheck stub, never the check.

Some historians believe the holocaust was caused in part by the Universal Card Corporation. With credit so easy to obtain (often, users almost never realized they were in debt), billions quickly found UCC's greedy fingers around their finances: the daily finance charges that were so minimal soon added up into perpetual-near bankruptcy. Even corporations and small third-world countries could obtain the Universal Card, and they too, got caught. Many governments and private agencies accused the UCC of owning most of the world's assets when several countries fell under the Universal Card's excessive interest rates.

Each card, when used, was placed in a small reader, and either a seven digit number was entered on a keypad or a thumb was placed on an optical scanner, depending upon the value of the purchase. The card user is given three opportunities to enter the seven-digit code, but the thumbprint reader only gives one chance. The thumbprint is recorded, traced, and the illegal user found and arrested. In today's GAMMA WORLD Campaign setting, however, police robots find it extremely difficult to locate and apprehend the culprits who try to use the cards illegally.

Universal Cooker

Tech Level: IV
Duration: 100 uses
Complexity: 14
Avg. Cost: 150
Weight: 2 Kg

The Universal Cooker is a ceramic cylinder 15 centimeters tall and 20 centimeters in diameter. It has an attached, locking cover, an intensity dial, and a slot near the bottom of the device that accepts a Solar Power Cell to power it. The Solar Power Cell powers the Universal Cooker for 100 uses.

The cooker holds up to two liters of food or liquid. Once activated, the Universal Cooker microwaves its contents in seconds, providing a germ and bacteria free hot meal when a fire cannot be made or it is necessary to "cold camp."

No heat escapes the Cooker while it is cooking and the only way an infrared scanner can detect its presence is from the heat of the food when removed from the cooker. The Universal Cooker comes with its own removable lining for fast and easy cleaning.

Voltmeter (GAMMA WORLD Rules, pg. 92)

Weather Predictor

Tech Level: V
Complexity: 19
Duration: Constant
Avg. Cost: 100
Weight: 2 Kg

The Brotherhood of Thought, a Cryptic Alliance, are the only group known to have these rare artifacts. The weather predictor does exactly what its name suggests: it accurately predicts the weather. A liquid crystal display or similar readout shows the type of weather the user can expect within the next 12 hours, at one hour intervals. In other words, if clear weather is expected for the next two hours, but rain is supposed to fall for three hours thereafter, with one hour of cloudiness and an additional six hours of clear skies, the Weather predictor will display this whole pattern.

The Weather Predictor gains its information from a still-orbiting satellite system that surrounds Gamma Firma. The device is 15 centimeters long, shaped like a disk with an indicator window and an activation button. A miniplug connection for a miniature speaker provides the user with all the weather information in spoken language. Unfortunately, no known models of the Weather Predictor are known to have this option installed, but the indicator windows still function.

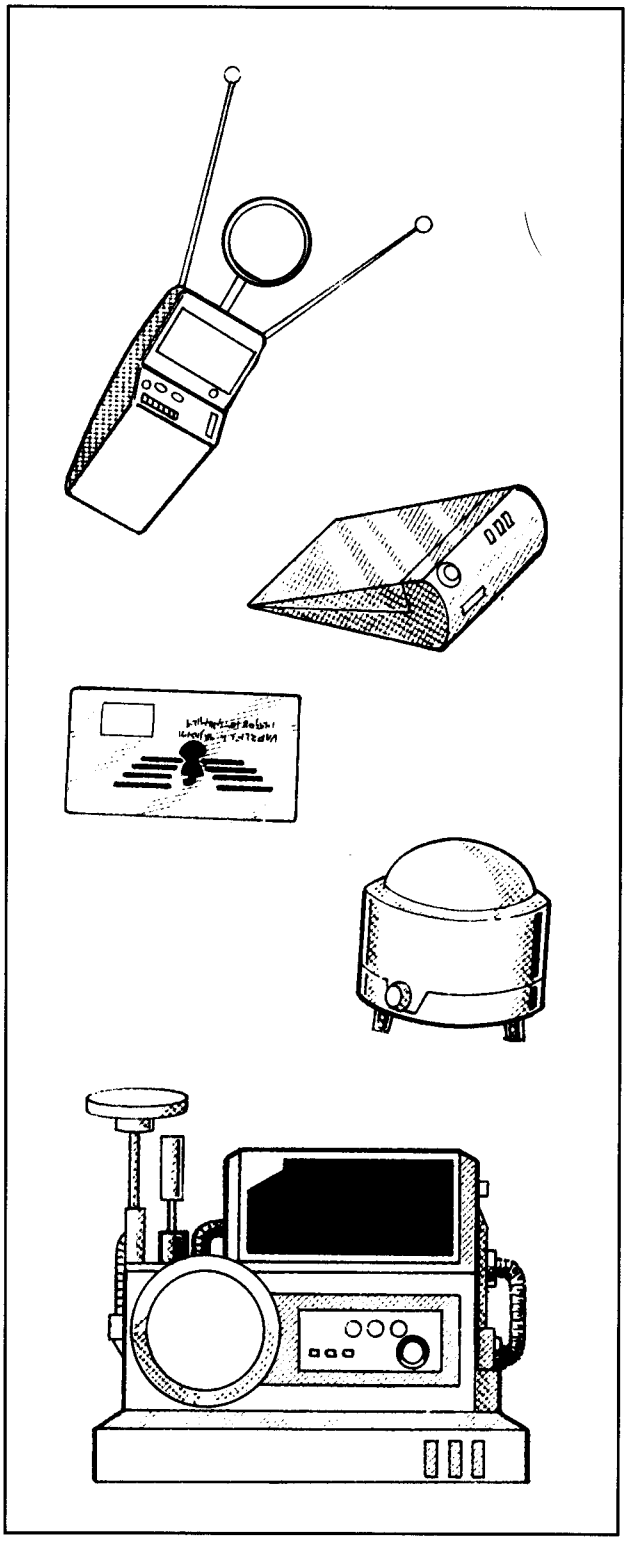
Wedge, Electric

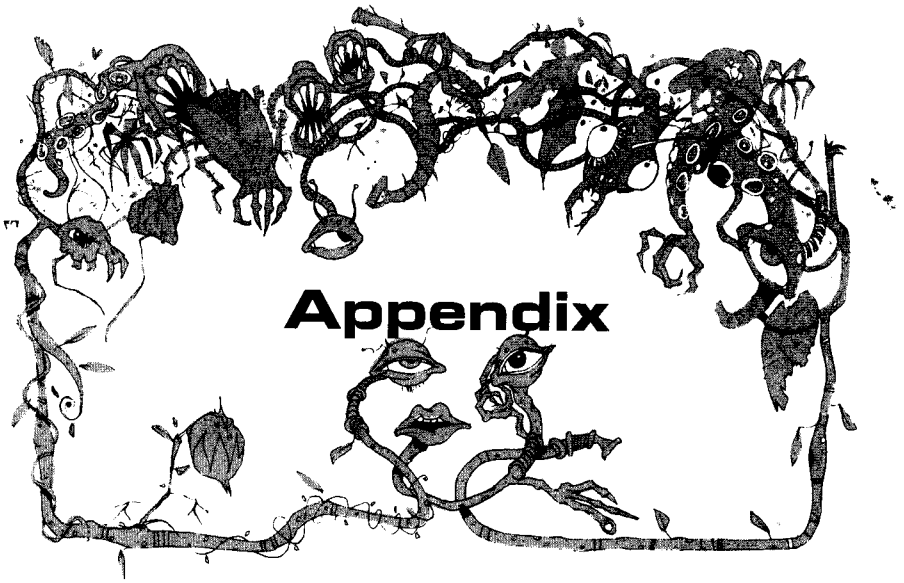
Tech Level: IV
Complexity: 16
Duration: 8 Hours
Avg. Cost: 250
Weight: 2 Kg

The Electric Wedge is a small prism-shaped item of duralloy 13 centimeters long, eight centimeters wide, and eight centimeters high at the highest point. A compartment on the hypotenuse of the Wedge contains a small door that opens to a chamber for a Hydrogen Power Cell. This single power cell gives the Electric Wedge enough power to function for eight straight hours.

