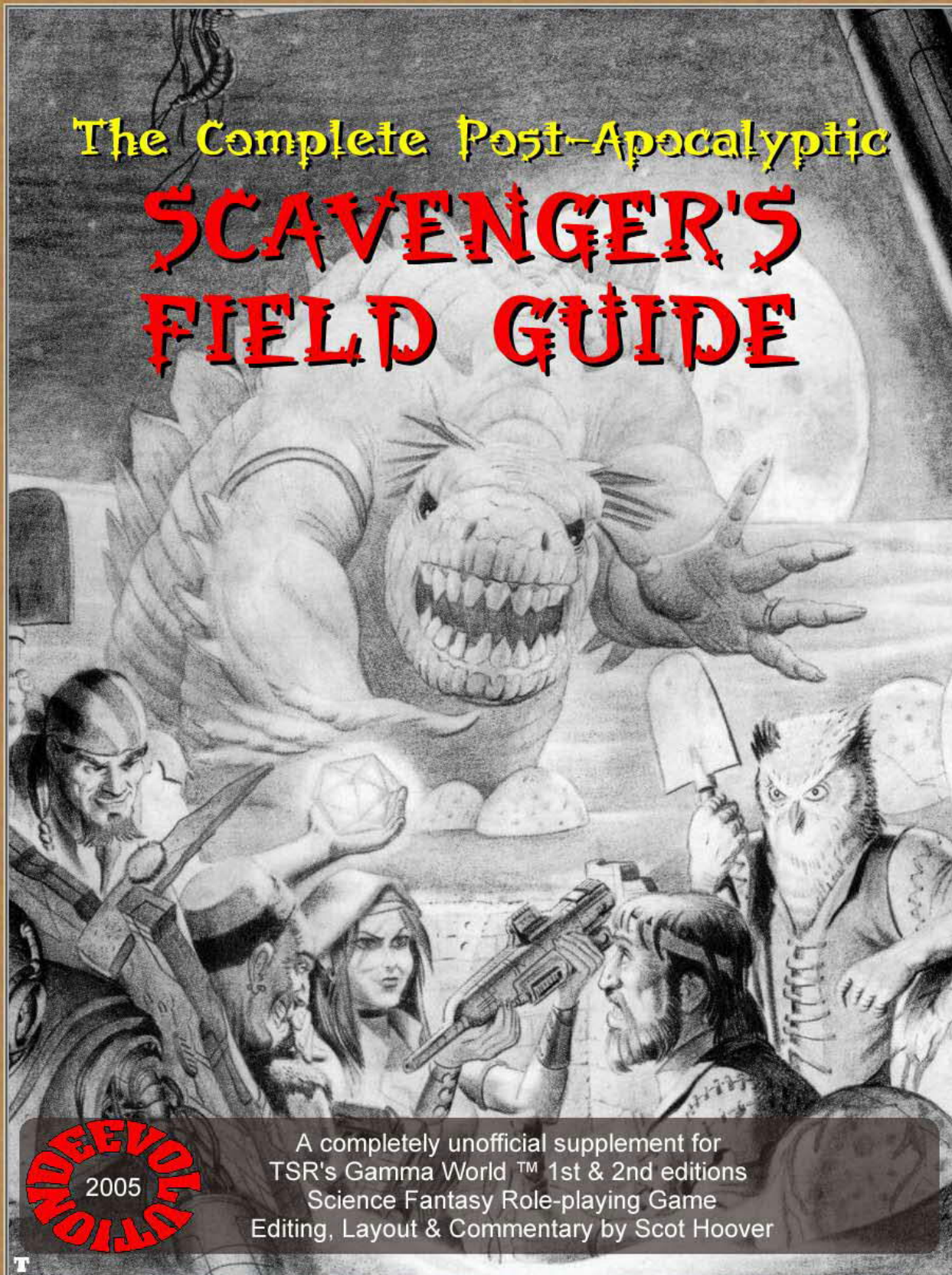


The Complete Post-Apocalyptic

SCAVENGER'S FIELD GUIDE



A completely unofficial supplement for
TSR's Gamma World™ 1st & 2nd editions
Science Fantasy Role-playing Game
Editing, Layout & Commentary by Scot Hoover

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Welcome to the *Complete Post-Apocalyptic Scavenger's Field Guide*, the second in the DeEvolution series of 1st/2nd edition Gamma World netbook supplements. In compiling the equipment from across so many editions and sources, I've tried to put together the Gamma World supplement I've always wanted to have on MY bookshelf next to the Basic Rules Booklet. No more searching through a dozen out-of-print modules and magazines just to find an artifact, no more cross-referencing between two books to find the REST of the stats. This is Gamma World the way it should be. If you're the gearhead Gamma Merigan type, check out the rules for constructing robots and power armor. If you're a Game Master looking to give your game that "Modern Primitive" touch, check out the updated and expanded low tech weapons and armor. No longer is a club just a piece of wood in this wasteland! Lastly, players and GM's alike will get just the facts they need from the comprehensive equipment listings, all indexed for quick reference. So, next time you're taking a roadtrip into the Deathlands, remember to have the *Field Guide* handy, keep your Mark V warm, and don't eat the glowing snow.

Scot Hoover
Editor

SOURCES & CREDITS

This supplement would not have been possible without liberal and tireless plagiarism from almost every published and out-of-print Gamma World source imaginable. Deep felt thanks go out to everyone who has ever contributed to this great game over the past 30 years, especially Jim Ward and the staff of the now long-gone TSR, Inc. Listed below are the sources for all of the converted and original material found here. In many cases, the descriptions and some statistics were included verbatim for authenticity's sake, and are credited at the end of the appropriate text as abbreviations, which are also noted next to the source below.

Gamma World Science Fantasy Role Playing, 1st edition by James M. Ward & Gary Jaquet (1GW)
Gamma World Basic Rules Booklet, 2nd edition by James M. Ward, David James Ritchie & Gary Jaquet (BRB)
Gamma World Science Fantasy Role Playing, 4th edition by Bruce Nesmith & James M. Ward (4GW)
Treasures of the Ancients, by Dale 'Slade' Henson (ToA)
Gamma Knights, by Dale 'Slade' Henson (GK)
GW1: Legion of Gold by Gary Gygax, Luke Gygax, & Paul Reiche III (GW1)
GW2: Famine in Far-go by Michael Price (GW2)
GW3: The Cleansing War of Garik Blackhand by Michael Price & Gary Spiegle (GW3)
GW4: The Mind Masters by Phil Taterczynski (GW4)
GW9: Epsilon Cyborgs by Kim Eastland (GW9)
Dungeons & Dragons Rules Cyclopedia by Aaron Allston (DD)
 'Out of the Sun...The Man Machines of GAMMA WORLD® gaming' by James M. Ward and Roger Rupp Dragon Magazine #101 (DM101)
 'New Tools of the Trade' by Peter Giannacopoulos Dragon Magazine #97 (DM97)
 'Don't Leave Home Without 'Em' by Scott Hutcheon Dragon Magazine #113 (DM113)
 'The Exterminator' by John Mau & Brian Shuler Dragon Magazine #104 (DM104)
 'The GAMMA WORLD Aquabot' by James M. Ward & Roger Rupp Polyhedron #20 (PO20)
 Sammy Spade (SS)
 BJ Johnson, The New West website (BJJ)
 New Weapons for Gamma World 1st Edition - Ziggy
 Herbal medicines - Moses "Wolfy" Wildermuth (MW) *Go Mutazoids 3E!*
 Missile color chart idea- Kerry Jordan
 Artwork (used without permission) – Fastner/Larson, Larry Elmore, Erol Otus, Dave Trampier (where are you?); Jeff Dee
 This netbook dedicated to the members of Yahoo Groups Gammaworld & The-Post Apocalyptic Forge - the last of the Ancients
 Scot Hoover, Editor - DeEvolution Gamma World Netbooks (Ed)

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CHAPTER I: EQUIPMENT

Alembic

Code:	EV	Value:	2000
Duration:	Constant	Avg. Cost:	400 ¢
Weight:	½ kg	Power:	Internal solar cell

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 user if there are any poisons or impurities inside. It performs this task by turning black in the presence of these substances. Once the alembic warns of these dangers it must be cleaned thoroughly or it may give a false reading. It uses no batteries. It's outside shell is a solar cell. (ToA)

