

GAMMA WORLD[®]

REFEREE'S SCREEN and Mini Module

Included in this package are a durable referee's screen and a mini-module. The screen contains the most commonly needed reference tables in an easy-to-use format.



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ARMOR TABLE

TYPE	AC	CODE	COST	KILO	VALUE
Chainmail	4	~II	40	17	200
Chainmail Barding	4	~II	80	25	300
Duralloy Shield	+	~II	180	1	400
Energized Armor	2	EIII	750	20	RANK
Fiber Armor	6	~I	15	6	200
Force Shield	4	EIII	*	1	300
Furs or Heavy Skins	8	~I	3	3	50
Inertia Armor	2	EIII	1100	30	RANK
Leather Armor	6	~I	20	9	300
Unarmored Characters	10	*	*	*	NONE
Partial Carapace	6	*	*	*	NONE
Powered Alloyed Plate	2	EIII	1200	40	RANK
Powered Assault Armor	1	EIII	*	500	RANK
Powered Attack Armor	1	EIII	*	450	RANK
Powered Battle Armor	2	EIII	*	300	RANK
Powered Plate Armor	3	EIII	1000	100	RANK
Powered Scout Armor	2	EIII	*	250	RANK
Plastic Armor	3	EII	360	10	500
Ring Mail	4	~II	35	20	200
Sheath Armor	4	All	120	12	300
Shield	+	~I	10	5	100
Steel Plate Armor	4	~II	60	28	RANK
Steel Plate Barding	4	~II	120	40	RANK
Studded Leather Armor	5	~I	25	11	350
Studded Leather Barding	5	~II	50	16	400
Total Carapace	4	*	*	*	NONE

TRANSPORT TABLE

TYPE	CLASS	CODE	COST	SPEED	VALUE
Bubble Car (fly'ng)	2/300	GIII	*	1050kph	RANK
Bubble Car (diving)	2/300	GIII	*	100kph	RANK
Canoe	8/30	~I	50	Varies	200
Cart	7/20	~II	50	5kph	100
Chariot	6/40	~II	80	5kph	500
Civilian Ground Car	4/100	GIII	4000	180kph	RANK
E Car (flying)	4/250	GIII	*	500kph	RANK
E Car (hovering)	4/250	GIII	*	150kph	RANK
E Car (diving)	4/250	GIII	*	75kph	RANK
Flit Car (hovering)	4/250	GIII	*	200kph	RANK
Flit Car (flying)	4/250	GIII	*	400kph	RANK
Hover Car	4/150	GIII	5000	300kph	RANK
Large Boat	6/400	~II	200	30kph	5000
Large Raft	7/80	~I	80	Varies	NONE
Military Ground Car	3/400	GIII	5500	160kph	RANK
Small Boat	7/50	~I	100	Varies	250
Small Raft	7/60	~I	50	Varies	NONE
Turbine Car	4/100	GIII	4500	140kph	RANK
Wagon	7/80	~II	80	5kph	300

PLANT MUTATION TABLE

DIE ROLL	PLANT MUTATION	DIE ROLL	PLANT MUTATION
01	Dark Dependency (D)	41-45	Mobility
02	Heat Reaction (D)	46-48	Increased Sense
03	Temperature Sensitivity (D)	49-56	New Sense
04	Low Fertility (D)	57-67	Modified Vines and Roots
05-06	Attraction Odor (D)	68-69	Divisional Body Segments
07-08	Daylight Stasis (D)	70-74	Modified Leaves
09-10	Light Dependency (D)	75-79	Size Increase/Decrease
11	Texture Change	80-84	Throwing Thorns
12	Beguiling	85-86	Thorns/Spikes
13-14	Radiated Fiber	87-88	Explosive Fruit/Seeds
15-16	Spore Cloud	89	Sonic Blast
17-18	Allurement	90	Bacterial Symbiosis
19-20	Symbiotic Attachment	91	Anti-Life Leech
21-22	Dissolving Juices	92	Death Field Generation
23-24	Chameleon Powers	93	Electrical Generation
25-26	Contact Poison Sap	94	Energy Negation
27-28	Aromatic Powers	95	Heat Generation
29-30	Absorption	96	Seed Mobility
31-32	Adaptation	97	Wings/Gas Bags
33-35	Berries	98-99	Roll an extra mutation
36-40	New Body Parts	100	Pick any one mutation



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PC MUTATION

HUMAN	ANIMAL	PHYSICAL MUTATION	MENTAL MUTATION
01	01	No Nerve Endings (D)	Attack Reversal (D)
02-03	02	Poison Susceptibility (D)	Mental Block (D)
04-05	03	Dark Dependency (D)	Seizures (D)
06-07	04	Arterial Weakness (D)	Fear Impulse (D)
08	05	Diminished Sense (D)	Hostility Field (D)
09	06-08	Energy Sensitivity (D)	Mental Defenselessness (D)
10	09-10	Doubled Pain (D)	Multiple Damage (D)
11	11	Heat Reaction (D)	Energy Sensitivity (D)
12-14	12	Insanity (D)	Periodic Amnesia (D)
15	13-15	Attraction Odor (D)	Unconscious Summoning (D)
16-17	16-17	Anti-Charisma (D)	Empathy (D)
18-19	18-19	Body Structure Change (D)	Beguiling
20	20	Fat Cell Accumulation (D)	Confusion
21	21	Increased Metabolism (D)	Psychometry
22	22	Inhibiting Field (D)	Directional Sense
23	23-24	Water Dependency (D)	Intuition
24	25	Weight Decrease (D)	Precognition
25-26	26	Vision Defect (D)	Summoning
27	27-28	Light Dependency (D)	Absorption
28	29-30	Skin Structure Change (D)	Time Suspension
29	31	Narcolepsy (D)	Reflection
30	32	Bacterial Suscept. (D)	Devolution
31-33	33	Phobia (D)	Genius Capability
34	34	Poor Dual Brain (D)	Repelling Force
35	35	Poor Respiration (D)	Mass Mind
36	36	Actual Metamorphosis	Magnetic Control
37-38	37-38	Kinetic Absorption	Heightened Brain Talent
39	39	Sound Imitation	Heightened Intelligence
40	40	Bodily Control	Density Control (Others)
41	41	Horns or Antlers	Light Manipulation
42-45	42-46	Heightened Phys. Attrib.	Mental Blast
46-47	47	Heightened Sense	Mental Shield
48-52	48-51	Heightened Precision	Mental Control of Body
53-54	52-54	Modified Body Parts	Mental Multiplier
55-57	55-57	Multiple Body Parts	Mental Control
58	58-59	Over-Sized Body Parts	Mental Paralysis
59-60	60-62	New Body Parts	Fear Generation
61	63	Regeneration	Force Field Generation
62	64	Quills or Spines	Illusion Generation
63	65	Radar/Sonar	Molecular Sense
64	66	Ultravision	Molecular Disruption
65	67	Shorter	Repulsion Field
66	68	Electrical Generation	Plant Control
67	69	Gills	Stunning Force
68	70	Taller	Telepathy
69	71	Photosynthetic Skin	Pyro/Cryokinesis
70	72	Physical Reflection	Telekinesis
71	73	Mane & Bristles	Telekinetic Arm
72	74	Skeletal Enhancement	Telekinetic Flight
73	75	Density Control (Self)	Symbiotic Attachment
74	76	Displacement	Levitation
75-76	77	Wing/Gas Bags	Temporal Fugue
77	78	Speed Increase	Teleport Object
78	79-80	Carapace	Teleportation
79	81	Radiation Eyes	Thought Imitation
80-81	82-83	Chameleon Powers	The Gamma Eye
82	84	Light Generation	Will Force
83	85	Shapechange	Total Healing
84-85	86	Anti-Life Leech	Time Manipulation
86-87	87	Infravision	Weather Manipulation
88	88	Heightened Balance	Time Distortion
89	89	Energy Absorption	Death Field Generation
90	90	Energy Metamorphosis	Life Leech
91	91-92	Gas Generation	Planar Travel
92	93	Heat Generation	Pick Any Good Mutation
93-94	94	Hands of Power	Pick Any Good Mutation
95	95	Dual Brain	Pick Any Good Mutation
96	96	Duality	Pick Any Good Mutation
97	97	Sonic Blast	Pick Any Good Mutation
98	98	Pick Any Good Mutation	Pick Any Good Mutation
99-100	99-100	Pick Two Good Mutations	Pick Any Good Mutation