The Wedge can be hammered into a slot, a crack in rock or wood for example, and activated. Once activated, the Electric Wedge begins expanding, slowly crawling its way into the crack or crevice, expanding the hole. The Wedge can increase its height to nine inches.

The Wedge will continue to move into the crack until it either runs out of power or it finishes passing through the material being separated and no longer "feels" resistance.





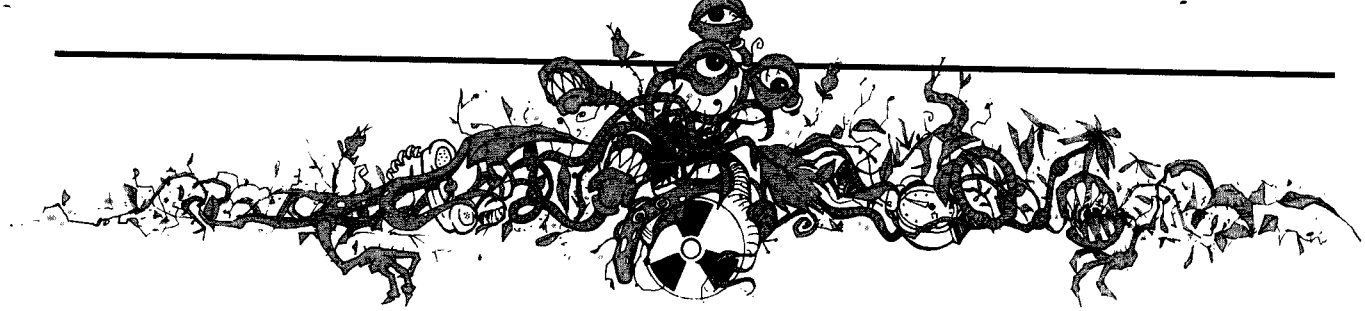
Appendix

Table 1-1: Weapons

Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Arquebus	1d10	0	20	1/4	1	25	10	III
Axe, Battle	1d8	0	1	1	—	12	4	II
Axe, Hand	1d6	0	1	1	—	4	3	II
Axe, Throwing	1d6	0	3	1	—	4	3	II
Bayonet	1d6	0	1	1	—	35	2	II
Bite, Neural	Stun	+5	1	1	8	1,200	0.5	VI, 10
Blades, Flying	1d8	+10	—	1	1	750	2	V, 9
Blaster, Mark V	5d8	+2	25	1	6	9,000	5	V, 15
Blaster, Mark VII	5d10	+2	40	1	8	—	6	VI, 14
Blaster, Mark XII	8d10	+3	60	1	7	—	6	VI, 15
Blowgun	1 or 1d4	0	6	1	1	2	1	I
Blowgun, Aluminum	1	0	10	1	1	15	1	I, 4
Blunderbuss, Cannon	4d8	+6	100	1	10	—	60	IV, 20
Blunderbuss, Mount	8d8	+8	150	1	10	—	120	IV, 25
Bola	1d3	0	4	1	1	2	4	I
Bow, long	1d8	0	10	1	1	35	2	II
Bow, short	1d6	0	8	1	1	20	2	I
Cannon, Fission	3d8	+3	150	1	N/A	—	75	VI, 25
Club	1d6	0	1	1	—	—	2	0
Coagulator, Stokes	11d6	+3	3	1	30	1,250	7	IV, 6
Conversion Beamer	6d10	+3	80	1	6	—	7	VI, 17
Crossbow, Heavy	2d8	0	15	1/3	1	55	9	II
Crossbow, Light	2d6	0	12	1/2	1	40	7	II
Cyclorator	2d6+	+10	120	1/2	5	1,200	16	IV, 20
Dagger	1d4	0	1	1	—	5	1	II
Dagger, Throwing	1d4	0	3	1	1	6	1	II
Dart, Smart	3d6	Varies	12	1	1	Varies	1	V, 8
Dart, Smart	3d6	Varies	12	1	1	Varies	1	VI, 8
Disk, Lamprey	Special	0	—	—	—	7,500	1	V, 12
Drone Weaver	Sound	—	10	—	—	5,000	0.5	V, 20
EMP Generator	Special	+4	2 m	1	4	650	65	IV, 23
Flail	1d6+1	0	1	1	—	5	7	II
Flame Thrower	3d6	+2	30	1	5	600	10	IV, 15
Grenade, Homing	Varies	+12	100	1	1	1,000	0.5	VI, 20
Grenade Launcher	Varies	+2	40	—	1	4,500	4	IV, 10
Gun, Flak	—	—	5	1/2	1	50	2 or 3	III, 10
Gun, Flare	Special	–2	20	1	1	200	2	III, 10
Gun, Gatling	2d10	+4	100	1**	50	3,200	70	IV, 16
Gun, Gravity	1d6+1	+5	20	1	3	3,500	16	VI, 18

Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Gun, Machine	3d8	+8/+12	100	1**	100	7,500	10	IV, 15
Gun, Nerve Impulse	Variable	+1	10	1	15	1,000	3	V, 18
Gun, Plasma	5d10	+2	30	1	8	—	6	VI, 19
Halberd	1d10	0	1	1	—	15	7	II
Hammer, War	1d4+1	0	1	1	—	6	4	II
Harmonic Disrupter	Special	+12	10m	1	10	—	100	V, 35
Javelin	1d6	0	4	1	—	2	1	I
Knife	1d3	0	1	1	—	1	—	II
Lance	1d6+1	0	1	1	—	10	5	II
Mace	1d6+1	0	1	1	—	6	5	II
Mace, Energy	1d6+4d10	+5	1	1	4	1,800	1	V, 10
Micromissile	Varies	Varies	50	1	1	Varies	5	V/VI
Morning Star	2d4	0	1	1	—	7	6	II
Mortar Launcher	Variable	+5	Special	1 or 2	1	120	20	III, 10
Musket	1d6	0	60	1/4	1	50	5	III
Needler	1	0	7	2	20	900	1	V, 12
Pistol, Black Ray	Int.12	0	30	1	6	0.5	3	VI, 13
Pistol, Flintlock	2d8	0	5	1/2	1	40	2	III
Pistol, Graser	Radiation	+8	30	1/2	10	800	2	IV, 22
Pistol, Laser, IR	3d6	+3	20	1	8	5,000	2	V/VI, 11
Pistol, Laser, UV	3d8	+3	30	1	6	6,000	1	VI, 10
Pistol, Machine	2d8	+2/+4	10	2	30	3,900	3	IV, 13
Pistol, Maser	3d10	+3	40	2	8	7,000	1	VI, 10
Pistol, Slicer	4d6	+6	20	1	6	4,000	4	VI, 22
Pistol, Stun Ray	N/A	0	20	1	6	3,200	3	V, 14
Popper Pellet	Special	—	1	1	—	550	0.10	VI, 30
Quarterstaff	1d6	0	1	1	—	—	2	I
Rapier	1d6	0	1	1	—	9	1	II
Revolver	2d8	0	15	2	6	800	2	IV, 9
Rifle, Assault	3d6	+2/+4/+6	40	2	20 or 30	4,700	4	IV, 13
Rifle, Black Ray	Int.18	0	20	1	4	—	3	VI, 13
Rifle, Bolt Action	3d8	+2	60	2	4	1,800	5	IV, 7
Rifle, Chameleon	Varied	+4	250	Varied	40	200	2	III, 16
Rifle, Flintlock	3d8	0	10	1/2	1	75	6	III
Rifle, Fusion	8d6	+6	40	1	7	—	22	VI, 18
Rifle, Graser	Radiation	+12	60	1/3	5	1,600	10	IV, 22
Rifle, Infrared	5d6	+8	30	1	8	250	3	IV, 16
Rifle, Laser, FIR	2d6	+6	160	1	10	50	5	IV, 12
Rifle, Laser, IR	4d6	+5	60	1	8	7,500	4	V/VI, 11
Rifle, Laser, UV	4d8	+5	75	1	6	8,000	3	V, 10
Rifle, Laser, VL	4d6	+3	25	1	4	3,500	5	V, 12
Rifle, Maser	4d10	+5	100	2	8	—	3	VI, 10
Rifle, Plasma	10d10	+15	30	1	8	—	7	VI, 30
Rifle, Rover	Special	+12	50	1/3	5	—	8	VI, 14
Rifle, Slicer	8d6	+10	30	1	10	7,000	9	VI, 22
Rifle, Sniper	3d8	+4	150	1	10	2,700	5	IV, 12
Rifle, Stun Ray	N/A	+2	35	1	9	5,500	5	V, 14
Rod, Paralysis	Stun	0	1	1	8	1,500	1	VI, 10
Rifle, Musket	2d12	0	45	1/4	1	40	12	III

**The Rifled Musket causes 1d6 points of damage beyond medium range.*



Artifact Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/ Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Screamer	4d10	0	5	1	7	4,500	9	V, 13
Shotgun, Buckshot	4d6	0	10	2	4	1,600	2	IV, 8
Sling, Stone	1d4	0	1	1	1	1	0.5	I
Slug Thrower, A	3d6	+2	6	1	20	500	2	III, 5
Slug Thrower, B	2d6	+1	4	1	30	400	1	III, 6
Slug Thrower, C	1d6	+0	2	1	50	300	1	III, 6
Spear	1d6	0	4	1	—	4	3	I
Sword, Long	1d8	0	1	1	—	10	3	II
Sword, Short	1d6	0	1	1	—	8	2	II
Sword, Two-handed	1d10	0	1	1	—	15	7	II
Tangler	2d6+3	0	8	1	5	1,200	4	V, 15
Taser	1d3	0	3	1	1/7—	1	2	IV, 17
Vibroblade	3d6	+10	1	1	5	7,000	0.5	VI, 11
Vibrodagger	8d6	+6	1	1	5	4,000	0.5	VI, 11
Whip	1d2	0	1	1	—	2	1	I
Whip, Stun	1d2+Stun	+5	3	1	30 Min	250	0.5	IV, 8
Wrapper	Spec	+8	2	1/5	2	650	1	VI, 20

Table 1-2: Warheads for Grenades and Missiles

Warheads for Grenades and Missiles	Grenade Damage	Grenade Blast Radius	Avg. Cost	Missile Damage	Missile Blast Radius	Avg. Cost	Tech Level
Chemex	3d6	10	600	3d8	20	1,500	IV
ECM	—	20	1, 500	—	35	4,000	V
Energy	12d6	30	—	12d8	45	—	IV
Fire Foam	—	—	—	4d8	30	3,000	III
Fission	2d4	40	2, 500	2d6	75	5,000	VI
Flare, Parachute	2d6	60	400	2d6	100	500	IV
Fragmentation	3d6	15	500	3d8	30	1,200	IV
Gas, Poison	Int 15	10	750	Int 20	25	2,500	IV
Gas, Tear	Int 15	10	400	Int 20	25	1,000	IV
Gravity	1d6+1	30	800	2d6	40	1,200	VI
High Explosive	4d8	40	1,000	4d10	50	2,500	IV
Photon	3d8	25	750	3d10	40	2,000	VI
Smoke	—	10	100	—	20	150	IV
Surface	—	—	—	30d10	100	—	IV
Stun	Int 15	20	600	Int 20	50	1,500	V
Tangler	4d6	15	400	4d8	25	1,000	V
Torc	6d6	15	3,000	6d10	200	6,000	VI

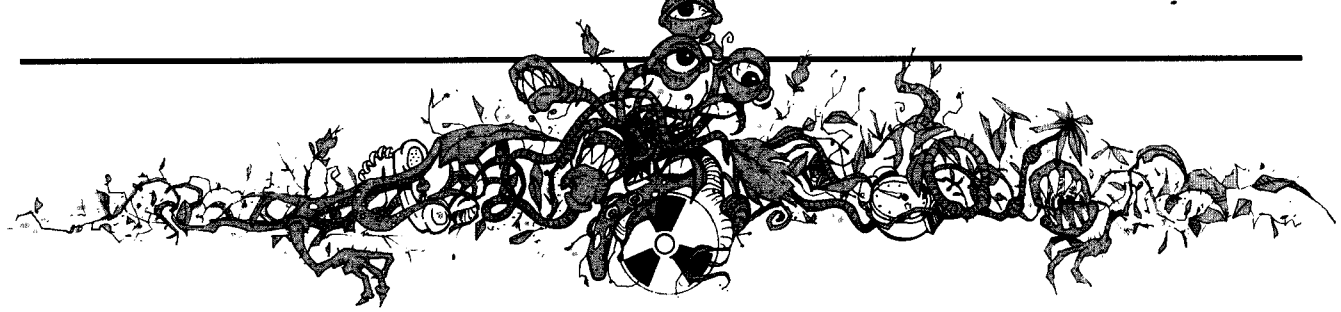


Table 1-3: Bombs

Bomb	Base Damage	Blast Radius	Avg. Cost	Tech Level
CDP*, A	10d6	30	600	IV, 6
CDP*, B	12d6	60	700	IV, 6
CDP*, C	16d6	75	900	IV, 7
Cobalt	60d10	600/6K	—	VI, 15
Concussion	Stun	50	—	IV, 10
Fission	40d10	600/6K	—	IV, 8
Fusion	15d10	600/6K	—	V, 10
Matter, Alpha	15d6	15	—	V, 14
Matter, Beta	30d6	30	—	V, 14
Matter, Gamma	60d6	60	—	V, 14
Mutation	Special	30	—	V, 23
Negation	Special	30	—	V, 13
Neutron	Special	30	—	V, 14
SDP*	1d6-6d6	3-18	—	IV, 7
Trek	Special	60	—	VI, 18

* Concentrated Damage Pack or Small Damage Pack.