Antigrav Pods

Code:	V	Value:	200
Duration:	10 minutes	Avg. Cost:	2000 ¢
Weight:	15 kg	Power:	1x Hydrogen Cell

These 30-centimeter plastic discs come in pairs. When clamped to anything weighing 140 kilograms or less, a pair of these pods will negate gravity, making the item float free of the ground. Each Pod is powered by a Hydrogen Energy Cell good for 10 minutes operation. (BRB/Ed)

Antigrav Sled

Code:	EVI	Value:	RANK
Duration:	100 hours	Avg. Cost:	*
Weight:	300 kg	Power:	1x Atomic Cell

This 2-meter by 3-meter platform is powered by an Atomic Energy Cell good for 100 hours operation. It can support loads of 25 metric tons in a free-floating state. Loads of 2 metric tons or less may be moved by hand. Larger loads need a towing vehicle to move. (BRB)

Antigrav Torp

Code:	VI	Value:	200
Duration:	½ hour	Avg. Cost:	5000 ¢
Weight:	25 kg	Power:	1x Hydrogen Cell

This small metallic pod, 1m in length, is shaped somewhat like a torpedo. When clamped to anything weighing 500kg or less, this device will negate gravity, making the item float free of the ground. It is powered by a Hydrogen Energy Cell good for 30 minutes operation. (4GW)



Anvil

Code:	~II	Value:	50
Duration:	Constant	Avg. Cost:	45 ¢
Weight:	45kg	Power:	-

The anvil is a simple device made from heavy iron block and often plated in steel or another non-corrosive and sturdy metal. This is a necessity for any metalworker.

Rumors once spoke of a very strong mutant named B.A., who tied a nylon rope to an anvil and swung it above his deranged head in battle. He used it like a flail, wreaking great pain and suffering on his enemies. An anvil used in this fashion requires at least a PS of 20, and causes 8d8 damage. (ToA)

Arrow Poison

Code:	~I	Value:	100
Duration:	see below	Avg. Cost:	see below
Weight:	200g	Power:	-

Arrow or (blowgun dart) poison is a relatively common hunting tool used by the more primitive inhabitants of Gamma World. It is specially manufactured using locally available biotoxins such as poison saps, animal venoms, dried leaves or roots, and is then mixed with a thickening agent to allow it to be applied to arrows, darts, etc. Each of these poisons will have slightly different effects, but in general most range from Intensity 4-10 (1d6+4). Prices vary with Intensity and local availability.

When purchased, the poison will be in a small ceramic vial or pot into which the user dips the arrows or darts. Each vial will have enough poison for 10 normal sized arrows or 25 darts. If missed arrows are recovered, the poison cannot be reused as it is assumed to have rubbed off, or weakened in Intensity with exposure to air.

Slavers of the less-than-savory Ranks of the Fit make regular use of "knockout" poisons which allow them to capture victims without a fight. (Ed)

Backpack

Code:	~II	Value:	50
Duration:	-	Avg. Cost:	5 ¢
Weight:	1kg	Power:	-

Primitive backpacks are simple sacks or bags, usually carried on a long pole. Slaves and porters may also be laden with a "backpack," usually goods lashed to a board. Ancient backpacks come in all shapes and sizes, and use waterproof materials, making them highly sought after. Generally, Ancient backpacks may only be worn properly by PSH or PSH-like MH. (BRB/Ed)

Bang Balls

Code: AIV **Value:** 250
Duration: One use **Avg. Cost:** 15 ¢
Weight: 100g **Power:** -

These 3cm dia., white, hard shelled balls were developed to herd large groups of animals. Though usually fired from air rifles, they can also be used from a slingshot or thrown by anyone with a PS of 14+.

Once a bang ball strikes a surface at least as hard as wood, it will crack open and emit a loud, sharp BANG! Although this causes no damage, it is quite loud and can be used to stampede cattle or frighten less intelligent creatures. The balls are usually packaged 16 to the box or tube. If all 16 are smashed at once, the result is a *sonic blast*, causing 6d6 damage to all within a 20m radius. (ToA)

Bedroll – Blankets/Sleeping Bags

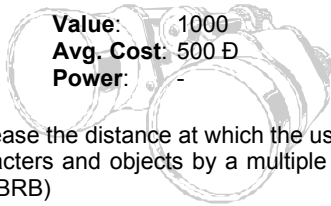
Code: ~I **Value:** None
Duration: - **Avg. Cost:** 7 ¢
Weight: 2 kg **Power:** -

Exact materials and workmanship vary by TL and community, ranging from skins or hides up to woven and quilted sleeping bags at higher Tech Levels. Ancient bedrolls are rare, but prized by Yexil for their tasty polyester stuffings. (BRB/Ed)

Binoculars

Code: BIV
Duration: Constant
Weight: 1/2 kg

Value: 1000
Avg. Cost: 500 ¢
Power: -



These may be used to increase the distance at which the user can clearly identify other characters and objects by a multiple of 10. No power cell is required. (BRB)

Body Builder™

Code: V **Value:** None
Duration: 6 hours **Avg. Cost:** 995 ¢
Weight: ½ kg **Power:** Broadcast Power

The Body Builder™ was an invention created almost 3 centuries before the Apocalypse. In those 300 years, the machine saw great advancements in both effectiveness and safety. It consists of a large wheeled power unit, supplemental vitamins 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 muscle groups to be worked. Since there are only 24 nodules, the user must choose which muscle groups to exercise. Once in place, the user turns the unit on and lies down for normal night's sleep. During this rest period, the unit sends electric pulses to the muscles simulating contraction and relaxation.

The Body Builder™ works exclusively by Broadcast Power. If the machine is in an area without a functioning Broadcast Power Station, it will not function. Using the machine does not increase strength, but will improve muscle tone and overall appearance, increasing the users Charisma by 1 point. Regardless of further use, the Body Builder™ will only increase CH once. (ToA)

Boots & Shoes

Code: ~I **Value:** None
Duration: - **Avg. Cost:** 5-20 ¢
Weight: .5~2 kg **Power:** -

Footwear in Gamma Meriga takes many forms due both to the wide variety of mutant shoe sizes and shapes, and the various types of terrain. Local craftsmanship and materials are almost always used, making the local cobbler a necessary occupation in many settlements. On the other hand, many mutants wear no shoes at all; particularly those with reptilian or avian feet or claws, and plants (which must sink their roots into the soil continually for nourishment). Ancient footwear is usually in no condition to be worn, except certain heavy industrial-duty boots (radioactive /biological /chemical spill cleanup rubbers) and armored boots included with powered armors. (BRB/Ed)

Caltrop

Code: ~II **Value:** None
Duration: Constant **Avg. Cost:** 1 ¢ (10)
Weight: 10g **Power:** -

Caltrops are small iron or wood balls imbedded with nails or spikes. They are thrown on the ground to slow pursuers. They cause no damage, but there is a cumulative 1% chance per caltrop that a pursuer will step on one and need to stop for a turn to remove it from their foot. Ouch! (ToA)

Camp Guard™

Code: BIV **Value:** 2000
Duration: One year **Avg. Cost:** 2,500 ¢
Weight: ½ kg **Power:** 1x Any Cell

The Camp Guard™ is a 20cm plastic disc with a grid on one side. It is used to detect intruders. Once activated, any creature larger than a housecat approaching within 35m of the device sets off its loud beeper. Unfortunately, this means the device must be placed at least 35m from the camp site. These items are usually found in Ancient ruins. The Camp Guard™ can be adapted to run on any type of power cell and can function for one full year on a single battery. (ToA)

Candles

Code: ~II **Value:** None
Duration: 30 minutes **Avg. Cost:** 2 ¢ (5)
Weight: 30g **Power:** -

Most communities manufacture candles from local materials. Beeswax is most commonly used, and in this regard, the wax of the mutant Bumbles (see MM) is particularly prized. (BRB/Ed)

Chemical Analyzer (Chemcorder)

Code: **Value:**
Duration: **Avg. Cost:** ¢
Weight: **Power:** 1 Solar Cell

The portable chemical analyzer was an indispensable tool to pre-cataclysm scientists. It is capable of identifying almost any known substance, and can provide invaluable information on identified chemicals, within the limits of its programming. It can also attempt to extrapolate the possible effects of unknown

substances based on those of known chemical analogues, again within the limits of its programming. It is powered by a solar energy cell that will last through 24 hours of constant use. (4GW)