PC MUTATION

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01	01	No Nerve Endings (D)	Attack Reversal (D)
02-03	02	Poison Susceptibility (D)	Mental Block (D)
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09	06-08	Energy Sensitivity (D)	Mental Defenselessness (D)
10	09-10	Doubled Pain (D)	Multiple Damage (D)
11	11	Heat Reaction (D)	Energy Sensitivity (D)
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15	13-15	Attraction Odor (D)	Unconscious Summoning (D)
16-17	16-17	Anti-Charisma (D)	Empathy (D)
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22	22	Inhibiting Field (D)	Directional Sense
23	23-24	Water Dependency (D)	Intuition
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25-26	26	Vision Defect (D)	Summoning
27	27-28	Light Dependency (D)	Absorption
28	29-30	Skin Structure Change (D)	Time Suspension
29	31	Narcolepsy (D)	Reflection
30	32	Bacterial Suscept. (D)	Devolution
31-33	33	Phobia (D)	Genius Capability
34	34	Poor Dual Brain (D)	Repelling Force
35	35	Poor Respiration (D)	Mass Mind
36	36	Actual Metamorphosis	Magnetic Control
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53-54	52-54	Modified Body Parts	Mental Multiplier
55-57	55-57	Multiple Body Parts	Mental Control
58	58-59	Over-Sized Body Parts	Mental Paralysis
59-60	60-62	New Body Parts	Fear Generation
61	63	Regeneration	Force Field Generation
62	64	Quills or Spines	Illusion Generation
63	65	Radar/Sonar	Molecular Sense
64	66	Ultravision	Molecular Disruption
65	67	Shorter	Repulsion Field
66	68	Electrical Generation	Plant Control
67	69	Gills	Stunning Force
68	70	Taller	Telepathy
69	71	Photosynthetic Skin	Pyro/Cryokinesis
70	72	Physical Reflection	Telekinesis
71	73	Mane & Bristles	Telekinetic Arm
72	74	Skeletal Enhancement	Telekinetic Flight
73	75	Density Control (Self)	Symbiotic Attachment
74	76	Displacement	Levitation
75-76	77	Wing/Gas Bags	Temporal Fugue
77	78	Speed Increase	Teleport Object
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86-87	87	Infravision	Weather Manipulation
88	88	Heightened Balance	Time Distortion
89	89	Energy Absorption	Death Field Generation
90	90	Energy Metamorphosis	Life Leech
91	91-92	Gas Generation	Planar Travel
92	93	Heat Generation	Pick Any Good Mutation
93-94	94	Hands of Power	Pick Any Good Mutation
95	95	Dual Brain	Pick Any Good Mutation
96	96	Duality	Pick Any Good Mutation
97	97	Sonic Blast	Pick Any Good Mutation
98	98	Pick Any Good Mutation	Pick Any Good Mutation
99-100	99-100	Pick Two Good Mutations	Pick Any Good Mutation

RADIATION MATRIX

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

POISON MATRIX

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

MOVEMENT TABLE

Unburdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	6 Kilometers	450 Meters	9 Meters
Normal	12 Kilometers	900 Meters	18 Meters
Fast	24 Kilometers	1800 Meters	36 Meters

Burdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	4 Kilometers	300 Meters	3 Meters
Normal	8 Kilometers	600 Meters	12 Meters
Fast	16 Kilometers	1200 Meters	24 Meters

Heavily Burdened Characters

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	2 Kilometers	150 Meters	3 Meters
Normal	4 Kilometers	300 Meters	6 Meters
Fast	8 Kilometers	600 Meters	12 Meters

ENCOUNTER TABLE

DIE ROLL	CLEAR	MOUNTAINS	FOREST	DESERT	WATER AREA	RUIN	DEATHLANDS
01	Zarn	Hisser	Hisser	Serf	Win Seen	Arn	Android
02	Yexil	Blight	Sep	Kamodo	Crep Plant	Obb	Hisser
03	Android	Parn	Blaash	Blight	Seroon Lou	Hoop	Blight
04	Badder	Zarn	Blackun	Perth	Terl	Android	Zarn
05	Sleeth	Manta	Terl	Parn	Ert Telden	Badder	Perth
06	Arn	Orlen	Win Seen	Zarn	Barl Nep	Serf	Blaash
07	Herp	Zeethh	Pineto	Yexil	Ert	Blaash	Serf
08	Podog	Sep	Perth	Hisser	Fleshin	Yexil	Parn
09	Podog	Arn	Obb	Sep	Keeshin	Manta	Squeecker
10	Jaget	Yexil	Kai Lin	Cal Then	Narl Ep	Ark	Squeecker
11	Centisteed	Herp	Grens	Manta	Menarl	Orlen	NE
12	Rakox	Wardent	Badder	Kep Plant	Herkel	Dabber	NE
13	Rakox	Kep Plant	Arn	Carrin	Ber Lep	Sleeth	NE
14	Brutorz	Crep Plant	Lil	Podog	Cren Tosh	Carrin	NE
15	Hoop	Cal Then	Blood Bird	NE	Fen	Squeecker	NE
16	Hawkoid	Ark	Horl Choo	NE	Gator	Squeecker	NE
17	Hopper	Hawkoid	Soul Besh	NE	NE	Squeecker	NE
18	Hopper	Podog	Dabber	NE	NE	NE	NE
19	NE	Carrin	Centisteed	NE	NE	NE	NE
20	NE	NE	NE	NE	NE	NE	NE

REACTION TABLE

DIE ROLL	REACTION
01-03	Extremely hostile: immediately attacks *
04-06	Somewhat hostile: prepares for possible attack *
07-09	Extremely wary: prepares for possible attack (+1)
10-14	Somewhat wary: remains at a distance (+2)
15-17	Uncertain: approaches cautiously (+3)
18-19	Somewhat friendly: approaches openly (+4)
20	Extremely friendly: approaches helpfully

CHARISMA TABLE

CHARISMA SCORE	MF	MA	RA
3	1	-3	-3
4	1	-3	-2
5	2	-2	-2
6	2	-2	-1
7	3	-1	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+1
15	7	+1	+2
16	8	+2	+2
17	10	+2	+3
18	15	+3	+3
19	20	+3	+4
20	25	+4	+4
21+	35	+4	+5

CHARISMA TABLE MODIFIERS CHART

Player Character Type	PSH	Humanoid	Mutated Animal
PSH	0	1	1
Humanoid	1	0	1
Mutated Animal	2	2	0

PHYSICAL ATTACK MATRIX

		Attacker's Weapon Class															
DAC		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M	1	19	19	18	15	13	16	14	18	18	16	16	16	12	14	14	12
A	2	17	18	17	14	12	15	13	17	16	15	15	15	11	13	13	11
T	3	16	16	16	12	10	15	12	16	15	14	15	15	08	12	13	11
R	4	15	14	15	12	10	15	11	15	14	13	15	15	08	11	13	18
I	5	14	13	14	12	10	15	10	14	13	12	14	15	08	11	13	11
X	6	13	12	13	12	10	15	09	13	12	11	11	15	08	10	13	11
	7	12	11	12	12	10	13	08	12	11	10	10	11	08	10	13	11
I	8	11	10	11	12	10	13	07	11	10	09	09	09	08	09	13	11
	9	10	09	10	12	10	07	06	10	09	08	07	06	08	08	08	11
	10	09	08	09	11	09	06	05	09	08	07	06	05	08	08	08	10

ATTACKER'S HIT DICE

DAC		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M	1	20	19	19	18	18	17	17	17	16	16	15	15	15	15	14	14
A	2	19	18	18	17	17	16	16	16	15	15	14	14	14	14	13	13
T	3	18	17	17	16	16	15	15	15	14	14	13	13	13	13	12	12
R	4	17	16	16	15	15	14	14	14	13	13	12	12	12	12	11	11
I	5	16	15	15	14	14	13	13	13	12	12	11	11	11	11	10	10
X	6	14	13	13	12	12	11	11	11	10	10	09	09	09	09	08	08
	7	13	12	12	11	11	10	10	10	09	09	08	08	08	08	07	07
I	8	12	11	11	10	10	09	09	09	08	08	07	07	07	07	06	06
I	9	11	10	10	09	09	08	08	08	07	07	06	06	06	06	05	05
	10	10	09	09	08	08	07	07	07	06	06	05	05	05	05	04	04

MENTAL ATTACK MATRIX

		Attacker's Mental Strength															
DMS		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18+
3		10	09	08	07	06	05	04	03	02	A	A	A	A	A	A	A
4		11	10	09	08	07	06	05	04	03	02	A	A	A	A	A	A
5		12	11	10	09	08	07	06	05	04	03	02	A	A	A	A	A
6		13	12	11	10	09	08	07	06	05	04	03	02	A	A	A	A
7		14	13	12	11	10	09	08	07	06	05	04	03	02	A	A	A
8		15	14	13	12	11	10	09	08	07	06	05	04	03	02	A	A
9		16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	A
10		17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02
11		18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03
12		19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04
13		20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05
14		NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06
15		NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07
16		NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08
17		NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09
18+		NE	NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10