Table 2-1 Powered Armor

Armor Type	AC	Total Slots	Power	MV	Force Field	Defense	Sensor	Weapon
Energized	24	20	1 QPC	x3 MV, Jp	None	None	Yes	None
Inertia	24	30	2 QPC	x2 MV, Jp	_ dmg	None	Yes	None
Plastic Armor	20	0	None	None	None	None	None	None
Powered Alloy	24	25	1 QPC	x3 MV	None	None	Yes	Yes
Powered Assault	28	120	3 QPC	x4 MV, Fl	50 hp	Yes	Yes	Yes
Powered Attack	28	85	2 QPC	x3 MV, Fl	40 hp	Yes	Yes	Yes
Powered Battle	24	70	2 QPC	x2 MV, Fl	30 hp	Yes	Yes	Yes
Powered Plate	20	15	1 QPC	x2 MV	None	None	Yes	None
Powered Protection	30	90	3 QPC	x2 MV, Fl	60 hp	Yes	Yes	None
Powered Scout	24	65	2 QPC	x4 MV, Jp	20 hp	Yes	Yes	Yes
Sheath Armor	16	6	None	None	None	None	None	None
Sheath Armor, Powered	16	6	½ QPC	None	None	None	None	None
Tandem VIII	28	130	3 QPC	x4 MV, Fl	50 hp	Yes	Yes	Yes

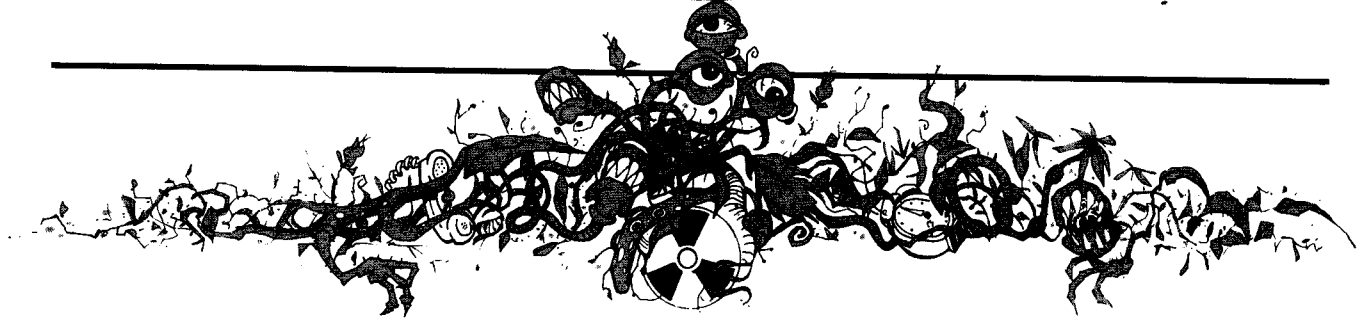


Table 2-2: Common Armor

Armor	AC Mod.	Avg. Cost	Wt Kg	Tech Level
Force Field Generator	0	1,500	10	VI, 14
Furs or Skins	+1	3	10	I
Helmet, Heavy Plastic	+2	10	2	III
Helmet, Kevlar	+3	25	1	III
Helmet, Leather	+1	5	1	III
Helmet, Metal	+2	10	3	III
Helmet, Plastic	+1	5	2	III
Leather	+2	20	8	II
Leather, Studded	+3	25	12	II
Mail, Banded	+6	50	17	II
Mail, Chain	+5	40	20	II
Mail, Plate	+7	60	25	II
Mail, Ring	+4	35	15	II
Mask, Gas	0	500	1	IV
Plastic Armor	+10	—	6	IV, 12
Shield, Duralloy	+3	1,200	4	VI, 0
Shield, Riot	+2	300	2	IV, 0
Shield, Steel	+2	35	7	II
Shield, Wooden	+1	10	5	I
Sports Gear	+4	500	7	IV, 10
Suit, Fireman's	+2	750	9	IV, 5
Suit, Hazmut	+2	Spec.	12	Spec, 7
Suit, Radiation	+1	Spec.	5	Spec, 8
Vest, Bulletproof	+3	Spec.	5	IV, 3

Table 4-1: Vehicles

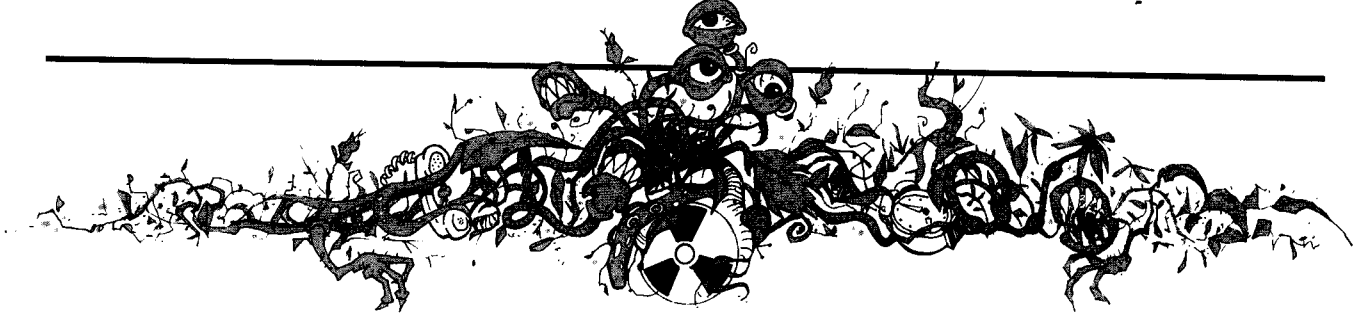
Ground Vehicles	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Armored Car	2-6	2,000	120/335	D	430	16	—	IV, 14
Bicycle	1-2	30	45/125	B	15	12	750	IV, 7
Bus	15-50	1,500	100/280	D	75	16	—	IV+, 15
Car, Atomic	2-6	300	150/420	C	50	15	—	VI, 11
Car, Common	2-6	300	120/335	C	50	14	—	IV, 13
Car, Primitive	2-4	200	60/150	C	40	13	8,000	IV, 16
Carriage	4-8	500	Mount	D	60	16	500	III, 5
Dune Buggy	3	30	80/230	C	75	10	1,850	III, 10
Fancycle	2	10	240/670	A	25	11	2,200	IV, 18
LML Mark XV-A	8	1,000	180/450	D	800	14	—	IV
Motorcycle	1-2	50	120/335	B	30	15	10,000	IV, 15
Rover	6	1,500	18	C	175	16	—	IV, 23
Sled, Antigrav	0	25,000	Tow	D	160	11	—	VI, 18
Tank	5	3,000	40/115	D	850	21	H	IV, 22
Transmat	1	500	Special	—	20	25	—	VI, 60
Truck	2-4	6,000	100/280	D	100	18	—	IV, 17
Wagon	3	2,000	Mount	D	60	15	150	III, 4

Water Vehicles	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Aquatron 7	12	1,200	Vary	Vary	300	28	—	IV, 24
Boat, Sail	2-10	750	70/125	D	50	15	2,500	II, 11
Canoe	2-6	200	9/25	D	10	11	75	I, 2
Hovercraft	8-20	4,000	100/280	B	75	14	—	IV, 17
Hydrofoil	3	250	180/450	C	55	15	2,250	III, 10
Minisub	2-6	200	45/125	B	100	25	—	IV, 30
Motorboat	4-8	350	75/140	C	40	13	3,500	IV, 10
Raft, Rubber	4-12	200	5/15	C	5	10	1,000	IV, 8
Rover	6	1,500	18	C	175	16	—	IV, 23
Submarine	8-80	8,000	80/230	C	850	22	—	IV, 35