Clothing

Code: ~I **Value:** None
Duration: - **Avg. Cost:** 8+ Ⓓ
Weight: 5kg **Power:** -

Clothing comes in a wide variety of forms. Most communities manufacture their own clothing, using locally available materials and technology. Tailors have a demanding profession, as they need to cater to so many different body shapes and sizes in Gamma Meriga. Skins, hides, and plant fiber clothing is most common at TLII. TLIII and IV communities usually use woven textiles. Man-made fabrics such as polyester/rayon/Gore-Tex™ etc. are considered Ancient artifacts, and usually fetch a good price, both for their color and durability. Ancient production of clothing was entirely automated and explorers may still come across still-operational textile and clothing factories churning out 400 year old fashions. Yexil ABSOLUTELY LOVE these Ancient fabrics, and some settlements may maintain a reserve stock of old clothes to trade with them. (BRB/Ed)

Communications Sender (Cellcom)

Code: BV **Value:** 100
Duration: 40 hours **Avg. Cost:** 250 Ⓓ
Weight: 250g **Power:** 1x Chemical Cell

These short-range communications devices are quite common. Each resembles a 60 by 20 by 10-centimeter black box with a small tv screen in one side. The Chemical Energy Cell powering the device is good for 40 hours. Messages can be sent or received at a 100-kilometer range. (BRB)

Communicator

Code: EV **Value:** 200
Duration: 6 hours **Avg. Cost:** 500 Ⓓ
Weight: 1/2 kg **Power:** 1x Chemical Cell

These palm-sized plastic boxes fold out to display a dial used to direct a signal in any direction. They allow users to communicate over a 1000-kilometer range. Its microcamera is focused on whoever is holding it, and the viewscreen is 5cm square. The communicator has dozens of bands for different conversations and includes a scrambling option. In some cases, Communicators will only respond to signals from other units tied into a particular network. Each has a Chemical Energy Cell good for 200 hours. (BRB)

Control Baton

Code: AV **Value:** 1,500
Duration: 4 hours **Avg. Cost:** 3,000 Ⓓ
Weight: ½ kg **Power:** 1x Chemical Cell

This 20-centimeter long rod is a Stage V I.D. item powered by a single Chemical Energy Cell. The user can either deactivate or reactivate any functioning suit of Powered Armor he touches with the item and can use it as a direction finder to locate any suit of functioning Powered Armor within 1 kilometer. The Chemical Energy Cell is good for 4 hours. (BRB)

Control Nexus Implant

Code: VE **Value:** -
Duration: - **Avg. Cost:** - Ⓓ
Weight: 1g **Power:** -

Control nexus implants are small electro-organic devices that link living creatures to a computer unit such as a cybernetic installation or a think tank. Each implant is a small subdermal button, sometimes containing a socket for input wires. It can be disguised as a scab, a mole, pimple, or any surface mark or blemish. The implant has a number of fibers that connect directly to the nervous system.

Artificial beings such as Androids, or creatures with a MS or IN of less than 5 can be fully controlled through an implant. Creatures with MS/IN higher than 5 cannot be completely controlled, but their physical, emotional, and nervous states can be influenced to cause fear, panic, aggression, or a similar reaction.

Implants can directly withstand 8 hp of damage. Removal or destruction of the implant this way has the following effects: fully controlled creatures suffer 1d6+4 points of damage and enter a coma after 1d6 Search Turns (within an hour). Partially controlled creatures also take 1d6+4 damage but they do not go into a coma. However, they do lose 1d8 points of DX for 10d4 Search Turns.

Control nexus implants were most often used by the Ancients in rehabilitation/incarceration facilities (e.g prisons, hospitals, psychiatric institutions, etc.) where the population could be controlled cybernetically as part of the rehabilitation process. (GW4/Ed)

Death Field Generator

Code: ~V **Value:** RANK
Duration: 1 minute **Avg. Cost:** - Ⓓ
Weight: 4kg **Power:** 1x Solar Cell

This device is a black box approximately 25cm wide, 7cm high, and 15cm 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 dial while the lines on the dial 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 consider all the same). The first dial on the unit controls the radius of its effect from 1m to 35m. As the radius is adjusted the meter above the dial moves as well. The numbers within the dial read 0 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 against the Death Field's effect.

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 Gamma World™, 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 exceed the character's CN they are fine. Once the field's strength is equal to or exceeds theirs', they are dead. The GM 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. (ToA)

Dry Shower

Code: AIV **Value:** 200
Duration: 25 uses **Avg. Cost:** 900 ₰
Weight: 45kg **Power:** 2x Solar Cell

The dry shower is a 2m tall, 1m wide, 1m long item that looks much like a 20th century phonebooth with a hinged door. The user can activate the unit when he (and his clothes and belongings) are inside and the door is closed.

While activated – a process that takes around 3 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 entirely free of all bacteria or germs. This is by far the cleanest a Gamma World™ character can ever hope to be. (ToA)

Drop Belt

Code: BVI **Value:** 2,000
Duration: 20 falls **Avg. Cost:** 2,000 ₰
Weight: 1kg **Power:** -

This is more of a pelvic harness than a belt. It winds through the legs and around the waist. An inertial detector senses if the wearer ever falls more than 2 meters. In that event, a partial antigravity field is generated, slowing his descent to 3 meters per round. The inertial detector has a virtually limitless lifespan, but the anti-grav field is only good for 20 falls from any height.

The Drop Belt was initially designed for use in Ancient sporting activities, but was also adopted for use as a standard safety item in several high-rise office towers. (BRB/4GW/Ed)

EMP Generator

Code: GV **Value:** RANK
Duration: 1 minute **Avg. Cost:** 3,000 ₰
Weight: 30kg **Power:** 1x Nuclear Cell

The EMP (Electromagnetic Pulse) Generator is a large box, approximately 1.5m 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 100m 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 were originally powered by a force field. The third EMP wave further deactivates everything. All items within the area of effect must wait 5 Action Rounds after the third wave before powering up again. Any character within 10m 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 lot of heat when generating the EMP waves. If the device is used again within a one hour period, the heat buildup becomes so great that the internal circuitry melts and causes the Nuclear Fuel Cell to melt down. This melt down creates a zone of Intensity 18 radiation with a 10km radius. The radiation zone takes eleven hours to create, spreading 1km per hour, starting 1 hour from meltdown. (ToA)

Energy Cloak

Code: EV **Value:** 400
Duration: 72 hours **Avg. Cost:** 3,500 ₰
Weight: 1kg **Power:** 1x Chemical Cell

The GM should decide the exact nature of the cloak found. Some ideas include I-Pod style, Ancient music video players, walking billboards advertising a 400-year old product, or the gallery of a particular artist that swirls across the garment (the Salvador Dali, the Picasso, the H.H. Giger and the Erol Otus gallery cloaks were amongst the most popular models). (BRB/Ed)

Envirolyzer

Code: CV **Value:** 500
Duration: 12 analyses **Avg. Cost:** 750 ₰
Weight: 2kg **Power:** 1x Solar Cell

Looking like an enlarged pocket calculator, this device analyzes the air (or water, if immersed) and scans all energy wavelengths. It reports dangerous levels of pollution, toxins, radiation, pollen, and just about anything except diseases (viruses and bacteria). (4GW)

Ferrofoam

Code: CIV **Value:** 1000
Duration: Constant **Avg. Cost:** 1,450 ₰
Weight: 3kg **Power:** -

Ferrofoam is a polymer solution containing crystallized iron particles. In the presence of free oxygen, ferrofoam's ferrous particles align and the material becomes strong, grey, and gritty. Ferrofoam hardens rapidly; two seconds from release on average. Ferrofoam has one disadvantage: it is water soluble. This disadvantage is also one of its greatest benefits.

Ferrofoam comes in a 3kg container, similar to a fire extinguisher, that holds 18,000 cubic centimeters (roughly 45 sq. meters). Stress tests on ferrofoam have shown that 2.5 cubic centimeters easily supports 50kg, while the mass is ½ 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 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 economical and reliable.

Ferrofoam can be sprayed on protective gear or vehicles for extra protection, up to a total of -3 to the original AC. Each inch of ferrofoam grants a temporary -1 AC bonus.