ARTIFACT TABLES

Armor 1. Energized Armor 2. Inertia Armor 3. Powered Alloyed Plate 4. Powered Assault Armor 5. Powered Attack Armor 6. Powered Battle Armor 7. Powered Plate Armor 8. Powered Scout Armor Medical Equipment 1. Accelera Dose 2. Anti-Radiation Serum 3. Cur-In Dose 4. Genetic Booster 5. Interra Shot 6. Medi-Kit 7. Mind Booster 8. Pain Reducer 9. Poison Antidote 10. Stim Dose 11. Suggestion Change Drug	12. Sustenance Dose Robot Types 1. Death Machine 2. Defense Borg 3. Ecology Bot (Agricultural) 4. Ecology Bot (Wilderness) 5. Engineering Bot (Heavy) 6. Engineering Bot (Light) 7. Engineering Bot (Standard) 8. General Household Robot 9. Heavy Cargo Lifter 10. Large Cargo Transport 11. Light Cargo Lifter 12. Medical Robot 13. Security Robot 14. Small Cargo Transport 15. Supervisory Borg 16. Warbot Pistols and Rifles 1. Black Ray Pistol 2. Laser Pistol	3. Mark V Blaster 4. Mark VII Blaster 5. Needler 6. Slug Thrower 7. Stun Ray Pistol 8. Fusion Rifle 9. Stun Ray Rifle Grenades 1. Chemex 2. Energy 3. Fragment 4. Photon 5. Poison Gas 6. Stun 7. Tear Gas 8. Torc Bombs and Missiles 1. Concentrated Damage 2. Concussion Bomb 3. Fission Bomb 4. Fusion Bomb	5. Matter Bomb 6. Micro-Missile 7. Mini-Missile 8. Mutation Bomb 9. Negation Bomb 10. Neutron Bomb 11. Small Damage Pack 12. Surface Missile 13. Trek Bomb Chemicals 1. Adhesive Paste 2. Arrow Poison 3. Fungicide 4. Herbicide 5. Kinetic Nullifier Fluid 6. Neutralizing Pigments Energy Devices 1. Atomic Energy Cells 2. Chemical Energy Cells 3. Hydrogen Energy Cells	4. Solar Energy Cells 5. Energy Cell Charger 6. Anti-Grav Pods 7. Anti-Grav Sled 8. Control Baton 9. Communications Sender 10. Communicators Vehicles 1. Military Ground Car 2. Civilian Ground Car 3. E Car 4. Flit Car 5. Hover Car 6. Bubble Car Other Energy Weapons 1. Paralysis Rod 2. Energy Mace 3. Robotic Tentacles 4. Stun Whip 5. Vibro Blade 6. Vibro Dagger
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WEAPON TABLE

TYPE	WC	CODE	RANGE	DAMAGE	COST	KILO	VALUE
Battle Axe	2	~II	*	1d8	7	3	100
Black Ray Pistol	15	DIII	30	*	*	.5	RANK
Blowgun (30 darts)	9	~I	12	*	5	1	50
Bola	2	~I	15	1d4/H	3	.5	50
Chemex Grenade	8	FIII	~	10d6	90	.2	400
Club	1	~I	12	1d6/H	3	1	NONE
CDP A	16	FIII	*	10d6	*	20	600
CDP B	16	FIII	*	12d6	*	40	700
Concussion Bomb	16	FIII	*	*	*	14	750
Crossbow (30 bolts)	9	~II	120	1d6/H	30	13	300
Dagger	2	~I	18	1d4/H	3	.5	50
Energy Grenade	8	FIII	~	12d6	200	.2	450
Energy Mace	5	BII	*	10d6	150	.5	500
Fission Bomb (Clean)	16	FIII	*	40d10	*	50	1700
Fission Bomb (Dirty)	16	FIII	*	60d10	*	50	1700
Flail	2	~II	*	1d6/D	5	2	100
Fragment Grenade	8	FII	~	5d6	100	.2	250
Fusion Bomb	16	FIII	*	15d10	*	30	1000
Fusion Rifle	16	DIII	360	*	*	5	RANK
Hammer	1	~II	*	2d4/H	5	4	100
Hand (Throwing Axe)	2	~I	18	1d6/H	4	1	50
Javelin	8	~II	30	1d6	2	1	50
Lance (mounted only)	1	~II	*	1d6/D	5	8	200
Laser Pistol	13	DIII	90	5d6	600	.5	1000
Laser Rifle	13	DIII	300	6d6	900	2	RANK
Long Sword	3	~II	*	1d8/D	10	4	300
Mace	1	~II	*	1d6/H	5	3	100
Mark V Blaster	14	DIII	60	7d6	*	1	1500
Mark VII Rifle	14	DIII	240	8d6	*	3	RANK
Matter Bomb Alpha	16	FIII	*	15d6	300	4	800
Matter Bomb Beta	16	FIII	*	30d6	*	20	2000
Matter Bomb Delta	16	FIII	*	60d6	*	50	5000
Micro-missile	16	FIII	500	7d6	*	3	3000
Mini-missile	16	FIII	1000	20d10	*	7	4000
Morning Star	2	~II	*	2d4/H	7	3	150
Musket (30 rounds)	9	~II	60	1d6	50	5	500
Mutation Bomb	16	FIII	*	*	*	10	1500
Needler	11	DIII	60	*	150	.2	400
Negation Bomb	16	FIII	*	*	*	10	1250
Neutron Bomb	16	FIII	*	20d10	*	200	1500
Paralysis Rod	4	DIII	*	*	*	.5	RANK
Photon Grenade	8	FIII	~	*	200	.2	500
Poison Gas Grenade	8	FIII	~	*	120	.2	250
Pole Arm	3	~II	*	1d8/D	7	5	250
Robotic Tentacles	7	EIII	*	1d8/H	*	*	NONE
SDP	8	FIII	*	6d6	40	5	300
Short Bow (20 arrows)	9	~I	90	1d6	25	3	200
Short Sword	3	~I	*	1d6/D	7	2	150
Sling (30 bullets)	9	~I	90	1d4/D	5	1	100
Sling (30 stones)	9	~I	60	1d4	2	1	50
Slug Throwing Pistol A	10	DII	12	1d6	160	.2	150
Slug Throwing Pistol B	10	DII	18	2d6	200	.5	200
Slug Throwing Pistol C	10	DII	30	2d6	300	1	250
Spear	1	~I	18	1d6/D	3	2	200
Stun Grenade	8	FII	~	*	60	.2	300
Stun Ray Pistol	12	DIII	30	*	550	1	500
Stun Ray Rifle	12	DIII	90	*	750	4	RANK
Stun Whip	6	DII	*	*	90	.5	400
Surface Missile	16	FIII	40000	*	*	500	7000
Tear Gas Grenade	8	FII	~	*	30	.2	200
Torc Grenade	8	FIII	~	*	400	.2	750
Trek Bomb	16	FIII	*	*	*	25	1800
Two-handed Sword	3	~II	*	1d10/D	15	7	350
Vibro Blade	5	CII	*	8d6	150	.1	RANK
Vibro Dagger	4	CII	*	3d6	90	.1	150

THE ALBUQUERQUE STARPORT

By PAUL REICHE III

On a crisp, clear New Mexico morning in the spring of the year 2261, the great city of Albuquerque died. The sequence of events which caused the death of five million people began with the malfunction and failure of a reaction control force-field in the world's largest megafission reactor. A chain of coincidental failures, which according to all probabilities never should have happened, did. One by one the safety system's back-up failsafe devices were engaged, and one by one they fused, short-circuited, and failed. In one searing moment the homes, businesses, theaters, parks, and inhabitants of Albuquerque, New Mexico, vanished in a wave of blinding light and furious energy. All that remained was a seething pit of flaming, molten earth 25 kilometers across.