Air Vehicles	No. Seats	Cargo (kg)	Max Speed	Man. Class	Hit Points	AC	Avg. Cost	Tech Level, Complexity
Autogyro	1	100	450/1,300	A	45	18	5,000	V, 18
Buoy	20	1,000	30/75	B	80	17	—	IV, 16
Car, Bubble	2-8	300	400/1,200	B	30	17	—	VI, 18
Car, E	2-8	8,000	550/1,620	A	70	18	—	VI, 25
Dirigible	12	4,000	120/335	F	150	13	—	III, 14
Flitter	2-6	400	250/700	A	60	15	—	VI, 11
Glider, Nonpowered	2	20	75/140	A	20	11	200	IV, 10
Glider, Powered	2	20	120/335	B	20	11	200	IV, 12
Helicopter	2-6	200	150/420	B	25	12	—	IV, 35
Miner Transport	8	50,000	1,200	D	280	27	—	V, 23
Plane, Small	2-12	500	500/1,400	C	40	16	—	IV, 30
Plane, Large	40-120	10,000	800/2,300	D	75	13	—	IV, 40
Pogo Platform	1	15	120/335	C	55	10	2,000	V, 12
Renovation and Refueling Waystation	600	80,000	200	F	2,000	34	—	VI, 60
Suborbital Shuttle	80	8,000	2,400/6,700	B	2,400	28	—	VI, 50
Vest, Antigrav	1	100	—	D	20	—	950	V, 14

Table 5-1: Robots

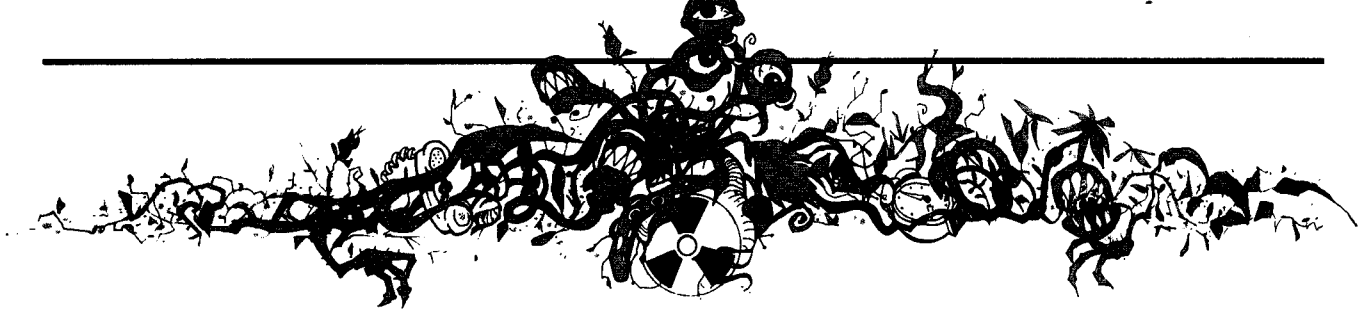
Name	Perc	R.U.	AC	FF	Speed	HP	THAC	#AT	PS, DX	Tech Level	SZ	XP
Autobot	10	–10	10	0	8	50	+0	0	25, 18	IV, 15	1.5m	270
Automaton	15	+5	20	0	12	120	+1	2	35, 15	IV, 18	2m	6,000
Battlebot	25	+10	35	50	45	350	+17/+11	3	35, 25	VI	6m	45,000
Cargo Transport												
Large	10	–10	20	0	15	200	+6	4	400, 15	V, 20	12m	18,000
Small	10	–10	20	0	18	100	+4	4	90, 15	V, 20	6m	6,000
Death Machine	30	+15	40	60	60	400	+20/+12	4	40, 30	VI	8m	176,000
Defense Borg	25	+10	25	25	48	200	+6	3	20, 20	VI, 25	3m	54,000
Devastator	22	+7	33	50	50	300	+15/+9	2	30, 20	VI	4m	68,000
Disaster	15	+5	20	5	50	100	+6/+2	2	25, 15	VI, 30	2m	5,000
Ecobot	15	+0	15	0	8	60	+4/0	2	20, 10	V, 24	2m	1,400
Engineering Bot												
Heavy	15	–5	25	0	10	350	+8	4	150, 11	IV, 20	18m	35,000
Light	15	–5	22	0	12	275	+8	4	100, 13	IV, 18	12m	26,000
Exterminator	35	+25	*	0	21	*	+16	2	35, 35	VI	2m	33,000



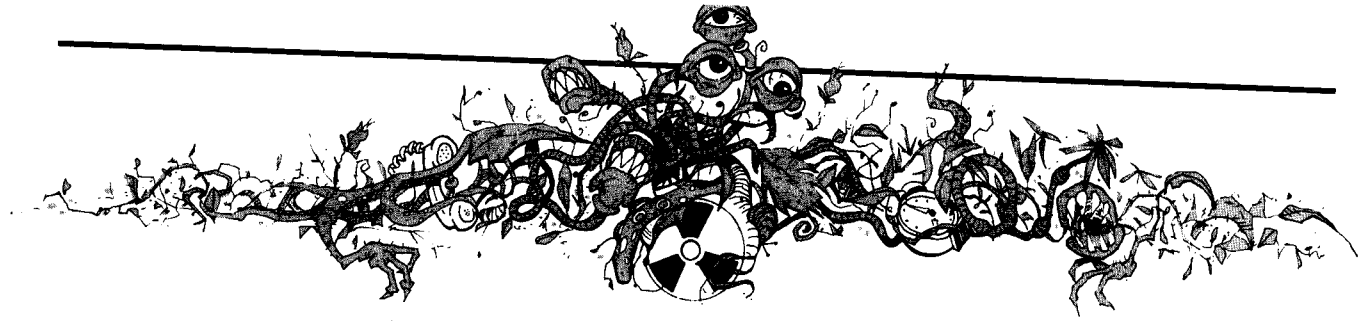
Name	Perc	R.U.	AC	FF	Speed	HP	THAC	#AT	PS, DX	Tech Level	SZ	XP
Household	15	+5	15	0	12	40	+2/+2	2	15, 15	V, 18	2m	270
Industrial	10	–5	20	0	10	200	+8/+2	1	30, 15	V, 20	4m	4,000
Medibot	15	+0	15	5	75	80	+2/+4	1	15, 20	VI, 28	2m	975
Police	20	+10	20	15	75	150	+13/+7	2	25, 15	VI, 26	2m	8,000
Repair Bot	25	+5	30	0	48	65	+6	3	75, 30	VI, 28	2m	10,000
Robot Vehicle	5	–15	20	0	24	50	+0	0	15, 10	IV	8m	650
Security	25	+15	25	0	18	150	+2/+4	2	15, 20	V, 22	2m	3,000
Sentry	30	+35	25	0	30	24	+0	0	5, 40	VI	½m	65
Stalker	25	+30	20	100	24	100	+6	5	35, 50	VI	3m	13,000
Supervisory Borg	20	+12	22	25	32	220	+8	3	20, 12	VI	2m	27,000
Timberer	5	–25	35	0	9	800	+36	3	1.5k, 10	VI, 30	50m	108,000
Valet	15	+10	18	0	12	75	+2	2	20, 20	V, 18	2m	5,000
Veterinary	15	0	15	0	15	60	+2	1	15, 20	IV, 28	2m	2,000
Warbot	20	+5	30	50	50	250	+13/+7	2	25, 15	VI, 33	3m	15,000
Weapons Maintenance Drone												
Field Model	15	+5	22	20	24	85	+2	2	20, 20	V, 20	½m	4,000
Install. Model	10	0	18	0	15	60	—	0	15, 20	V, 20	2½m	975