Ferrofoam was developed for use most on Luna at Tycho Center, where it was employed for many different building maintenance and construction uses, and where there was little if any humidity to weaken it. It is relatively rare on Gamma Terra, where Liquid Duralloy (c.f.) was the more common material used. (ToA)

Ferrofoam, Forced Oxygen

Code: CV **Value:** 1,500
Duration: Constant **Avg. Cost:** 2,750 ¢
Weight: 4kg **Power:** -

This version of the ferrofoam cannister actually contains two cannisters instead of one. One cannister contains ferrofoam, and the other contains oxygen for the bonding. This allows ferrofoam to harden in locations where there is no free oxygen. This type of arrangement was commonly used to create temporary shelters on Luna while Tycho Center was under construction. This version also functions normally on Gamma Terra, but is rare. (ToA)

Folding Portacart

Code: BIV **Value:** 200
Duration: Constant **Avg. Cost:** 450 ¢
Weight: 3kg **Power:** 1x Solar Cell

The folding portacart is a 60cm, lightweight duralloy square that can unfold and accept attachments to become a 4-wheeled rectangular cart, 1m wide, 2m long, and ½ m deep. It comes with a 1.2m telescopic 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 cords clip into holes in the side of the cart to hold large or bulky cargo in place. The portacart can carry up to 200kg of cargo, from spare parts to drunkards. (ToA)

Fire Extinguisher

Code: BIII **Value:** 150
Duration: 1m/Turn **Avg. Cost:** 400 ¢
Weight: 6kg **Power:** -

Sprays either a foam, a yellow, suffocating powder, or a white, suffocating gas. It can cover a 1- meter square fire in one Action Turn. There is enough propellant to handle 10 square meters. (BRB)

Fungicide

Code: CIV **Value:** 100
Duration: 1 use **Avg. Cost:** 30 ¢
Weight: 100g **Power:** -

Commonly sold in hardware stores before the apocalypse, it is most commonly found in a small plastic flask containing ½ liter of concentrated anti-fungal chemicals. Brand names include Mold-B-Gone™, and Dr. Frumm's™.

Each flask is good for one application. When used against an Obb or other fungus (by throwing the flask at the entity, for example), roll to-hit normally as per thrown weapons for 12d6 damage. Non-fungus is not affected (i.e. plants or animals) (BRB/Ed)

Garment Autopress

Code: BIV **Value:** 150
Duration: 100 uses **Avg. Cost:** 850 ¢
Weight: 14kg **Power:** 1x Hydrogen Cell

The Garment Autopress was an invention of the early 21st century. It is a self contained plastic and metal unit, roughly 100cm long, 60cm wide, and 30cm thick. The Garment Autopress is powered by a single Hydrogen Energy Cell good for 100 uses.

It also requires a liter of water and ¼ cup of salt to operate efficiently.

The name "autopress" is somewhat misleading, since the unit cleans, disinfects, and presses clothing all in the same process. It can handle the equivalent of one suit of clothes at one time, requiring 10 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 unit seals tightly when in operation. Prying the unit open during operation requires inflicting 20 points of damage. Once forced open, the character and all within 2m suffer the effects of a toxic Hydrox gas cloud (c.f. Hydrox). (ToA)

This item is most commonly found in Ancient ruins, especially residential structures and hotels. (Ed)

Gas Mask

Code: III~IV **Value:** 100~1000
Duration: - **Avg. Cost:** 50~500 ¢
Weight: 1kg **Power:** -

When it is worn over the face, this mask's filter that negates all gasses. The filter needs to be replaced after a year. New filters are usually found in hermetically sealed foil packets, which keep them fresh indefinitely. Some types of poison gas, notably nerve gases, can still affect the wearer because they enter the body through the skin. (4GW)

Gas Masks are almost a necessity in several places in Gamma Meriga. Post-apocalyptic communities often try to manufacture these, with mixed results. Generally, these low-tech masks will not provide much protection against poison gas attacks, and none against Ancient poison gasses. They will provide a limited protection against background pollution and dust. The filters for these masks may be nothing more than a wet rag or crushed charcoal bags which must be replaced regularly. (Ed)

Geiger Counter

Code: EIII **Value:** 750
Duration: 4 hours **Avg. Cost:** 1,250 ¢
Weight: 2kg **Power:** 1x Chemical Cell

This is a small metal box with what looks like a microphone attached to it by a cable. It has a digital readout that indicates the intensity of any radiation detected. However, the numbers are in strange units. Roll 2d20, subtracting the second from the first, in order. The resulting number is always added to actual intensity when reporting it to the character. For example, the Game Master rolls an 11 and a 15; subtracting the two gives him a -4. When the character uses the Geiger counter, the Game Master always tells him the actual radiation intensity minus 4. (GW2)

Glasses, Gnome

Code: IV **Value:** 250
Duration: Constant **Avg. Cost:** 25 ¢
Weight: 100g **Power:** 10g

Gnome glasses are TL IV 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 are rather sturdy and can take up to 60 points of damage before breaking.

The Gnome Glasses were originally designed to protect eyes

from the harmful effects of infrared radiation and ozone depletion. It is unknown at present, if the ozone layer still exists or if life on Gamma World has adapted to do without it. (ToA)

Gloves, Sap

Code: ~III **Value:** -
Duration: Constant **Avg. Cost:** 10 ¢
Weight: 1kg **Power:** -

Sap gloves are leather gloves designed to fit the user's hand. Metal weights are sown into the glove on a flat surface of the fingers and the back of the hand. A character wearing a sap glove does not have the same manual dexterity as normal (-2 DX) but his damage from striking with the hand is increased by 5 points. (ToA)

Glow Cube

Code: AV **Value:** 50
Duration: 8 hours **Avg. Cost:** 100 ¢
Weight: .5 kg **Power:** 1x Chemical Cell

This is a portable light source. It is shaped like a cube, and will illuminate a 20-meter-radius area. The glow cube gives off no heat. (BRB/4GW)

Glue, Super

Code: ~III **Value:** 100
Duration: Constant **Avg. Cost:** 10 ¢
Weight: 1g **Power:** -

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

When released, the glue will permanently adhere any two solid objects together. The bonding occurs within 10 seconds (1 Action Turn) and the bond is considered PS 24. If the glue is used to stick skin together (like the wrists and ankles of a prisoner) the captive is trapped in this manner for 1d4+4 hours. Sweat from the pores on the skin eat away at the glue, releasing the bond.

The character must have a PS of 14+ to pull away from the glue. In releasing themselves this way, they will suffer 1d4 points of damage. (ToA)

In a pinch this may also be used to quick seal wounds to stop bleeding until proper medical first aid can be administered. Particularly useful for those afflicted with the *Haemophilia* [D] mutation. (Ed)

Gravitic Accelerator

Code: CV **Value:** 2000
Duration: 100 hours **Avg. Cost:** 1,420 ¢
Weight: 3kg **Power:** 1x Chemical Cell

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

The technology of gravitic accelerators was new during the Shadow Years and was not widely used before the Apocalypse. Plans had been drawn up to use accelerators for trans-continental transports running at top speeds of 4000km an

hour, space shuttle launchers, and many military devices. Typically, however, 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 100 meters per second. Their chemical energy cells will power them for 100 hours of continuous operation at these speeds. To find the battery life at other settings, divide 10,000 by the speed in meters per second. (GW4)

Gyroscope

Code: All **Value:** 500
Duration: Constant **Avg. Cost:** 150 ¢
Weight: 250g **Power:** -

The gyroscope is a handy device consisting of two rotating wheels mounted on a third wheel, allowing the inner two 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 function properly.

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

Hammer, Small Rock

Code: ~II **Value:** None
Duration: - **Avg. Cost:** 2 ¢
Weight: .5kg **Power:** -

Useful for pounding in iron spikes when climbing or removing small mineral samples. Not durable enough for real combat use, when used as a weapon, treat as a club, -1 to hit and damage. (BRB/Ed)

Herbicide

Code: CIII **Value:** 100
Duration: 1 use **Avg. Cost:** 30 ¢
Weight: 100g **Power:** -

Similar in all ways to the Fungicide described above, this item may be thrown. Roll to-hit normally as per thrown weapons for 12d6 damage when used against Plants (only). (BRB)

Hydrator

Code: CV **Value:** 500
Duration: 20 uses **Avg. Cost:** 1250 ¢
Weight: 2.5 kg **Power:** 1x Solar Cell

This is a box ½ meter by ½ meter, with one switch and one button. The switch has two labeled settings: dehydrate and rehydrate. There are two doors, one large and one much smaller. In the large compartment there is a plastic box with no lid, roughly the size of the compartment. In the smaller compartment there is a clear plastic bottle. If an organic substance that contains water is put into the box, the switch set for dehydrate, and the button pushed, the substance will have the majority of its water extracted and placed into the bottle. Food that is dried with the hydrator will be preserved for years. The water produced by this process is

uncontaminated and drinkable.

