

REFEREE'S SCREEN

and Mini-Module

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

TSR Hobbies, Inc. POB 756 Lake Geneva, WI 53147

WEAPON DAMAGE TABLE

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

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

CHARISMA TABLE

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

CHARISMA TABLE MODIFIERS

Non-Player Character Type

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

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

COMMON ITEMS — TRADE VALUES

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

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

FATIGUE FACTORS MATRIX

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

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

ARMOR

Armor			Mi	elee Turr	,	
Class 10	15	16	17	18 itigue	19	20
9				-1	-2	-3
8			-1	-2	-3	-4
7		-1	-2	-3	-4	-5
6		-1	-2	-3	-4	-5
2-5	=1	-2	-3	-4	-5	-6

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

PHYSICAL MUTATIONS

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

MENTAL MUTATIONS

Human	Animal	Mutation
01%	01%	Absorption
02%	02%	Anti-Reflection (D)
03-06%	03-04%	Complete Mental Block (D)
07%	05%	Cryokinesis
08%	06%	Death Field Generation
11%	07-09%	De-Evolution Density Control (Others)
2000	10%	Directional Sense
12%	14%	Dual Brain
14%	15%	Empathy
15-18%	16-18%	Epilepsy (D)
19-22%	19-20%	Fear Impulse (D)
23-25%	21-24%	Force Field Generation
26%	25%	Genius Capability
27-31%	26-28%	Heightened Brain Talent
32-41%	29-43%	Heightened Intelligence
42-45%	44%	Hostility Field (D)
46%	45%	Illusion Generation
47%	46-49%	Intuition
48-52%	50-52%	Life Leech
53%	53%	Light Wave Manipulation
54%	54%	Magnetic Control
55%	55%	Mass Mind
56-58%	56%	Mental Blast
59%	57%	Mental Control
60%	58%	Mental Control Over Physical State
61-62%	59-61%	Mental Defenselessness (D)
63%	62-66%	Mental Defense Shield
64%	67%	Molecular Disruption
65-66%	68%	Molecular Understanding
67-69% 70%	69-71% 72%	Multiple Damage (D) Planar Travel
71-73%	73-75%	Poor Dual Brain (D)
74%	76%	Precognition
75%	77%	Pyrokinesis
76%	78%	Radar/Sonar
77%	79%	Reflection
78%	80%	Repulsion Field
79%	81%	Sound Imitation
80-82%	82%	Telekinesis
83%	83%	Telekinetic Arm
84%	84%	Telekinetic Flight
85%	85%	Telepathy
86%	86%	Teleportation
87%	87%	Thought Imitation
88%	88%	Time Field Manipulation
89%	89%	Total Hearing
90%	90%	Weather Manipulation
91-95%	91-95%	Will Force
96-99%	96-99%	Roll a Good Mutation (No Defects)
100%	100%	Pick Any Mutation

ARTIFACT TABLES

Vehicles

- Civilian Internal Combustion 1.
- Military Alcohol Combustion 2.
- Turbine Car
- Hover Car 5. Flit Car
- 6. **Environmental Car**
- Bubble Car
- Others

Armor

- Sheath Armor
- Powered Plate Armor 2.
- Powered Alloyed Plate Armor
- Plastic Armor (unpowered)
- 5. **Energized Armor**
- 6. Inertia Armor
- Powered Scout Armor
- Powered Battle Armor
- 9. Powered Attack Armor
- 10. Powered Assault Armor

Pistols

- Slug Thrower 1.
- 2. Needler
- Stun Ray
- Laser Pistol
- Mark V Blaster 5.
- 6. Black Ray Gun

Rifle

- Stun Rifle 1.
- 2. Laser Rifle
- Mark VII Rifle
- **Fusion Rifle**

Grenades

- 1. Gas
- 2. Chemical Explosive
- Fragmentation 3.
- Energy
- Photon 5.
- 6. Torc

Other Energy Weapons

- 1. Vibro Dagger
- Vibro Blade 2.
- **Energy Mace**
- Stun Whip

Artifact Condition

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

Artifact Category

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

Robotic Units

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

Medical Equipment

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

Miscellaneous Energy Devices

Portent 1.

2.

- **Energy Cloak**
- Control Brain
- 4 Communication Sender
- Medi-Kit 5.
- 6. Anti-grav Sled
- Ultra-violet and Infra-red Goggles
- Chemical Energy Cells A
- 9. Solar Energy Cells
- Hydrogen Energy Cells 10.
- Atomic Energy Cells
- Energy Cell Charger 12

Bombs and Missiles

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

Creating Non-Player Character Mutations

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

- Choose an animal or plant type. 1.
- Roll d10 for the number of generations with mutations 2.
- In each generation, roll d% 3.
- One physical mutation 01-50
- 51-80 One mental mutation
- 81-85 One physical and one mental mutation
- 86-00 Heightened Intelligence

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

ID DEVICES

FIRST STAGE:

SECOND STAGE: Civil Service, Emergency, Military

(low echelon) THIRD STAGE: Scientific, Medical

FOURTH STAGE: FIFTH STAGE:

Color Codes Blue: Brown, Yellow: Gray, Green:

> Red: Red and Blue:

Red and White:

White:

Ordinary Citizens

Law Enforcement (Military and Civilian) Government Officials, Military Command

Military Personnel **Ordinary Citizens**

Scientific and Technical Workers

Law Enforcement Personnel Civilian Authorities

Emergency Service Workers

Medical Personnel

RADIATION MATRIX

Radiation Intensity Level

		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	18	0	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D
	17	0	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D
C	16	0	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D
0	15	0	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D
N	14	0	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D
S	13	1	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D
T	12	2	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D
-1	11	3	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D
T	10	4	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D
U	9	5	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D
T	8	6	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D
1	7	7	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D
0	6	8	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D
N	5	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	M	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

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

POISON MATRIX

Strength of Poison

		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	18				*		*				W.	*	*	1	2	3	D	
	17		*		*	*	*				*	*	1	2	3	D	D	
C	16								•			1	2	3	D	D	D	
0	15										1	2	3	D	D	D	D	
N	14		*							1	2	3	D	D	D	D	D	
S	13	*	*		*				1	2	3	D	D	D	D	D	D	
T	12							10	2	3	D	D	D	D	D	D	D	ä
1	11						1	2	3	D	D	D	D	D	D	D	D	
T	10					1	2	3	D	D	D	D	D	D	D	D	D	Ī
U	9	*	*		1	2	3	D	D	D	D	D	D	D	D	D	D	
T	8				2	3	D	D	D	D	D	D	D	D	D	D	D	Ö
1	7			2	3	D	D	D	D	D	D	D	D	D	D	D	D	8
0	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	
N	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	ġ
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
														1.00	200			

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

MOVEMENT TABLE

Search

Indoor/Outdoor

1 meter/6 meters

Combat

Normal Movement Trot Movement Charge Movement Armored Movement Mounted Movement Creature Movement 12 meters/round 16 meters/round* 24 meters/round* Half speed Referee's decision

Creature Movement Up to 5 times normal Robotic Movement Meters/round = km per

Movement Meters/round = km per hour × 2.8

REACTION TABLE

Dice Score	Reaction
2	Extremely hostile, may attack*
3-5	Hostile, distrustful, may attack*
6-8	Uncertain
9-11	Friendly, helpful
12	Enthusiastic, loyal

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

ENCOUNTERS TABLE

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

^{*}Missile and energy weapons cannot be fired while character is trotting or charging.

ARTIFACT TABLES

Vehicles

- Civilian Internal Combustion 1.
- Military Alcohol Combustion 2.
- Turbine Car
- Hover Car
- 5. Flit Car
- 6. **Environmental Car**
- **Bubble Car**
- Others

Armor

- Sheath Armor
- Powered Plate Armor 2.
- Powered Alloyed Plate Armor 3.
- Plastic Armor (unpowered)
- 5. **Energized Armor**
- 6. Inertia Armor
- Powered Scout Armor
- Powered Battle Armor
- 9. Powered Attack Armor
- 10. Powered Assault Armor

Pistois

- Slug Thrower 1.
- Needler 2.
- Stun Ray
- Laser Pistol
- Mark V Blaster 5.
- 6. Black Ray Gun

Rifle

- Stun Rifle 1.
- 2. Laser Rifle
- Mark VII Rifle
- Fusion Rifle

Grenades

- 1. Gas
- 2. Chemical Explosive
- Fragmentation 3.
- Energy
- Photon 5.
- 6. Torc

Other Energy Weapons

- 1. Vibro Dagger
- Vibro Blade 2.
- **Energy Mace**
- Stun Whip

Artifact Condition

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

Artifact Category

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

Robotic Units

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

Medical Equipment

- Pain Reducer
- Mind Boosters 2.
- 3. Sustenance Dose
- Interra Shot
- 5. Stim Dose
- 6. Cur-in Dose
- Suggestion Change
- 8. Accelera Dose
- 9. Anti-Radiation Serum
- 10. Rejuv Chamber
- Status Chamber 110 12. Life Rav

Miscellaneous Energy Devices

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

Bombs and Missiles

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

Creating Non-Player Character Mutations

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

- Choose an animal or plant type. 1.
- Roll d10 for the number of generations with mutations 2.
- In each generation, roll d% 3.
- One physical mutation 01-50
- 51-80 One mental mutation
- One physical and one mental mutation 81-85
- 86-00 Heightened Intelligence
- To insure that the mutant is strong enough to survive, do not allow defective mutations to appear in the first 2-3 generations.

FIRST STAGE:

SECOND STAGE:

(low echelon)

THIRD STAGE: FOURTH STAGE:

FIFTH STAGE: Color Codes

Blue: Brown, Yellow: Gray, Green:

Red:

Red and Blue: Red and White:

White:

Ordinary Citizens

Civil Service, Emergency, Military

ID DEVICES

Scientific, Medical Law Enforcement (Military and Civilian) Government Officials, Military Command

Military Personnel

Ordinary Citizens Scientific and Technical Workers

Law Enforcement Personnel

Civilian Authorities **Emergency Service Workers**

Medical Personnel