Table 6-1: Miscellaneous Gear

Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Alembic	IV, 5	Constant	400	0.5
Antigrav Pod	VI, 8	_ hr	5,000	25
Anvil	II, 4	Constant	45	45
Bang Balls	III, 10	1 use	15	0.1
Belt, Drop	VI, 7	20 falls	2,000	1
Binoculars	IV, 6	—	500	0.5
Body Builder	III, 26	—	995	35
Broadcast Power				
Charger	V, 25	—	5,000	7
Station	VI, 55	—	—	—
Caltrop	II, 1	Constant	1/10	0.01
CampGuard	III, 8	1 year	25	0.5
Charger, Solar	V, 10	—	1,500	1
Cloak, Energy	V, 8	72 hrs	350	1
Communicator	V, 14	6 hrs	500	0.5
Communicator	VI, 16	6 hrs	500	0.5
Control Nexus	V, 20	—	—	0
Cube, Glow	V, 6	8 hrs	100	0.5
Death Field Generator	V, 1	1 min	—	4
Detector, Life Force	VI, 10	1 hr	800	1
Detector, Motion	V, 15	4 hrs	800	1
Dry Shower	IV, 10	25 uses	900	45
Duralloy, Liquid	VI, 18	—	8,000	12
Envirolyzer	V, 20	12 uses	750	2
Ferrofoam	IV, 10	—	175	3
Ferrofoam, Force Oxygen	IV, 10	—	275	4
Fire Extinguisher	IV, 7	—	400	6



Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Flashlight	IV, 5	32 hrs	50	0.5
Folding Portacart	IV, 8	—	450	3
Fuel Cell, Nuclear	VI, 6	—	1,000	8
Garment Autopress	IV, 14	10 mins	850	14
Generator, EMP	III, 15	1 min	300	30
Generator, MCII	IV, 15	—	200	20
Generator, Solar	III, 15	—	150	10
Glasses, Gnome	III, 5	—	25	0.1
Gloves, Sap	III, 5	—	10	1
Glue, Super	III, 7	—	10	0.01
Gravitic Accelerator	V, 21	100 hrs	420	3
Guidance				
AI	IV, 17	—	3,000	0
Laser	IV, 12	—	1500	0
Ordinance	IV, 8	—	Free	0
Seeking	IV, 10	—	750	0
Guidance, Wire	IV, 15	—	1,000	0
Gyroscope	III, 8	Constant	15	0.25
Hand, Remote	VI, 13	1 hr	2,000	1
Hydrox	V, —	—	—	0.5
I.D. Card				
Maintenance	V/VI, 3	—	750	0
Override Program	V/VI, 3	—	5,000	0
Civil	V/VI, 3	—	7500	0
Security	V/VI, 3	—	9,000	0
Personal	V/VI, 3	—	200	0
Supervisor	V/VI, 3	—	1,000	0
Unknown	V/VI, 3	—	50	0
Information Retrieval System	VI, 20	8 hrs	3,000	0.5
Lexicon	V, 12	6 hrs	600	0.5
Lipoderacinator, Personal	V, 22	4 hrs	650	12
Listening Device	III, 8	100 hrs	650	0.5
Metal, Liquid	VI, +10	—	x4	N/A
Parking Meter	IV, 8	—	50	7
Napalm II	III, 5	One hr	40	1
Neutralizing Pigments				
Black	IV, 10	24 hrs	200	0.5
Green	IV, 10	24 hrs	150	0.5
Grey	IV, 10	24 hrs	100	0.5
Orange	IV, 10	24 hrs	250	0.5
Red	IV, 10	24 hrs	500	0.5
Pack, Lift	VI, 7	8 hrs	750	5
Parachute	IV, 14	—	200	10
Portent	VI, 13	12 hrs	1500	5
Power Cell				
Atomic	VI, 12	—	5,000	15
Chemical	IV, 5	—	100	0
Hydrogen	V, 5	—	750	0
Solar	V, 5	—	1,000	0
Proxima Setting	V, 20	—	—	N/A



Name	Tech Level, Complexity	Duration	Avg. Cost	Wt (kg)
Radiation Suit Repair Kit	III, 8	—	50	2
Radio, listen only	IV, 13	8 hrs	150	3
Radio, Ham	IV, 23	8 hrs	700	0.5
Receiver and "Bugs"				
Bugs	III, 10	200 hrs	25/ea	0.1
Receiver	III, 18	100 hrs	200	4
Saw, Power Tree	III, 12	1 hr	90	4
Sensor				
Artificial	IV, 10	—	200	0.5
BioEnergy	IV, 10	—	200	0.5
Eye-movement	V, 24	—	750	3
Sight				
Computer	VI, 19	100 uses	3,000	0.5
IR (Scope)	IV, 10	100 uses	500	0.5
IR (Scope)	IV, 10	100 uses	750	0.5
IR (Scope)	V, 10	100 uses	1,000	0.5
Laser	V, 8	100 uses	1,500	0.5
Laser	VI, 8	100 uses	1,500	0.5
Telescopic	IV, 4	—	200	0.5
Slowglass	V, 5	Constant	Varied	Varied
Slowmirror	V, 5	Constant	Varied	Varied
Smoke Generator	III, 14	Variable	420	11
Sound Filter	IV, 16	—	250	1
Thermometer	III, 5	—	10	0
Thought Cap	V, 22	Variable	900	2.5
Thruster, Pocket	III, 10	12 bursts	300	1.5
Tool Set	Variable	—	Varies	2
Torch, Atomic	IV, 24	—	550	4
Torch, Laser	IV, 14	20 hrs	250	1
Torch, Sonic	IV, 20	15 hrs	150	2
Trashman	V, 10	—	400	5
Triangulator	III, 16	50	100	2.5
Universal Card	IV, 18	—	—	0
Universal Cooker	IV, 14	100 uses	150	2
Voltmeter	IV, 12	—	350	0.5
Weather Predictor	V, 19	—	100	2
Wedge, Electric	IV, 16	8 hrs	250	2

The Ancients are a race of mysterious humans that once revelled in the glories of technology. Suddenly, inexplicably, they were wiped out. Their tools, their vehicles, their weapons, and other devices of interest can be found in the ruins of their former cities, buried in radioactive slag, or submerged under rerouted rivers and lakes. *Treasures of the Ancients*, a supplement for the GAMMA WORLD® game, details a plethora of these complex and valuable items.