Many miles away at the city's small starport, a few lucky travelers saw the thermal flash and watched as the city rose into a boiling cloud of glowing radioactive dust. When Albuquerque's powerful broadcast power stations disintegrated, the starport was plunged into darkness. The few remaining broadcast powered cars, bereft of energy, ground to a halt. Swiftly the back-up power plant was engaged but, to the survivors' horror, the starport's ultra-radar revealed that the radioactive cloud was moving quickly toward them. With desperate speed they evacuated the starport and shut down the emergency power plant, leaving the station's robots and other devices in powerless immobility. Days later, survivors returned to the starport for the stores of preserved food and water left there during their panicked evacuation. They found that the radioactivity remaining in the area was too great, and the starport was abandoned permanently. Eventually Albuquerque was rebuilt dozens of miles away from its old, poisoned location, but as the decades passed people forgot about the abandoned starport. Now, more than 200 years later, the radioactivity is gone and only a barren desert remains. The ever-shifting sands cover the starport in a thick shroud many meters deep. Only the top of the starport's tall radar tower remains above the surface of the burning desert in the year 2471.

INTRODUCTION

This GAMMA WORLD mini module is suitable for beginning and intermediate characters. The Albuquerque Starport has been designed to provide characters with a short exploratory adventure, and a permanent base of operations for later adventures. This mini module is suitable for three to eight characters, but six is best. If more or fewer characters will be playing, the GM will have to alter the encounters to suit the strength of the party.

Although the adventure is set in New Mexico, GMs may change the location to fit their own campaigns.

HOW TO USE THIS MODULE: It is very important that the GM be familiar with all the information presented in this module before attempting to run it for players. A thorough knowledge of the GAMMA WORLD rules is required also. Careful preparation will add much to the enjoyment of both the players and the GM.

BACKGROUND: This adventure begins in the burning sands of New Mexico nearly 500 years in our future. The characters are searching the lands northeast of their home, Tempesta, for the fabled land of Aksarben. They are tired, hungry, and very thirsty. Worse yet, the sun will set shortly, bringing out the desert's many hungry, nocturnal predators on their nightly hunt. Suddenly, one of the characters notices glints of light—the setting sun reflecting from something in the distance. Eager to find shelter, food and drink, the characters make their way toward the source of the reflections. After

traveling a few kilometers, the party crests a tall dune and stands facing a strange tower protruding nearly 30 meters out of the sand. It obviously is metallic and is covered with clusters of unknown devices. Its shining surface is totally seamless, except for a wide band of dark, smoke-colored glass or plastic near the top. On the far side of the tower is what looks like a way in—a jagged two-meter wide hole in the glassy material. The side of the tower looks easy to climb, and with night closing in offers much-needed shelter. The adventure begins here, with the party scaling the side of the tower toward the dark opening.

POWER AND LIGHT WITHIN THE STARPORT: Although there is no power in the starport when the characters first enter it, the descriptions of most encounter areas are given with the assumption that the power plant (see 11) has been activated. As a result, The GM will have to describe each area as it would look without power until the characters turn on the power plant. For example, before the power plant is activated, the restaurant (2A) is filled with immobile robot waiters, frozen at some stage of their normal motions. All viewing screens in the starport remain dark until the power comes on.

The starport's main lights will not come on until the power plant is activated, but characters will be able to see fairly well in the dark because of illumination from the many everglow lightstrips located throughout the starport.

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THE STARPORT

1. THE ULTRA-RADAR TOWER. As the characters climb through the gap in the wall they will notice that this room is filled with all manner of advanced electronic gear. Chair consoles and display screens line the outer wall. In the center of the ceiling is a large round screen. Although all the equipment in the room appears undamaged, the screens are dark and none of the electronic devices appear to be functioning. Hidden behind two large electronic cabinets are two hissers (HD: 18d4; hp: 63, 57; AC: 3; MV: 6/30/12; AT: 1 bite (1d6 damage); MU: mass mind, sonic blast, telepathy). One of the hissers is armed with a vibrodagger, the other with a stun whip. Each device has enough energy left for 14 minutes of use. They will wait until the entire party is in the room before attacking. On the far wall is an open elevator. Until the power plant is activated, however, it will not move. On either side of the elevator are doorways opening onto staircases. Both lead down 60 meters to the main concourse (see 2).

When the power plant is activated, all equipment in the room will light up and begin to function. If the characters try to operate the various devices, they will discover that all the display screens show the same message regardless of what they do. The message reads, "NO TARGETS IN RANGE. . . NO TARGETS IN RANGE. . . NO TARGETS IN RANGE."

2. MAIN CONCOURSE. This huge chamber is the central building for the starport. The concourse's walls and high domed ceiling are decorated with colorful Amerindian mosaics and painted designs. Located evenly around the outside wall of the concourse are large windows, but beyond them is nothing but packed sand. To the east and west of the central group of rooms are two wide passages leading to the east and west terminals. To the south are escalators leading down to the baggage claim area. In the center is a circular area divided into many rooms. Each of these rooms is detailed below.

2A. THE RESTAURANT. This establishment once served many hungry travelers the finest food in the solar system. The restaurant is totally automated. Three waiters and the maitre d' are simple modified general robotoids (HD: 5; hp: 20 each; AC: 4; MV: 12; AT: none). All of the tables are carefully set, but until the star-

port's power plant is activated, everything is covered with a thick layer of dust. If characters peruse the restaurant's menu, they will find many archaic and unknown types of food; however, Mygnyl Chorts are available. The characters may eat here as often as they wish, but each meal will cost 5-10 domars per person. The restaurant's cash register (located within the maitre d's chest) currently contains 237 domars. If the characters will not pay for their meals, or otherwise cause trouble (including robbing the register), the maitre d' will summon the security robot from 16.

2B. THE KITCHEN. This room is filled with all manner of cooking apparatus, including a quark-powered cooker, a selenium stove, and a maxi-boron boiler. Large quantities of canned and freeze-dried foods are stored in a small adjoining room. The restaurant's two cooks (also general robotoids) will not bother anyone in the kitchen unless they are prevented from performing their duties.

2C. LOUNGES. These two areas are virtually identical. Both have dozens of comfortable plastic chairs, a display screen showing departure and arrival times (none are listed currently), and a friendly information robot implanted in the wall. This helpful machine will gladly answer any questions the characters ask about the starport (as it was before the accident), but it is programmed for nothing else.

2D. GIFT SHOP. This shop contains hundreds of cheap knick-knacks such as imitation turquoise jewelry, miniature plastic thunderbirds, small drinking glasses, inedible candy, and piles of flaky dust which once might have been paperback novels. Sitting behind the counter are three cal then (HD: 6d8; hp: 21, 17, 15; AC: 9; MV: 0/300/6, 6/600/12 flying; AT: 1 bite (3d6 damage), 2 kicks (2d6 damage)) which flew in through the opening in the tower and have been investigating the starport. If outnumbered, the creatures will not attack unless discovered. Although the cal then have no valuables, a cash register hidden in the counter will be discovered if characters spend a few minutes searching for it. Inside the cash register are 750 domars.

2E. RESTROOMS. The east room is for males, the west room is for females. None

of the devices in the rooms are operable, but there is an undamaged 1m x 2m mirror in the east restroom. It is made of polished crysteel, and is very sturdy.

3. BAGGAGE CLAIM AREA. This large room was used as a combination waiting room and baggage claim area. Aside from the many chairs and benches, the only other structures in the chamber are six half-meter high circular platforms. These disks were used as receivers for the starport's mass transmitters. The luggage and other inanimate objects in each shuttle's hold were transmitted here. The disks will not function even if the power is on. On the westernmost platform are 10 suitcases. All are locked, but characters will have little trouble breaking them open. Eight of the suitcases are filled with such useless things as ancient ragged clothing and toiletries. In one suitcase, underneath the deteriorating rags, is an energy cloak modified to operate on hydrogen energy cells with 10 hours of use remaining. Nothing of value has survived in the last suitcase, but if it is forced open it will release a 3-meter-diameter cloud of Nervium-12 anti-theft gas. Anyone within the cloud will be stunned for 20 minutes minus their constitution score.

4. THE LOADING ZONE. The party passes through the outer glass doors into an underground tunnel. The tunnel extends both left and right, but about 30 meters out the roof has collapsed, closing off the passage. In the open section of the tunnel are three passenger vehicles. They are heavily corroded and will not function. The two cars parked at the curb are empty. Inside the third car's glove compartment are 350 domars, a state of New Mexico vehicle registration, a flashlight (normal illumination but infinite life), a radium chronometer (will keep perfect time for the next 400 years), and the car gun—a stun ray with seven charges remaining. The car's rear trunk is slightly open. Inside the trunk is a mutated chuckwalla (HD: 12; hp: 43; AC: 5; MV: 18; AT: bite for 3d6 points of damage plus intensity 7 poison; MU: reflection, heightened intelligence, and symbiotic attachment). This iguana-sized intelligent reptile will wait until a character approaches the back of the car before leaping out of the trunk and attacking with symbiotic attachment. After this first attack, the chuckwalla will use its reflec-

tion power until its victim falls under its control. Inside the trunk is the chuckwalla's treasure hoard, consisting of one book explaining the mysteries of Cerebrospansial Evolution, 16 dice, three pairs of women's stockings, one football helmet, one rubber monster, and one canister of breath freshener displaying the message, "IT SMELLS RIGHT WITH PYRIDITE!"