If the switch is set for rehydrate, the organic substance will have its water content restored, returning to its original state. To rehydrate, the dehydrated substance must be placed into the box and water placed in the bottle. If not enough water is placed into the bottle, the hydrator will not function. With the switch in the rehydrate position, and the button pushed, the substance is restored.

The hydrator is powered by one solar energy cell, which will last for 20 functions. If the unit is set out in the sun it will recharge 10 functions per day. If there is not enough time to allow for a normal charge, a new energy cell can be placed in the unit. (ZorOne)

Hydrox

Code: V **Value:** -
Duration: - **Avg. Cost:** - Ⓓ
Weight: ½ kg/liter **Power:** -

Hydrox was the latest high-tech fuel employed by the Ancient space-agencies just before the Apocalypse. Processed from sea water and silt, Hydrox was a seemingly endless energy supply, and a cheap alternative to other fuel sources. Hydrox plants were constructed along all of the world's major coasts.

Hydrox, being the saving grace for space exploration and colonization, was not without its side effects. It's 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, they 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 though exposed to Intensity 18 destructive poison. All within 1m (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 to the citizens before the Shadow Years because large areas of contaminated ground were 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 or liquid propulsion rockets and suborbital shuttles still found around Gamma Terra and Tycho Center. A derivative of Hydrox was found to effectively clean all stains and odors from clothing, and was used in the Garment Autopress (ToA)

Insect Repellent

Code: ~II **Value:** None
Duration: 10 uses **Avg. Cost:** 1 Ⓓ
Weight: 10g **Power:** -

A tube or small aerosol spray can of this substance comes in handy when camping in the Gamma wilderness. One use is enough for one normal-sized humanoid for one day or until washed off, whichever comes first. Soul Besh and other nasty latter-day insect predators won't come near anyone using insect repellent unless provoked. (Ed)

If used against humans or humanoid mutants, the character is poisoned with Intensity 2d6 poison. If used against an arthropod or insect with a carapace, the creature will take 12d6 points of damage. (ToA)

IR Goggles

Code: IV **Value:** 300
Duration: 3 hours **Avg. Cost:** 400 Ⓓ
Weight: ½ kg **Power:** 1xChemical Cell

IR goggles look like binoculars, but allow the user to see in darkness. Plants and cold-blooded animals are difficult to see with infrared light. They can only be seen if there is sufficient background heat to illuminate the entire area. See UV/IR Goggles.

Iron Spikes (Pitons)

Code: ~II **Value:** None
Duration: 12 spikes **Avg. Cost:** 1 Ⓓ
Weight: 3 kg **Power:** -

These small 5-10cm long iron spikes are used by climbers and other adventurers. Apart from climbing, they are also useful in pitching tents, barring doors, and quick construction. (Ed)

Kinetic Nullifier Fluid

Code: AV **Value:** 200
Duration: 36 sq. m **Avg. Cost:** 180 Ⓓ
Weight: 200g **Power:** -

Packaged in 5-centimeter long tubes, this amazing liquid is the slipperiest substance known. Nothing can remain standing or get any traction on a surface over which this is poured. A tube covers 36 square meters. (BRB)

Lantern

Code: ~II **Value:** None
Duration: 4 hours **Avg. Cost:** 10 Ⓓ
Weight: 2 kg **Power:** Oil

This is a standard camping lantern, which burns kerosene or another flammable fuel. One flask will provide enough fuel for 4 hours. A cotton wick is also required, which is usually provided with the lantern. When lit, it will illuminates an area of 30 meters diameter around the lantern. The light is not strong, but will be noticeable for around 100 meters across open terrain.

The lantern may be carried, but is fairly fragile and can only withstand 10 points of damage before being destroyed. In thi s case, the (cruel) GM may determine that the oil explodes, which causes 1d6 points of fire damage to anyone within 1 meter. (Ed)

Leather Sacks, Large & Small

Code: ~I **Value:** None
Duration: - **Avg. Cost:** 1-5 Ⓓ
Weight: 200g **Power:** -

These are typically manufactured and sold by individual craftsman across the world. A wide variety of styles and sizes are available. In most cases, a leather thong is included to tie it up. Leather sacks are pretty durable, and can withstand up to 10 points of damage before puncturing. Most sacks are not water-proof, although they are rain resistant to some degree. For a higher price, a sack may be treated with wax to make it waterproof for up to 1 hour, particularly useful for storing and wrapping delicate artifacts, books, and other valuables. (Ed)

Lexicon

Code: ~II
Duration: -
Weight: ,5kg
Value: 0-???
Avg. Cost: 0-???
Power: -

A lexicon is a parchment scroll or booklet containing various phrases in both the Trade language of Gamma Meriga and one or more dialects. Each lexicon is different, and quality varies depending on the translator and their understanding of the languages in question. In some cases lexicons may contain instructions for using simple sign language, faux pas to avoid when dealing with certain species, or universal pictures and symbols easily understood across cultures.

If purchased, a lexicon is only as good as the local community that produced it and will not in any case contain any information on unknown, Ancient or rarely encountered languages. Optionally, adventurers may keep their own notes and transcribe them into a more suitable lexicon given time and experience. The Sleeth are the undisputed master lexicographers of Gamma World and are said to produce some of the most thorough linguistic texts ever written. The Restorationists are also quite adept at Ancient languages, and so have produced several lexicons for their own use. Generally, these are considered cult secrets and not available for sale at any price. (Ed)

Lexicon, Computer

Code: V
Duration: 6 hours
Weight: ½ kg
Value: 600
Avg. Cost: 800 ₶
Power: 1xChemical Cell

This device attaches to a belt or other strap or loop. A cord leading from it attaches to an earphone. Any speech picked up by the lexicon that is not in the specified language is automatically translated. The voice imprint of the speaker is imitated well enough to allow voice recognition. (ToA)

Life Force Detector

Code: VI
Duration: 1 hour
Weight: ½ kg
Value: 500
Avg. Cost: 800 ₶
Power: 1x Solar Cell

The bulk of this device is a flat screen, which is marked with concentric circles that indicate ranges, to a maximum of 50 meters. It uses similar technology to the death field generator to identify life forms. A computerized filter eliminates all plant life, including sentient plants. It can be set for a minimum kilogram weight to sense. The default is 20 kilograms. Any life forms above that register as blips on the screen. (ToA)

Lift Pack

Code: AVI
Duration: 8 hours
Weight: 5kg
Value: 500
Avg. Cost: 750 ₶
Power: 1xChemical Cell

This open harness is worn like a backpack. A small antigravity pod is attached to it. When activated, it nullifies up to 50 kilograms of mass, not including the weight of the pack itself. If the pack is overloaded, anything over 50 kilograms counts as weight carried by the character. (ToA)



Lipoderacinator, Personal

Code: CV
Duration: 4 hours
Weight: 12kg
Value: 150
Avg. Cost: 1,650 ₶
Power: 1x Solar Cell

The Personal Lipoderacinator (FatMaster™) is a rare household item that was used by Ancients 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 4 hours session (which completely drains a single Solar Energy Cell) the user loses exactly 1kg of fatty material. The body is unable to lose more than 1kg of fat in a day's time. Additional uses in a single 24 period provide no results. (ToA)

Listening Device

Code: CVI
Duration: 100 hours
Weight: ½ kg
Value: 500
Avg. Cost: 650 ₶
Power: 1x Chemical Cell

The listening device consists of 3 separate pieces. First, a unit generally clipped to the belt or a backpack strap is powered by a single Chemical Energy Cell. Second, a pair of headphones plug into the belt unit and easily slip over any normal (PSH) human heads to cover the ears. Lastly, a 15cm 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 normal conversations at a range of 2km, and whisper at 30 meters. The device has an automatic gate sequence that "clips" the volume to protect the listener's ears from extremely loud noises (e.g. Sonic Blasts). 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 Energy Cell powers the device for 100 hours of continuous use. (ToA)