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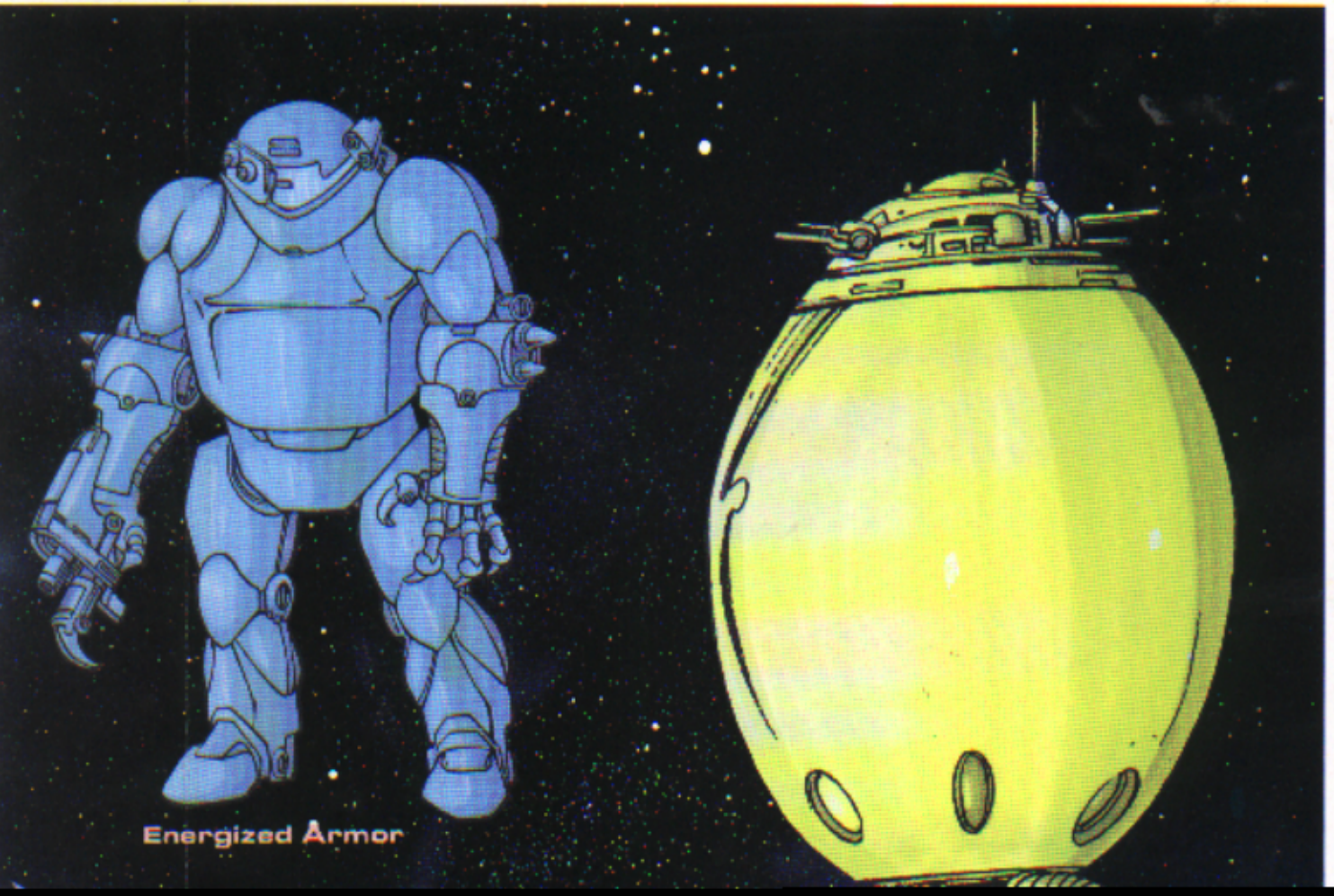
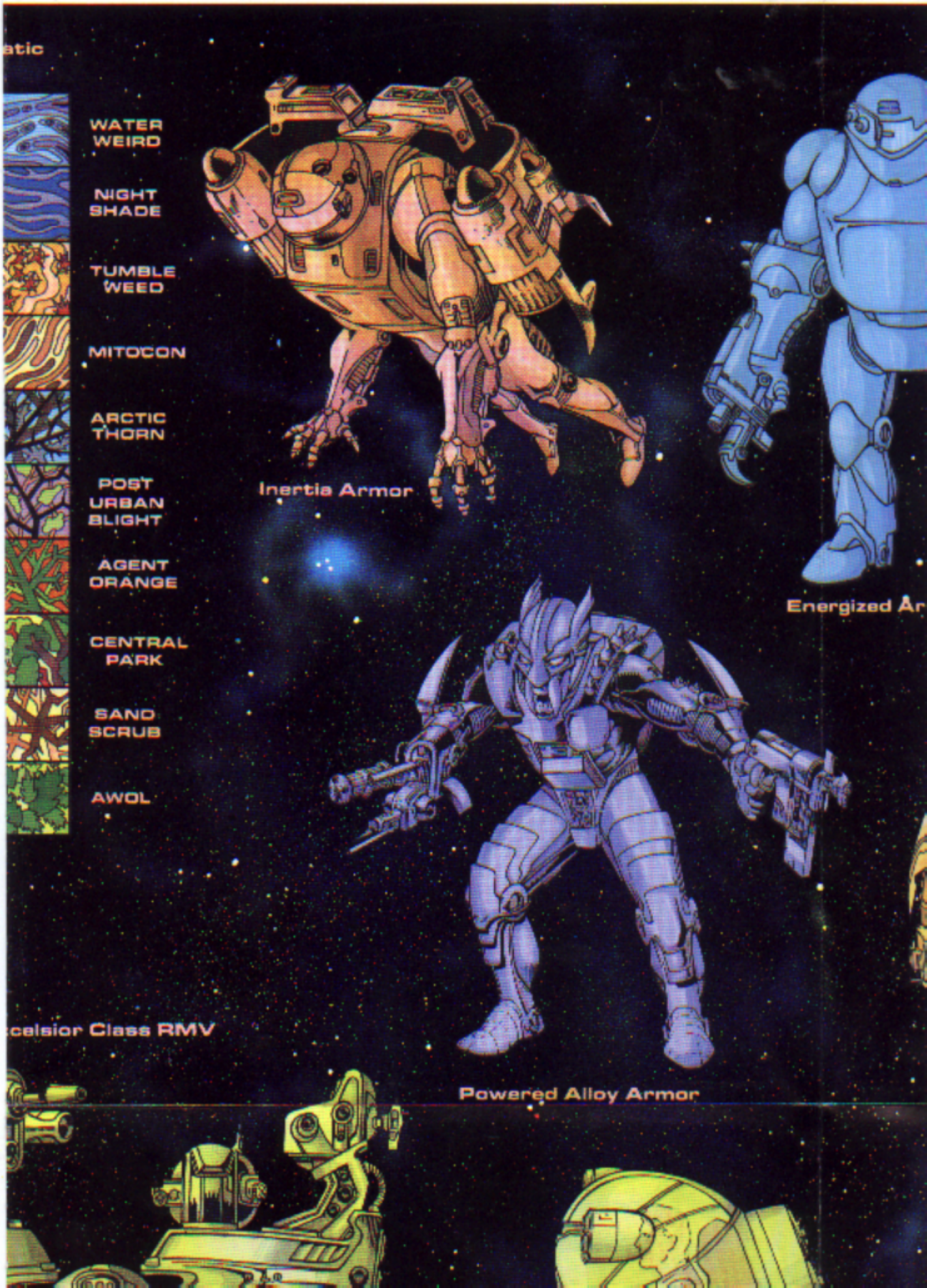