5. WASHROOM. This room contains all the equipment one would expect in a 23rd century restroom, including an egg-shaped sonic fresher and a low-power disinfecting energy bath. Anyone who enters the fresher, clothed or otherwise, will be scrubbed clean with energetic sound waves. Any electronic devices (ray guns, energy cells, etc.) subjected to this cleansing have a 20% chance of malfunctioning. The low power energy bath will totally disinfect anyone who stands beneath its circular mechanisms. If a force field enters the energy bath it will cause an electromagnetic flux, destroying both the force field generator and the energy bath in a shower of crackling energy and shooting sparks. This is harmless to living things, but will destroy all electronic equipment within three meters.

6. JANITOR'S ROOM. The door to this room is locked, but the lock is weak and will snap if given a hard shove. The room is filled with all kinds of cleaning devices and fluids (none are poisonous). In a corner of the room is a sani-rob (HD: 3; hp: 15; AC: 4; MV: 8; AT: none). This robot has a humanoid appearance from the waist up, but its lower body is a box-like hovering machine. When the power plant is activated, the sani-rob will repair the broken window at 9 and clean up the sand which has spilled into the room. The robot is preprogrammed to do its job, and will not obey verbal commands.

7. THE FLINGING FERN. This chamber is the same as 5, except that in the room is a mutated houseplant (HD: 20; hp: 70; AC: 6; MV: 6; AT: eight vines can constrict opponents for 3d6 points of damage each up to nine meters away; MU: explosive seeds, squeeze vines, mobility, and size increase). Originally this creature was a small potted houseplant which was left here by a frightened tourist during the evacuation of the starport. When the cloud of radioactive dust swept over the area, it caused the plant to mutate. Over

the years the plant has kept the starport pest-free by devouring all intruders. When characters open the door to this room they will be attacked immediately by the monster's eight constricting vines. Each limb will take 10 points of damage before being severed. When four or more vines have been severed, the mutant plant will start flinging explosive seed pods at the party. Each pod may be thrown up to 20 meters, exploding on contact for 5d6 points of damage in a two-meter radius. The plant has only 10 pods.

8. PAGING/LOST AND FOUND. This room was used for starport paging, information, and lost and found. The room is divided in half by a clear plastic wall. The near side of the room is filled with the remnants of what were once chairs, tables, and couches. Through a door in the plastic wall are two desks, a control console for intercom paging, and several shelves. The desks are filled with scraps of ancient paper, pencils, and other stationery. The shelves contain various objects left and forgotten by the starport's travelers. Among the items are three leatherette jackets, two purses, one camera (self-developing, three photos remain), one pair of binoculars (amplify vision up to 20 times), and three sets of keys (none are useful). If the characters activate the starport paging system, they will hear their amplified voices booming throughout the starport.

9. EAST TERMINAL. This huge room contains four ticket counters, dozens of benches and a central lounge. The east wall is a huge window made of transparent plastic. Nothing can be seen beyond it but a wall of sand. One section of the window has collapsed, allowing sand to pour in. If someone approaches within 15 meters of the sand, three seps (HD: 17d6; hp: 60, 40, 30; AC: 5; MV: 4/300/12 burrowing; AT: 1 bite (9d6 damage, 6d6 and 4d6 points of damage respectively) will emerge from the sand and attack the nearest character. If the seps' carcasses are cut open, the characters will find a pair of infrared goggles and a mutation bomb. Behind each ticket counter is a room containing ticket machines and thousands of travel brochures. Each ticket counter is equipped with robotic travel agents programmed only to sell tickets. The robots will charge 1,000-10,000 domars per ticket depending on the distance traveled. Tickets are useless, of

course, since there are no starships left in orbit. In the center of the room is a lounge surrounding a holotank televisor. The televisor shows a short documentary on the healthy effects of weak delta radiation. Leading out of the terminal are three corridors labeled, "TO SHUTTLE FOUR," "TO SHUTTLE FIVE," and "TO SHUTTLE SIX." Corridors four and six have collapsed, but corridor five is in perfect condition. It leads to the starport's only operational shuttle.

10. MANAGEMENT OFFICES. This room was used by the starport's management staff. The room contains four desks, eight chairs, several filing cabinets, three neurotypers, and a computer access console connected to the starport's brain room. All of the paper material in the desks has long since disintegrated, but the mechanical equipment is in perfect condition. Attempts to use the computer console will get little result since the brain's memory has been removed (see 17). The adjoining back room is empty.

11. THE POWER PLANT. This chamber contains the starport's broadcast power receiving station and the emergency fission micropile power plant. The emergency power plant is in perfect condition. The small (one meter square) micropile is featureless except for a single large red button. If the button is pressed, the micropile will surge to life, supplying power to the entire starport. Lights will come on, the escalators will begin to move, all of the robotic units will energize, and soothing music will begin to filter out of the hidden speakers. The miniature reactor will operate the starport for two years. The most important device activated when the power plant is turned on is the powerful automatic forcebeam projector located on the top of the ultra-radar tower. Immediately the device will begin clearing sand away from the starport and shuttlecraft. Light will pour into the main concourse and terminals, and the six corroded shuttlecraft will become visible several hundred meters to the north.

If the micropile is damaged in any way, there is a 75% chance that the device's delicate internal mechanisms will be ruined forever. The remainder of the time the micropile will melt down into a white-hot puddle of slag and radiate intensity 12 radiation in a 20-meter radius. Under no circumstances can the power plant be used to recharge any device.

12. WEST TERMINAL. This chamber looks exactly like the East Terminal, but the west wall is intact. There are two sets of double doors in the west wall that open to the outside of the starport, but until the power plant is activated they are blocked by a wall of sand. Three long corridors lead out of the terminal. They are labeled, "TO SHUTTLE ONE," "TO SHUTTLE TWO," and "TO SHUTTLE THREE." All of the corridors have collapsed a few meters from their entrances. If the characters move down corridor three, they will be attacked by two mutant scorpions (HD: 15; hp: 48, 43; AC: 2; MC: 24; AT: two pincers for 2d6 each plus one sting for 1d6 plus intensity 14 poison; MU: size increase and increased speed).

13. SECURITY. The walls and ceiling of this room are covered with video screens, each displaying a different section of the starport. In the center of the room is a security robot (HD: 12; hp: 72; AC: 2; MV: 120; AT: two paralysis rods, one slug thrower with 10 clips of large caliber ammunition, 10 sleep grenades (treat as

intensity 15 poison), and 10 tear gas grenades). The robot is in the "off" mode, but will re-energize if its services are needed anywhere in the starport (provided the power is on). If characters openly carry any kind of weapon, the robot will attempt to disarm them, stunning or slaying anyone who tries to interfere. If characters try to remove the robot's weaponry after they have defeated it, they have a 40% chance of success per weapon.

14. STORAGE ROOM. This room is filled floor to ceiling with boxes and cartons of office supplies, standard tools, emergency food rations (enough to feed 100 people for a month), and the starport's emergency water supply, a full 20,000 gallon tank.

15. BRAIN ROOM. This room is the nerve center for all of the starport's electronic and robotic mechanisms. The outer door is locked and will take 30 points of damage before breaking in. The walls are covered with control panels, switches, knobs, and buttons. From here the lights,

power, and robots of each area of the starport can be controlled. The main computer also is located here, but its memory tapes have been removed. Any character with computer skills (and replacement tapes) will be able to reprogram this central brain to run all of the robots and other mechanisms however desired.

16. ROBOTICS. In this room are spare parts, tools, and repair mechanisms for all the starport's robotic units. Among the racks of tools are two laser torches that can be used as weapons if turned up to full power. The laser torches have a one-meter range, do 5d6 points of damage, and have enough energy for 10 minutes of use. Also in the room is the body of a malfunctioning general robotoid (HD: 5; hp: 20; AC: 4; MV: 12; AT: bash with arms for 3d10 points of damage). It will come to life and attack the nearest character if it is moved or its mechanisms are disturbed. The deranged robot will attack until destroyed.

THE SHUTTLE

Note: As with the previous descriptions, the following sections assume that the starport's power plant has been activated. If it has not, the shuttle will still be deep in sand, as well as dark and powerless.