Liquid Duralloy

Code: AVI
Duration: -
Weight: 12kg
Value: 1,000
Avg. Cost: 8,000 ₶
Power: -

This metal can holds 10 kilograms of liquid duralloy in a gravitic field. Its specialized power system can hold the volatile metal safe and secure for centuries. A simple code sequence is entered into the control panel to open the can. Once opened, it cannot be resealed. Gravity will harden the duralloy in 10 minutes. In the mean time, it can be poured into a mold to be formed. Solid duralloy passively disperses energy. The liquid duralloy actively absorbs energy from the surrounding area. This lowers the temperature within 15 meters of it by 10° per round for 12 rounds. All other energy sources (radiation, electrical, etc.) are dampened as well. Once it has hardened, things return to normal. (ToA)

Matches

Code: ~II
Duration: -
Weight: 100g
Value: 100
Avg. Cost: 1 ₶
Power: -

Box of 50 blue-tip matches. Very susceptible to moisture, which renders them useless. See BRB, p39

Metal Cookware

Code: ~IV **Value:** 100
Duration: - **Avg. Cost:** 10-200 ¢
Weight: 1-3 kg **Power:** -

One of the most common items to survive the Ancients' was their cookware. Made of extremely durable alloys, they were scratchproof, heat-resistant, and coated in non-stick Teflon. A nearly indestructible combination. Available in a wide variety of sizes and shapes, these are a perennial trade item in the marketplaces of Gamma Meriga. Whether pure-strain human, humanoid, or mutated animal, everyone needs a skillet. (Ed)

Metal, Liquid

Code: CVI **Value:** 1500
Duration: Constant **Avg. Cost:** x4 items cost
Weight: - **Power:** -

Liquid metal was a rare and new technology before the Apocalypse. 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 user to use his key to open the door. Other uses for liquid metal include keys that alter shape into ball bearings when cooled, computers that look like metal dinner plates when not in use, etc.

When the liquid metal is originally set in place the opposite "key" is determined - either heat or electricity (not both). Using heat on an electrically keyed unit will not alter its shape and vice versa. (ToA)

It is rumored that the Ancients were developing robots from liquid metal but this is not certain. What is known, is that the Androids of the Created often use liquid metal items in their infiltration of humanoid settlements. (Ed)

Mirror

Code: ~II **Value:** None
Duration: Constant **Avg. Cost:** 10 ¢
Weight: 200g **Power:** -

A useful item for starting fires or signaling on sunny days or for use in trading. (BRB)

Motion Detector

Code: BV **Value:** 250
Duration: 4 hours **Avg. Cost:** 800 ¢
Weight: 1kg **Power:** 1 Hydrogen Cell

The untrained eye would not see much difference between this artifact and the life force detector. It also is dominated by a large screen marked with concentric circles that indicate ranges (maximum 50 meters). When activated, it shows moving objects on the screen as blips. The size of the blip is relative to the size of the moving object; the brightness of the blip is relative to its speed. The detector cannot see through solid objects, although partial obstructions, such as brush, smoke, cloth, etc., are not a problem. High winds can cause a lot of false images as objects flutter in the breeze.

Napalm II

Code: DIV **Value:** 500
Duration: 1 hour **Avg. Cost:** 400 ¢
Weight: 1kg **Power:** -

Napalm II comes in metal cans similar to paint tins. When the cap is opened the Napalm II bursts into flame after 15 minutes. During that time it can be loaded into flamethrowers, doused on enemies, used to saturate buildings or other flammable materials, etc. It can be prematurely detonated by anything with a temperature greater than 100° Celsius. Once it begins to burn, Napalm II burns for one full hour. It gains the oxygen it requires from air, water, skin, even its own 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 or Grey Neutralizing Pigment, dissolves Napalm II and stops the chemical from burning. (ToA/Ed)

Neuro Collar

Code: DV **Value:** 100
Duration: 20 hours **Avg. Cost:** 1000 ¢
Weight: ½ kg **Power:** 2x Hydrogen Cells

Neuro collars were containment devices used by law enforcement organizations throughout the pre-holocaust world as a means of containing hostile human beings. They are large duralloy collars with many studs imbedded in them. Along with these studs, each collar has two brightly colored buttons, one red and the other green. The red button activates the collar, and the green one shuts it off.

When the neuro collar is in use, it sets up a field in the wearer's nervous system which forces the wearer to obey the commands of the being who activated the device. The wearer becomes subject to the collar if he loses a Mental Attack against a MS of 18. The wearer will obey any order except those that are obviously self-destructive. The neuro collar only has a 30% chance of affecting mutated plants or animals, since their nervous systems are so different from Pure Strain Humans. The artifact also has only a 80% chance of affecting mutated humanoids, since their nervous systems may also be different.

While in this subdued state, affected individuals are unable to use any conscious physical or mental mutations. They are also unable to act violently in any manner against anyone, even if ordered to do so. Note that affected individuals still possess all of their rational facilities, and they are still capable of independent thought and resentment against their 'masters'. The neuro collar operates on two hydrogen energy cells good for 20 hours of continual use. The wearer cannot turn off his own collar. (DM97)

Neutralizing Pigments

Code: ~V **Value:** 100
Duration: 24 hours **Avg. Cost:** 200 ¢
Weight: 500g **Power:** -

There are 5 of these special pigments, each of which comes in its own 10 centimeter long tube. A tube will cover two human-sized characters or 9 square meters of surface. The **RED PIGMENT** is a compound that shields the surface entirely from the effects of low level Radiation (intensity Level 10 or less). The **GREEN PIGMENT** insulates the surface from electricity. The

BLACK PIGMENT neutralizes laser beams. The **ORANGE PIGMENT** turns to foam that absorbs Sonic Blasts. The **GRAY PIGMENT** neutralizes acid. (BRB)

Oil, Flammable

Code: ~I **Value:** None
Duration: 1 use **Avg. Cost:** 2 ¢
Weight: 1/2 kg **Power:** -

Oh yeah! The Molotov Cocktail, favorite of Zoopremisist agitators everywhere. In practice, any flammable liquid may be used in lieu of oil. Tar, gasoline, lighter fluid, and Ert Telden oil are also popular choices. These should be treated as WC 3 if thrown. Burn baby burn! (BRB)

Parachute

Code: CIV **Value:** 300
Duration: - **Avg. Cost:** 1,500 ¢
Weight: 10kg **Power:** -

If donned properly, a parachute slows down a fall to 10 meters per round. It can be guided with a successful Use Artifacts roll against an "AC" of 10. The Game Master may apply bonuses or penalties for the weather. (4GW)

Pepper Spray/Mace

Code: AIII **Value:** 100
WC: 12 **Cost:** 150 ¢
Range: 2 meters **Power:** -
Damage: See below **Weight:** 200g
RoF: 1 **Ammo:** 10 bursts

A non-toxic irritant, originally used in riot control and urban self defense. When sprayed, all beings within a 2 meter radius are debilitated. It reduces the target's armor class by one point, and adds 2 points to that character's "to hit" dice rolls. Victims recover their abilities in 3 melee turns. (Ziggy)

Popper Pellet

Code: AIV **Value:** 25 each
Duration: Constant **Cost:** 250 ¢
Range: Thrown **Power:** -
Damage: See Below **Weight:** 5g
RoF: 1 **Ammo:** -

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 Mutational *Force Fields*), the popper pellet instantly gains the necessary power it needs from the field. Once attached, the popper pellet cloaks itself from IR, UV, and visible light, making it invisible to most individuals and sensors. It travels to the highest point of the force field (above the head for most powered armors and above the turret for tanks or robots).

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

When a popper pellet is thrown at a force field, the individual sees the popper pellet suddenly disappear as it comes into

contact with the force field. In response, the force field generator beeps and blinks a warning stating the field strength has been reduced. (ToA)

Portent

Code: BIV **Value:** 300
Duration: 24 hours **Avg. Cost:** 1,500 ¢
Weight: 5 kg **Power:** 2x Solar Cells

This portable tent is a backpack-sized unit powered by 2 Solar Energy Cells good for 24 hours constant use and rechargeable during the day while the party is marching). The portent consists of four solar generators laid out in a rectangular pattern, with the length of the cords limiting it to 3m on a side. The unit creates a Force Field that protects those inside from the elements. It will absorb 5 Hit Points of damage from an attack before burning out. Vents in the generator boxes keep the air fresh. The portent also includes a flimsy nylon tent for privacy. (BRB)



Power Tree Saw

Code: AIV **Value:** 100
Duration: 1 hour **Avg. Cost:** 90 ¢
Weight: 4 kg **Power:** 1x Chemical Cell

This 30cm cube-shaped unit has a diamond carbide, thread sized band, which can encompass a tree up to 60cm 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 sever a tree in 5 Action Turns.