Energized Armor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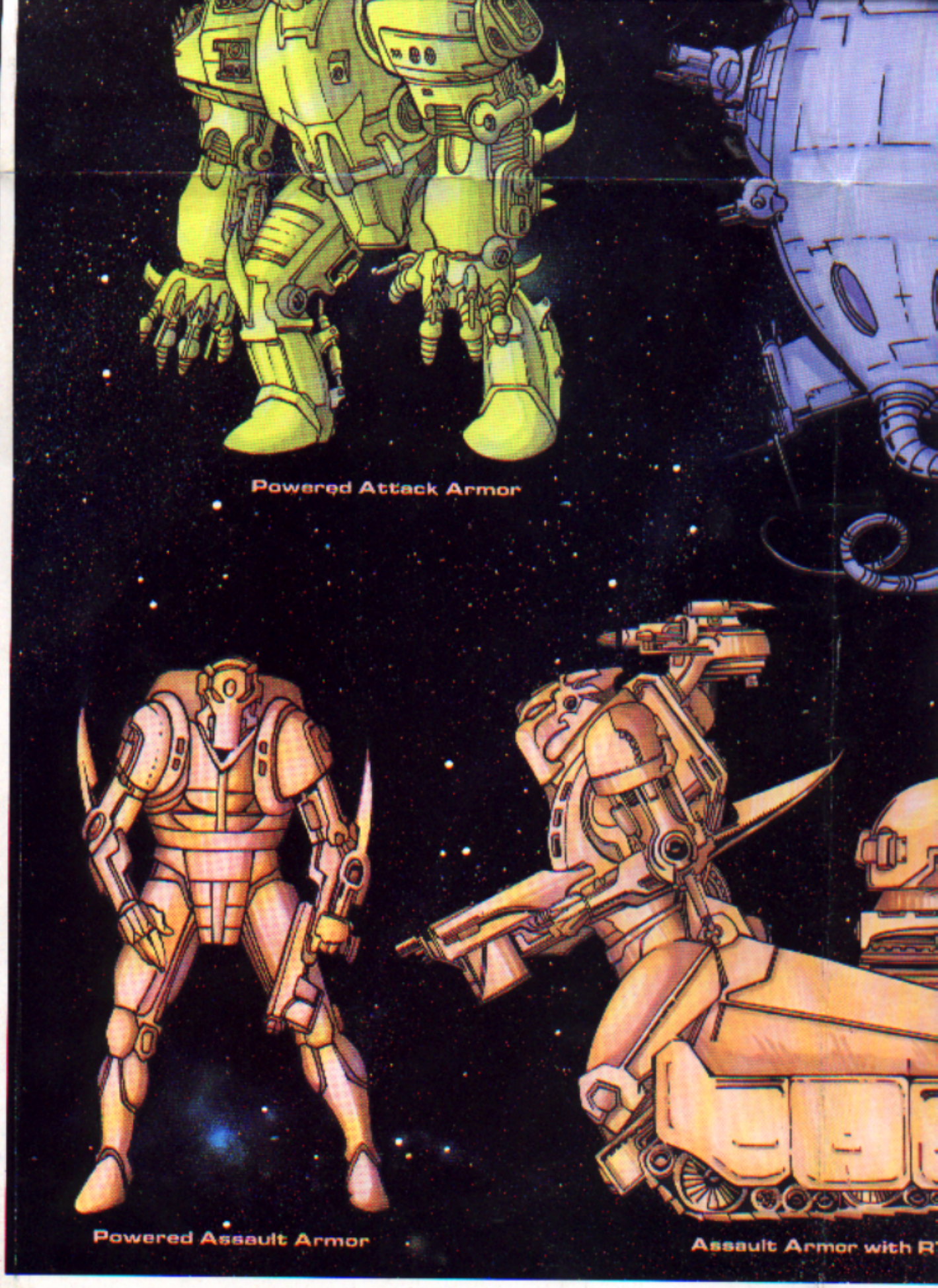
PICASSO

Tandem VIII Series Armor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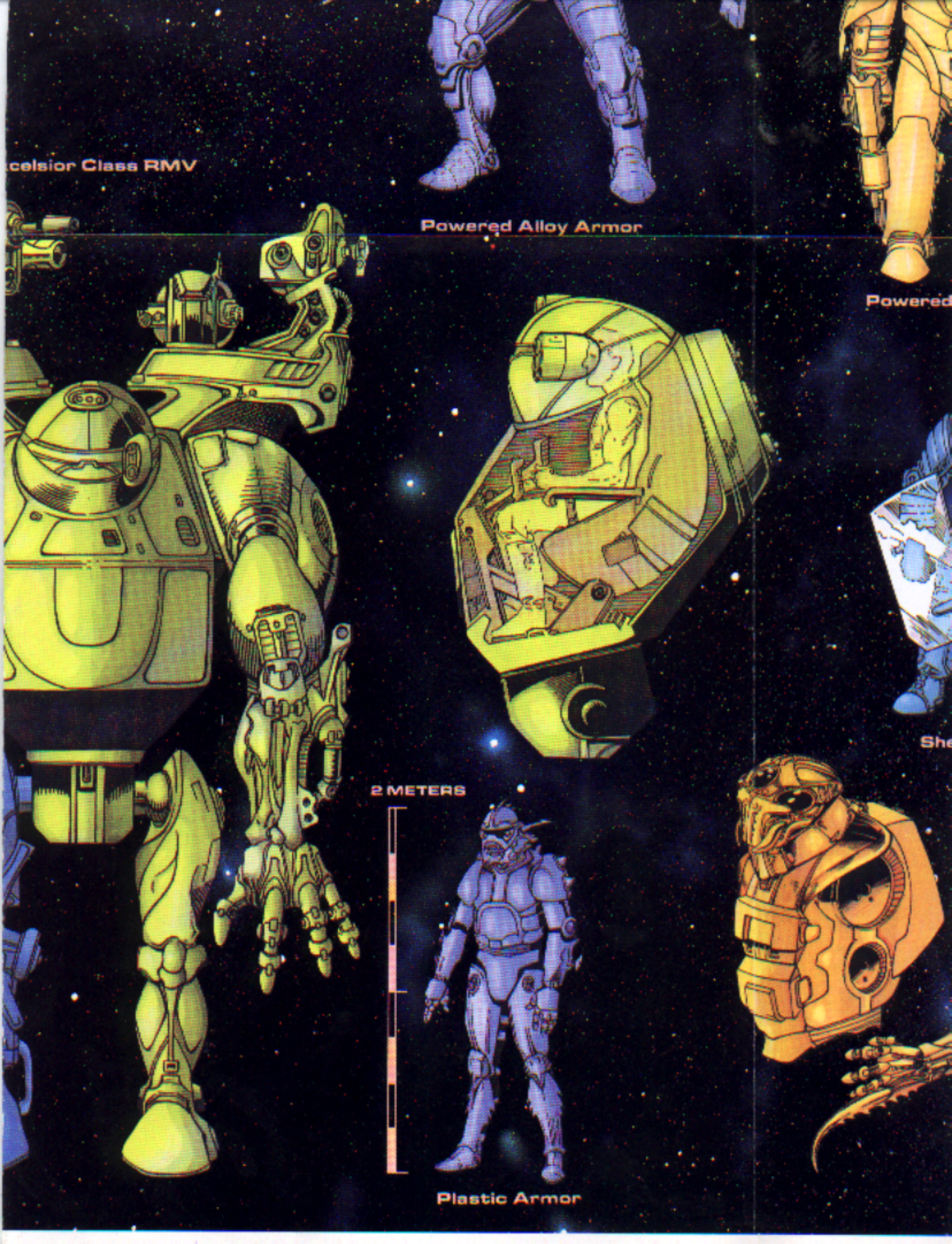
Powered Assault Armor
Assault Armor with R

Devastator
Optional Arm
Optional Leg
Assault Armor with RTO Option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