The length of the corridor between the east terminal and the shuttle is 100 meters. Through windows in the side of the tunnel the characters can see they are approaching a strange spaceship. The outside of the ship is badly corroded, but it appears more or less intact. In the distance the characters can see five other shuttle craft in far worse condition. The corridor ends at an open hatchway leading onto DECK 1.

DECK 1. This brightly lit chamber is empty except for a ring of thickly padded chairs (acceleration couches) and a hollow plastic jump shaft running from the middle of the floor to the ceiling. In front of each acceleration couch is a small port-hole. The jump shaft is a null-grav tube made to allow the passengers to move with ease between the shuttle's decks. The padded walls are studded with soft handles so passengers may pull themselves along.

DECK 2. This round chamber is the same as DECK 1, except the jump shaft does not continue down. There is instead a locked door opening onto a set of stairs leading down to the cargo hold. The door will take 20 points of damage before breaking open.

THE CARGO HOLD. This large room is filled with ruined boxes, crates, and other containers. Many of the objects look slightly burned. Hiding among the containers are 20 mutant rats (HD: 1; hp: 4; AC: 7; MV: 6; AT: bite for 1 point of damage; MU: light wave manipulation and electric generation). These creatures have remained in this cargo hold for centuries, surviving on the contents of the containers. They will attack the characters as soon as the party reaches the hold floor. They are cowardly creatures, however, and if more than half their number are slain, they will use light wave manipulation to become invisible and flee. About three-fourths of the containers are completely empty. The rest are filled with useless bits of what once was clothing, building materials, electronic devices, and food concentrate. The GM may list the contents of several boxes, cartons and con-

tainers which hold valuable, intriguing or dangerous objects.

COCKTAIL LOUNGE. This room contains a long, hardwood bar, dozens of bottles of alcoholic beverages, several tables, many chairs, a large video screen, and 10 tri-vid amusement games.

COMMAND MODULE. This small room contains four acceleration couches and is packed with switches, dials, and readout screens. The area is illuminated by a myriad of blinking colored lights. All of the equipment has been disengaged from manual control and is now on an automatic countdown sequence. If the characters watch the readouts carefully, they will see short reports such as "ATM—OK," "PWR—OK," and "ENG—OK" flash across the screens. After a few seconds the message "ALL FUNCTIONS GREEN AND GO" will flash on and then the screens will read "T MINUS 30 SECONDS. . . T MINUS 29 SECONDS. . . T MINUS 28 SECONDS," and so on. Characters will be unable to reach the outer hatch of the shuttle (on DECK 1) in less than 30 seconds. At T minus 20 seconds the main hatch will close and lock shut. At T minus

15 seconds the characters will be able to feel vibrations in the deck floor and walls. At T minus 10 seconds a wailing siren will sound and the shuttle's bright lights will be replaced by a flashing red warning signal. At T minus 0 seconds the ship's thorium fusion engines will ignite; the shuttle will shake violently and begin to move upward at an ever-increasing speed.

The G-force produced by the acceleration

will cause 2d6 points of damage per round to any character not lying down in an acceleration couch. After 10 rounds of acceleration the shuttle begins to coast, the lighting returns to normal, and the ship's internal artificial gravity comes on. If any of the characters look out one of the shuttle's portholes they will see the Earth receding far below them. The shuttle continues on its course for approximately 30 minutes before the warning lights and

siren come back on. Looking out of the portholes, the characters see that the shuttle is rapidly approaching a huge ring-like construction—an ancient space station. Several sections of the station appear to be badly damaged, but the characters can see dim light coming out many small windows.

THE SPACE STATION

Note: The GM must remember to announce that the shuttle returns to Earth two hours after it arrives (see LEAVING THE SPACE STATION).

A. DOCK-POD. The GM should determine at which of the four operational dock-pods the shuttle arrives. After docking, the main hatchway swings open. Immediately, air rushes out of the ship and into the space station. Since the station has lost some of its atmosphere to slow leaks, it has a lower-than-normal air pressure. (The outrush of air is caused by the equalization of pressure between the station and the shuttle.) This low pressure will cause some discomfort at first, but characters will be able to breathe with little difficulty.

The dock-pod is sparsely furnished with aging chairs and couches. Faded wall posters tell the splendors of the cloud cities of Jupiter, the intra-ring pleasure ports of Saturn, and many other famous vacation spots around the solar system. The floor of the dock-pod is carpeted with a bright shag rug, but in some areas the thick pile seems sodden with a dark brown, gooey substance.

B. MATTER TRANSMITTER PADS. This large round room has five separate areas, each marked, "TO STARSHIP 1," "TO STARSHIP 2," and so on up to 5. Each of the triangular rooms is totally bare and empty. The floors are transparent and reveal a maze of complex circuitry and wiring. These rooms are giant matter transmitters which once transported shuttle passengers to the large outbound starships located farther out in orbit. Age and lack of repair have left all the matter transmitter pads inoperable.

The carpeted floor of the walkway around the transmitter pads is coated in a layer of

the brown, pudding-like material noticed in the dock-pod. All the transporter rooms are empty except the one marked with a star (*). In this room the party will see what looks like a man standing with his back to the door. The figure appears humanoid, but its body quivers and shakes in a very inhuman way. It is a plague zombie, a victim of the horrible Canopus plague (HD: 8; hp: 35; AC: 9; MV: 9; AT: see below). It appears to be made of a dark brown, glistening, gelatinous substance. The disgusting creature will attack the party by bashing characters with its two misshapen fists. Each attack does only 1d3 points of damage, but anyone struck will be coated with some of the creature's gooey substance. The brown material will eat away at the victim's flesh, causing 1d10 points of damage per round. If the damage taken exceeds the victim's total number of hit points, the victim will become a plague zombie and attack the rest of the party. The only way to stop the plague from taking over a body is to remove the affected flesh with a sharp object, causing 1d6 points of damage per affected area. Once the plague has taken over a body, there is no cure. The plague zombie is clothed in a plain jumpsuit and has no other possessions.

The Canopus plague is an alien disease brought back to Earth by long-range scoutships in the early 2300's. It is highly contagious and causes its victims' flesh to change into a viscous, pudding-like material. Once the plague has totally taken over a body, the victim becomes a zombie, interested only in seeking out healthy humans and infecting them with the foul disease. The Canopus plague never broke out in epidemic proportions on Earth, but many space stations such as this were completely contaminated. When this station was infected, the survivors were lucky enough to escape and leave

the plague zombies behind. The space station has remained functioning, but plague zombies wander the rooms and halls in an endless search for infected humans.

C. DESTROYED DOCK-POD. During the battle between the plague zombies and the survivors, a group of zombies tried to reach Earth by boarding one of the shuttles. To prevent their escape, the station commander blew up the shuttle before it could leave the station. The explosion also tore open the dock-pod where the shuttle was docked. Pressure-safety doors automatically sealed off the damaged pod. These doors (and all other pressure-safety doors leading to vacuum) will withstand up to 200 points of damage before breaking open. If they are opened, all the air in this section will rush out into space through the shattered dock-pod. Pressure-safety doors immediately seal off the area to protect the rest of the station, but anyone still in the matter transmitter area will be sucked out of the station to die in the cold, airless void of space. (If the GM feels charitable, he may give the players some warning about the dangers beyond the pressure-safety doors, such as flashing lights, signs on the doors stating "VACUUM," or a noticeable hissing and outrush of air as the door nears its breaking point.)

D. HAROLD JOHNSON'S FAMILY RESTAURANT. This once-fine restaurant is now a total shambles. Many chairs and tables have been broken, others were burned. The backroom and kitchen are totally demolished. Five corpses lie in the rubble. They have not decayed in the station's bacteria-free atmosphere, but have become mummified over the years. If the bodies are searched, characters will find 20 domars, one laser pistol with two charges remaining, and an energy mace

with 30 seconds of energy remaining (enough for three melee rounds of use).

E. THE MOON SURVIVAL STORE.

Before the plague, this shop specialized in survival gear for travelers going to the moon. Characters can see the ruined remnants of spacesuits, radios, food concentrates, and other paraphernalia in the shop. Before the party can do a complete investigation, however, a plague zombie (see B) (HD: 8; hp: 34; AC: 9; MV: 9; AT: two attacks for 1d3 points of damage each, plus plague) rushes out of the back of the room and attacks. If the characters search the shop after killing the monster they will find one inflatable pressurized four-man tent, one pressure suit with enough air for 24 hours, two walkie-talkies with a maximum range of 10 miles, and a lunar mini-rover which is about 1.5 meters wide by 2.5 meters long and can carry two passengers and their gear at 20 kilometers per hour over almost any terrain. The mini-rover is solar powered and will run one hour for every two hours of charging in direct sunlight. If characters check the back room they will find 10 tanks of pressurized oxygen. If any of the tanks are seriously damaged, they will explode in a five-meter radius for 10d6 points of damage.