If this device is used as a weapon (most effective in a trap) it causes 10d6 points of damage every Action Turn until the target is dead. The lasso can withstand 20 points of damage before it snaps from slicing, bludgeoning, or energy weapons. (ToA)

Rad Badge

Code: IV **Value:** 25
Duration: - **Avg. Cost:** 50 ¢
Weight: - **Power:** -

This simple badge turns dark when exposed to intensity 5 radiation or higher.

Radios [Listen-Only and Ham]

Code: BIV **Value:** 400
Duration: 8 hours **Avg. Cost:** 150-700 ¢
Weight: ½ ~ 3kg **Power:** 1x Chemical Cell

The listen-only radio is the common personal radio we use today to listen to music, news and talk shows. It can pick up any strong signal within 250 kilometers.

The larger, more expensive, ham radio is a much more elaborate device, with much greater range, that can both send and receive messages up to 500 kilometers. In both cases, the range of the device is affected by the power of the signal and the size of the antenna. (4GW)

Receiver & "Bugs"

Code: CIV **Value:** 750
Duration: 100/200 hours **Avg. Cost:** 200/25 Ð each
Weight: 4kg/10g **Power:** 1 Chemical Cell

Receivers and bugs are highly sophisticated communications equipment designed for covert operations and bugging. The bugs usually come in a set of two and are the size of small, real insects, are self powered by a small chemical cell and have both magnetic and adhesive backings that allow them to be attached almost anywhere. They can pick up conversations or sounds within a 10 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 Cell good for 100 hours 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 transmission 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 12 different bugs. The operator monitors the twelve different stations by merely flicking the dial. The receiving unit can be set to either 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 12 lights on the unit, one for each bug). The receiving unit can never transmit, nor can a bug act as a speaker. (ToA)

Remote Hand

Code: CVI **Value:** 1,000
Duration: 1 hour **Avg. Cost:** 2,000 Ð
Weight: 1kg **Power:** 1x Hydrogen Cell

This metal glove has a control panel with many buttons and an electronic readout. When activated, it allows the wielder to grasp and manipulate objects at a distance using projected force fields. The range is 15 meters and it has a PS of 10. The DX is the same as the wielder's. (4GW)



Repair Kit, Radiation Suit

Code: AIV **Value:** 100
Duration: Constant **Avg. Cost:** 150 Ð
Weight: 2kg **Power:** -

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 10 repair patches in each kit, with each patch good for 10 points of damage.

It takes one minute to apply a patch. Therefore, if a suit has sustained 40 points of damage, it will take 4 patches and 4 minutes to repair. Patches cannot be cut to repair areas that received less than 10 points of damage, but a single patch can be used to repair less than 10 points this way. During the time a suit is being repaired, the wearer suffers from any radiation around him, but at half normal Intensity. (ToA)

Rope

Code: ~I **Value:** None
Duration: 15 meters **Avg. Cost:** 1 Ð
Weight: 1kg **Power:** -

Rope is widely available in nearly every community in Gamma Meriga. It is typically made from strong plant fibers such as hemp. Some rope is made from animal hair or even intestines. Most rope is sold in lengths from 1 to 100 meters. Ancient plastic cord is sometimes available as well. This is both extremely lightweight and strong and commands much higher prices. (BRB/Ed)

Sensor, Artificial Energy

Code: IV **Value:** 500
Duration: Constant **Avg. Cost:** 200 Ð
Weight: ½ kg **Power:** -

The artificial energy sensor is a 10cm 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 being and that of a construct such as an android or robot at a 10 meter range. It can also give the construct's relative location and elevation. Only duralloy blocks the sensor's abilities.

The sensor does not require a power source because it is able to gain energy from the electromagnetic radiation emitting from powered objects within its 10 meter detection radius. For instance, when an android comes within range, the sensor automatically turns on because the power source in the android is close enough for the sensor to leech power. Due to this leeching power, the sensor can also determine the location of batteries, working powered armor, existing and functioning cybernetic units, operative force fields, and the like. The sensor's leeching ability does not adversely affect the functionality of any powered items within its detection radius.

Some types of artificial energy sensors can determine the type of artificial construct, its functions, and the devices it contains. This type is exceedingly rare. (ToA)

Sensor, Bio-energy

Code: IV **Value:** 300
Duration: Constant **Avg. Cost:** 200 Ð
Weight: ½ kg **Power:** -

The bio-energy sensor is a 12cm long, rectangular, hand-held unit. It is a delicate sensing device that detects biological activity within a 50 meter radius. Any living body larger than 1mm can be detected. The sensor also shows the creature's relative position. Duralloy and plastisteel block the sensor's scanning ability. (ToA)

Sensor, Eye-movement

Code: V **Value:** 1000
Duration: Constant **Avg. Cost:** 750 Ð
Weight: 3 kg **Power:** -

This sensor, when used with a helmet, bounces extremely low-energy UV or IR 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 currently attached to this sensor) to be directed to attack with almost unerring accuracy (+8 to-hit). The sensor can take 20 points of damage before being destroyed. (ToA)

Shackles, Energy

Code: DV **Value:** 100
Duration: Constant **Avg. Cost:** ₤
Weight: **Power:** -

Energy shackles are energized duralloy handcuffs designed to restrain a human or humanoid-like being. E-shacks were used by prisons and police forces during the Shadow Years. Energy shackles consist of two bands of thick duralloy material with a thin wire linking the cuffs together. These cuffs are activated by a small switch on one cuff that can only be controlled by a Stage IV I.D. (formerly used by civilian and military law enforcement agencies). Activation causes the wire to stiffen and hold the cuffs rigidly apart or together, as the activator desires, and causes an energy flow to develop around the cuffs and wire. The energy flow will be seen as a shimmering light.

The special energy flow in the shackles causes the victim to become totally passive and submissive; he will be unable to commit any violent act and will not even try to escape while under this influence. This effect is negated as soon as the shackles are removed. Attempts to stop the flow of the energy will generally fail, though energy negation will immediately deactivate the shackles.

Two hydrogen cells will provide energy for each cuff for 100 hours. When unpowered, the shackles can take 30 hit points of damage before being destroyed; this increases to 60 points when they are turned on. E-shacks have a rating of DIII for artifact value. They are worth 100 status points. (DM113)

Slowglass

Code: V **Value:** Varies
Duration: Constant **Avg. Cost:** Varies
Weight: Varies **Power:** -

As light passes through a medium, its direction and speed changes 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 was designed to take full advantage of the 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 artifact. It generally costs 300 ₤ per square meter per 14 minute delay time. For example, a 2 square meter piece of slowglass that slows light for 2 hours would cost 4,800 ₤.

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. However, since light still passes through slowglass, the user must be ready to see the "recorded" information at the appropriate time or it will be lost. (ToA)

Slowmirror

Code: V **Value:** Varies
Duration: Constant **Avg. Cost:** Varies
Weight: Varies **Power:** -

Slowglass can be coated with a reflective material on one side to create a slowmirror. Slow mirrors cost half 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 6 hours travelling through the slowglass and 6 hours being reflected back out again.

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

Smoke Generator

Code: BIII **Value:** 400
Duration: 1d10 rds **Avg. Cost:** 420 ₤
Weight: 11kg **Power:** -

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 10m a -5 to their Armor Class for 1d10 Action Turns. This counters Visual and UV sensors, and removes one-half the normal bonus from IR sensors. All other types of sensors are unaffected. The smoke generator holds 5 rounds. An expansion clip can be installed next to the smoke generator that holds an additional 6 rounds of smoke. (ToA)

Sound Filter

Code: IV **Value:** 200
Duration: 40 hours **Avg. Cost:** 250 ₤
Weight: 1kg **Power:** 1xChemical Cell

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 user from the effects of loud noises like sonic blasts or the deafening explosions of bombs, shells, and mines. The Sound Filter is generally useful when installed onto a helmet with a loud speaker and receiver system. It can also be placed on a radio as well.