F. PHARMACY. In this drugstore are many containers of drugs and medicines. Each container holds 3d10 tablets. The labels are either too faded to read or missing entirely. If characters swallow any of the drugs, roll percentile dice on the following chart to determine the effects.

G. FASHION OF THE FUTURE. This store would be a yexil's dream come true. It contains meter upon meter of rayon, nylon, dacron, ultron, and other man-made fabrics. Scores of fashionable outfits are tastefully displayed on mannequins throughout the store. As characters investigate this store they will be attacked by two former salesgirls who are now plague zombies (see B) (HD: 8; hp: 40,32; AC: 9; MV: 9; AT: two attacks for 1d3 points of damage each, plus plague). If the characters search the store carefully they will find 300 domars in a concealed register.

H. PERSONNEL QUARTERS. These six

rooms once housed the station's permanent personnel. Each room has several beds, closets, chairs, and a wash-room. There is a 50% chance that each room will contain 1-3 plague zombies (see B). If the characters search these rooms, they will find one or two items of interest per room. These may be chosen randomly from the treasure tables in the GAMMA WORLD rulebook or devised by the GM to fit the situation.

I. COMMUNICATION BOOTHS. This room has 10 booths, each containing a telephone-like arrangement with an attached video screen. Characters may activate the devices by entering the booth and closing the door. To determine what happens, roll percentile dice on the following chart.

Roll	Effect
1-20	Nothing happens
21-40	A woman's face appears and asks the character to deposit 1-100 domars. The image is a recording and will not respond to questioning. If the money is deposited, roll again. If no money is deposited, the image fades.
41-50	A humanoid mutant with the head of a giant fly appears on the screen. The creature says something in a strange language, gestures wildly, and switches off.
51-60	The communication gear explodes, inflicting 2d6 points of damage on the character inside the booth and burning his or her clothing.
61-75	An image of a woman (a programmed operator) appears and asks the character to pay 1,000-20,000 domars for the call he has been making over the last century (the line was left open). If the character refuses to pay, the doors will lock shut and the operator will politely berate the character for his or her unwillingness to pay up. The doors will take 10 points of damage before breaking open.
76-00	An "out of service" sign appears and the character is given a refund, or the GM can create something to fit the situation.

J. DESTROYED SECTIONS. These two areas were severely damaged during the station crew's panicked evacuation and fight against the plague zombies. They are sealed off from the rest of the station by pressure-safety doors which will withstand up to 200 points of damage before breaking open. If the doors are forced open, all the air in the character's section will rush out into space, sweeping the characters along. Pressure-safety doors will immediately seal off the area to prevent decompression in other parts of the station.

K. RANDOM ENCOUNTER. Each time the characters pass an area marked K, there is a 40% chance they will encounter 1-3 plague zombies. If the characters are not surprised, they have a 50% chance to avoid the zombies if they wish.

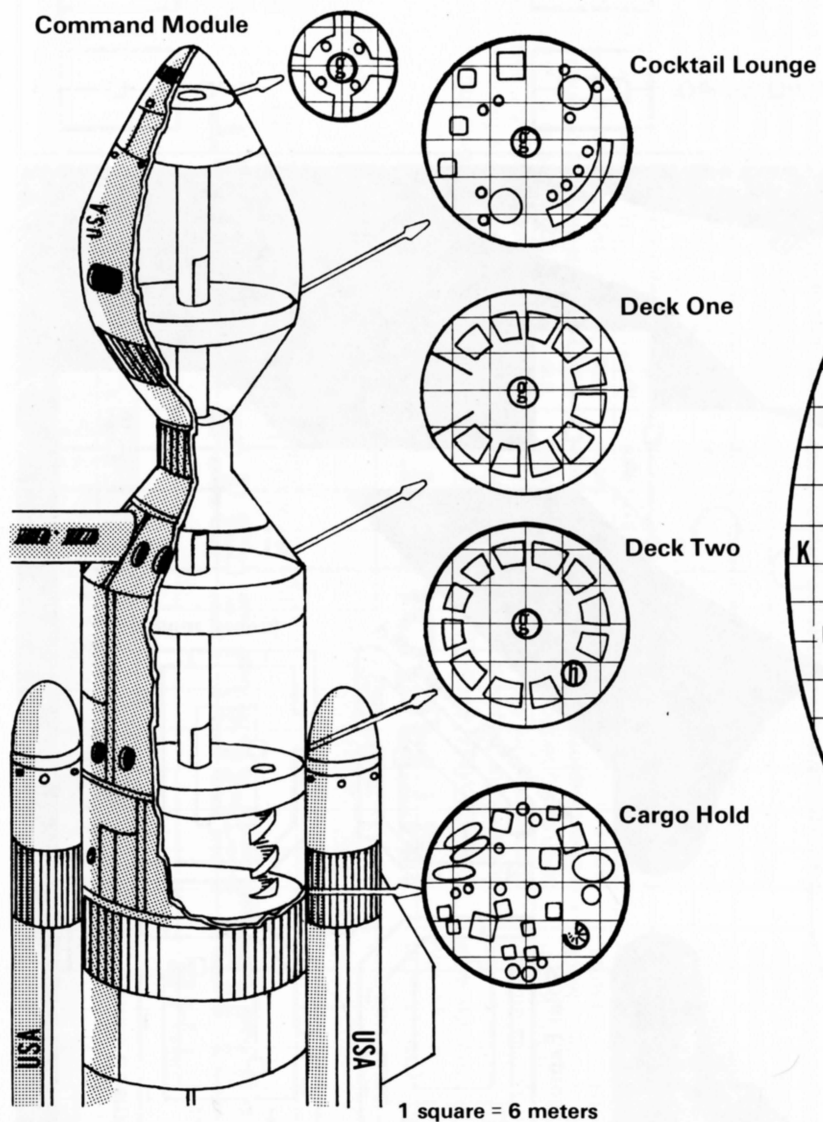
LEAVING THE SPACE STATION

The shuttle is pre-programmed to return to Albuquerque Starport two hours after arrival. The characters may learn this by checking the readout screens in the command module of the shuttle, or by hearing the programmed intercom messages in the space station. These messages begin with, "THE SHUTTLE BOUND FOR ALBUQUERQUE WILL DEPART IN ONE HOUR AND 30 MINUTES" and are repeated at 10-minute intervals. Two hours after the shuttle docks it will automatically close its main hatchway, ease away from the space station, and head back to Earth. Any characters left behind on the station are stranded forever.

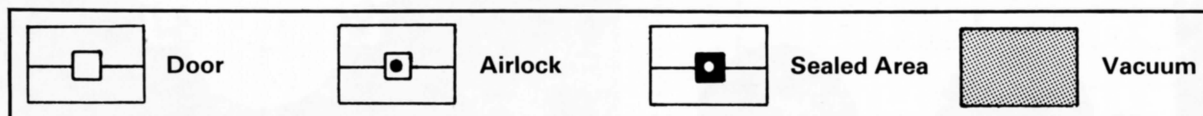
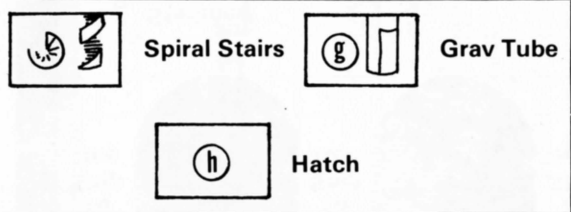
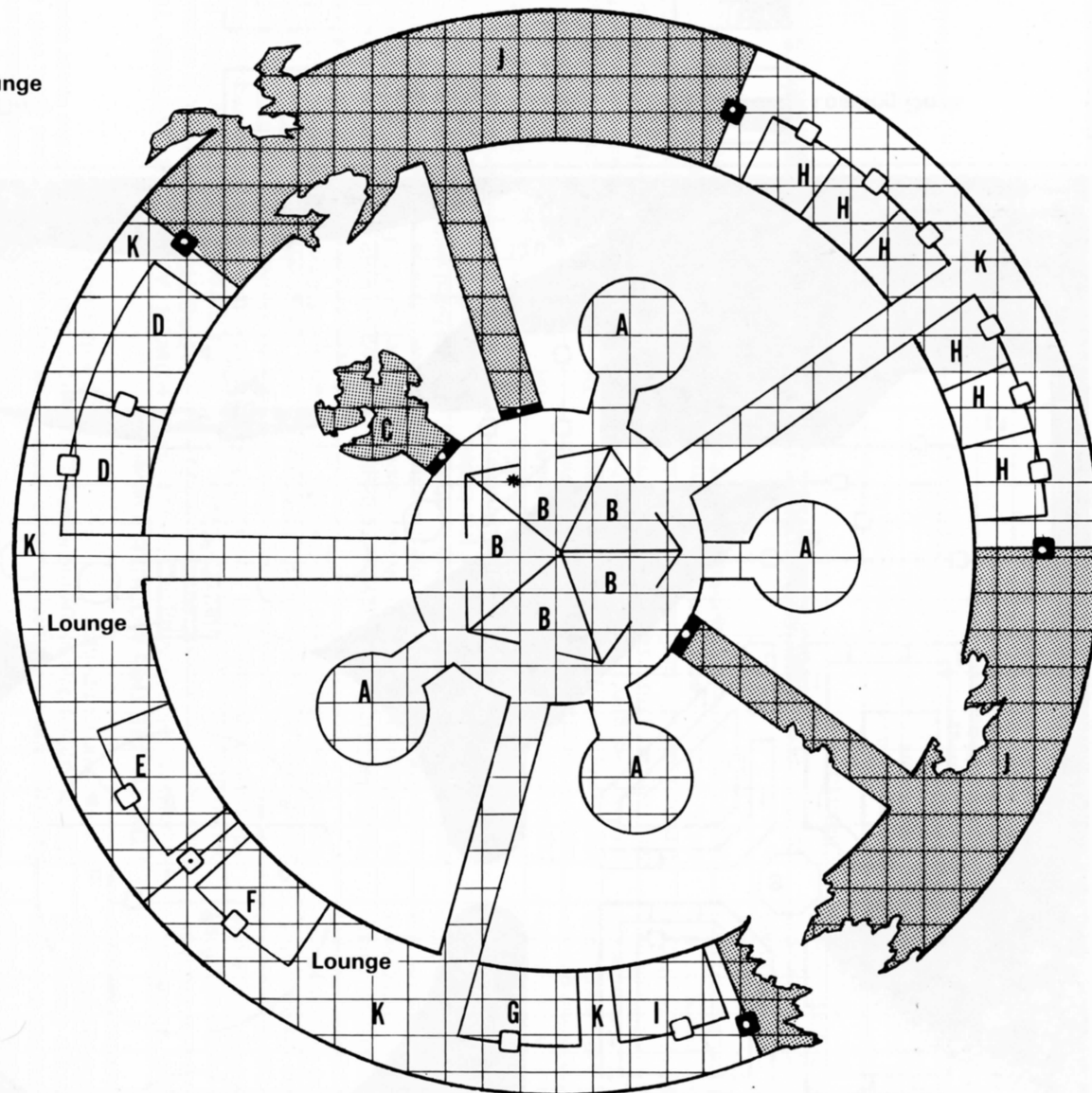
When the shuttle is halfway back to Earth, the readout screens in the command module begin flashing messages warning of an overheating element in the shuttle's thorium fusion engines. At first the messages are short and not very threatening, but as the ship approaches the landing pad they rapidly take on emergency proportions. Just as the shuttle touches down and connects to the access corridor a whooping emergency siren begins to wail and the ship's lights start flashing orange. At this point the screens in the command module read "MELTDOWN IN SECTION 6—EXPLOSION IMMINENT—EVACUATE SHUTTLE IMMEDIATELY." Assuming the characters waste no time leaving the shuttle, as soon as they reach the end of the tunnel leading to the east concourse the corridor will telescope inward and seal its outside exit. A tremendous explosion rocks the starport, and the characters see all six shuttles disappear in a blinding fireball.

Roll	Drug	Effect
1-15	Analgesic	Kills pain for one to four hours
16-30	Anti-motion sickness	Prevents nausea for eight hours
31-45	Oxy-tab	Provides all oxygen necessary to survive for four hours
46-60	Vita-fed	Contains over 100 vitamins, dietary supplements, and other agents
61-75	Aller-tab	Stops all allergic reactions for four hours
76-00	Spoiled medicine	Poison, intensity 3-18 (roll 3d6)

THE SHUTTLE



THE STARPORT



THE ALBUQUERQUE STARPORT

To Ship One

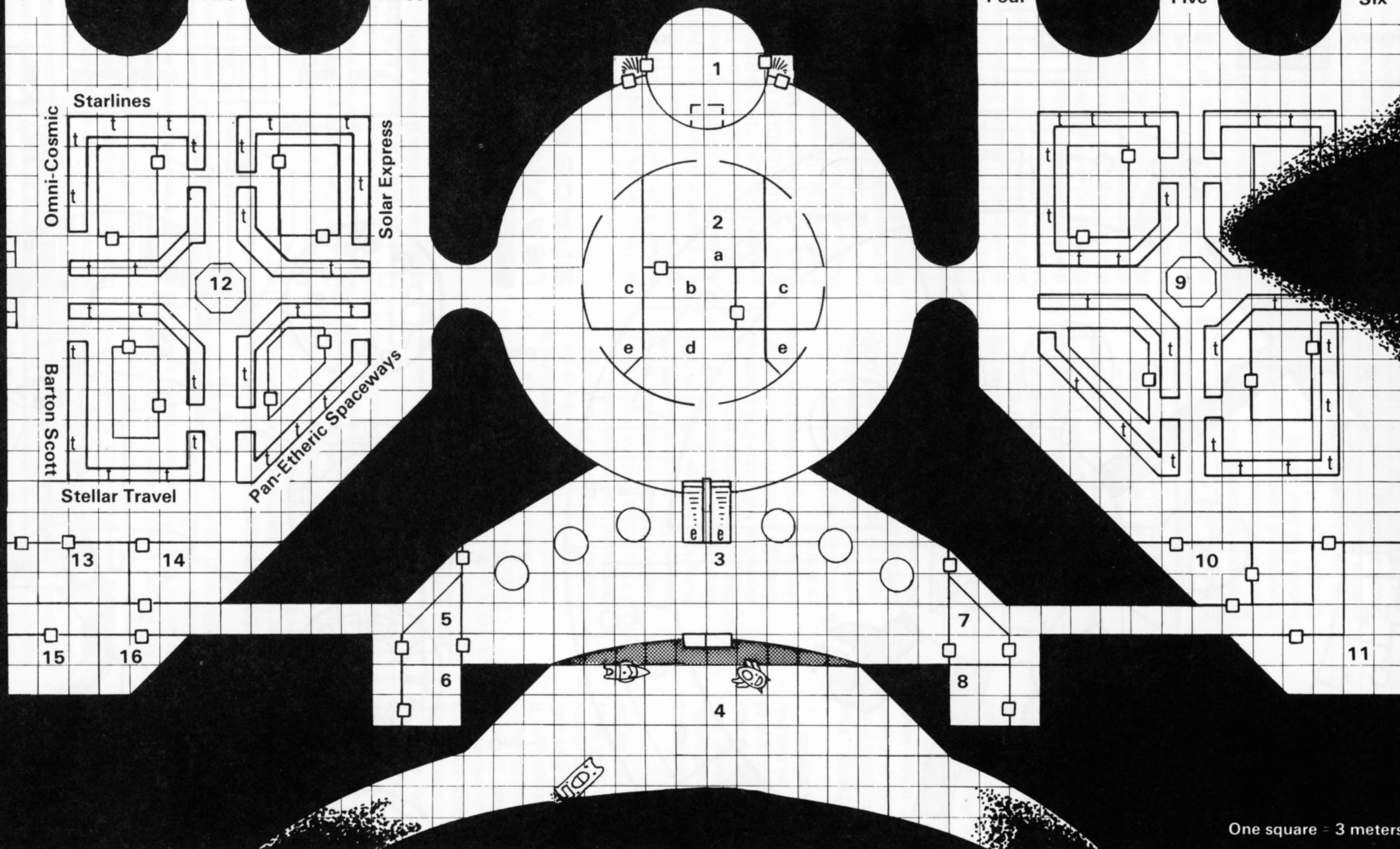
To Ship Two

To Ship Three

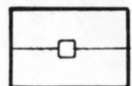
To Ship Four

To Ship Five

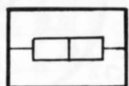
To Ship Six



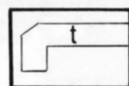
One square = 3 meters



Door



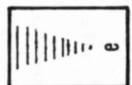
Double Door



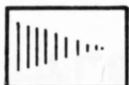
Counter with
Ticket Robot



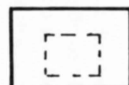
Loading Dock



Escalator



Stairs



Elevator



Rubble, Sand