The Sound Filter can be attuned to pick up softer sounds. By amplifying the background noises in an environment, the filter user can hear a cricket moving through the brush at 5 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 masking. To perform this task, the filter reads the sounds that the user and all his 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, that it was finally banned in many locations before the holocaust. (ToA)

Stratablaster Mk II™

Code:	FIV	Value:	500
Duration:	40 hours	Avg. Cost:	1000 ₤
Weight:	3kg	Power:	Broadcast Power

The ultimate in pre-Apocalyptic rock and roll. The Stratablaster™ was a complete band-in-a-box. It resembles a long ridged stick slightly tapered at one end. Along the top or 'face' of the stick are a number of depressions which produce notes when the user moves his fingers across them. Along the lower edge of the stick there are a variety of dials to adjust tone/beat/etc. and a switch to turn the instrument on and off. There is usually a neckstrap so the user can stand and use the instrument comfortably. The Stratablaster™ also comes equipped with two cords which plug into the back of the instrument and a small 1/2 meter square box. On the end of one cord is a vox receiver/amplifier which resembles a small pair of headphones. They are not placed in the ears however, but rather the small receivers are placed snugly against the throat (they are adhesive). When the user sings or hums, these receive the incoming sounds and they can be processed through the Stratablaster™ in the same way as other notes. The second cord ends in a plug which is plugged into the amplifier. The small box is the amplifier. There are two jacks in the back which receive either one or two hookups from the Stratablaster(s)™. There are no other dials or visible markings on the amplifier. It is typically a flat black color.

If the Stratablaster™ has access to Broadcast Power, the would-be rocker can plug in the amp and switch it on. Volume/Reverb/Feedback etc. are all controlled from the Stratablaster by certain finger combinations. Learning to use the instrument correctly is not easy, hence the difficulty code F. Using the instrument without a full understanding of it (and a lot of practice) will produce only irritating noise. A skilled user can literally play *anything*. Normally the user would program certain sequences or arrangements into the instrument and then play over them or manipulate the sounds in an impromptu freeform jam. If desired, the skilled user can also use the Stratablaster™ to generate a *Sonic Blast* (like the mutation) which will cause 4d6 points of damage to everyone without hearing protection in a 30 meter radius. The amplifier may blow out after such a blast however (50% chance) and may not be used again unless repaired or replaced. Stratablasters™ come in a variety of colors and slightly different shapes to suit the Ancient musicians' tastes. (Ed)

Tentman™

Code:	IV	Value:	300
Duration:	12 uses	Avg. Cost:	250 ₤
Weight:	3kg	Power:	1xSolar Cell

The Tentman™ is a camper's and adventurer's dream. It is a lightweight, 3kg, briefcase-sized object with a handle. Two locks, one on either side of the handle keep the briefcase from being accidentally opened at an inopportune time. The locks can either be keyed, combination, or ID/thumbprint activated.

When unlocked, the briefcase opens automatically. A combination of liquid metal and other mechanisms begin working, stretching, unfolding, and reshaping until the briefcase opens up into a square 4-man metallic tent. The tent has a screened and shuttered window on three sides, and a metallic, zippered tent on the fourth. 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 on cold

evenings – be sure to clean the stove before closure! (ToA)

Textbooks

Code:	See below	Value:	Varies
Duration:	-	Avg. Cost:	Varies
Weight:	½-1kg	Power:	-

These wondrous and cryptic ancient textbooks, technical manuals and guides cover a wide variety of subjects, often with diagrams, charts, and formulae. Most of these manuals are not originals, (age and climate have long destroyed those) but are rather reproductions lovingly embellished and illuminated by hand in the scriptoriums of the Cryptic Alliances, particularly the Restorationists. Despite their painstaking attention to even the smallest serif, mistakes and misinterpretations do creep into the texts. In some cases (particularly high-tech information) a separate commentary or interpretation may be added by the latter-day copyist alongside the original text. This may or may not be accurate or pertinent to the topic. Generally however, these 'illuminated' manuscripts are beautiful, with all manner of illustration in the sidebars and borders. The GM should determine the relative value and usefulness of each Technical Manual according to its subject and source. Some common tech manuals are listed below:

Basic Sciences (Biology, Chemistry, Physics, Astronomy)
Common to rare depending on the depth of the particular science covered.

Mathematics (Algebra, Calculus, Trigonometry, Geometry)
Common textbooks, generally understood if not understandable

Mechanics (car owner's manuals, DIY guides) Very useful and expensive.

Electronics (appliance repair, wiring, power generation)
Relatively common, but poorly understood. Worth depends on the depth of the topic(s) covered.

Medical (anatomy, first aid, pharmaceuticals, reference guides)
Prized by the Healers, naturally.

Linguistics (Ancient dictionaries, lexicons, thesaurii) Useful to explorers and highly sought after by the Restorationists.

Computer Science (programming languages, schematics)
Extremely valuable especially to Followers of the Voice who will pay top dollar for them in any condition.

Industrial Tech (catalogs, technical guides, magazines) Very highly prized and potentially useful depending on topic(s).

Financial (accounting, banking, investment guides) Nearly worthless now, just like the Gamma World economy.

Comic Books Mostly long gone, but occasionally an extremely fragile paper copy has survived wrapped in a plastic bag. The care with which the Ancients went to preserve these texts must mean they were extremely significant pieces of literature, and so are highly revered amongst Restorationists and strangely, the Peace Brigade.

Gaming Supplements (DM's Guide, Player's Handbook, Monster Manual, Unearthed Arcana, Paranoia, FRUP) Sought after by cryptic alliances with an occultist bent, like the Archivists or the Brotherhood of Thought. The proliferation of garish artwork and complex tables and charts has led to the veneration of these rare texts as a kind of prophetic code which has yet to be fully understood, or as a detailed set of moral instructions left by the Ancients to aid mankind in rebuilding. Either way, these books will bring a hefty price from the right buyer. (Ed)

Thermometer

Code: AIII **Value:** 50
Duration: Constant **Avg. Cost:** 10 ¢
Weight: - **Power:** -

This device is a glass tube with a plastic readout at one end. When an object touches the tip of the tube, the readout changes color. Unfortunately, most of these devices are so old that they no longer have numbers along the color readout. As the temperature becomes warmer, the color readout becomes redder; cooler objects turn the readout blue. The thermometer can handle temperatures from -70°C to 200°C. (ToA)

Thought Cap

Code: VI **Value:** RANK
Duration: Variable **Avg. Cost:** 900 ¢
Weight: 2.5kg **Power:** 1xChemical Cell

At the twilight of the Ancients' civilization, it became necessary for people to learn and retain information much faster than was normally possible. They developed a device called the Thought Cap, a subconscious-interface teaching device roughly the size and shape of a bicycle helmet. A 5 cm tall Learning Crystal containing information that could fill numerous printed volumes was inserted at the top of this cap. The Thought Cap was so effective that it soon became impossible to compete without one.

A Learning Crystal can whatever new information the GM wishes: a new talent, skill, language and so forth. The Ancients eventually put the daily news on these crystals, and these are still commonly found. The energy and time required to use a Learning Crystal depends upon the complexity of what is being learned. This is up to the GM to determine, but a minimum of two days learning time and the expenditure of an entire Chemical Cell is recommended. (ToA)

Thruster, Pocket

Code: IV **Value:** 250
Duration: 12 bursts **Avg. Cost:** 300 ¢
Weight: 1.5 kg **Power:** 1x Gas Cartridge

Handy in an emergency, the pocket thruster was carried by spaceship crews when "walking" in space. The pocket thruster slowly propels the user by ejecting bursts of compressed air. This prevents a spacewalker who's drifted away from the spacecraft, station, or asteroid from needing outside help to rescue them.

Each gas cartridge contains enough air for 12 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. In the Gamma World™ milieu, these devices are very commonly found on Luna, and especially Tycho Station, where they were required safety equipment nearly everywhere. On Gamma Terra they are fairly rare, and in any case, don't work as intended.

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 the Ancients who worked on computers often used these devices to clean their keyboards. (ToA)

Tinderbox

Code: ~II **Value:** 10
Duration: - **Avg. Cost:** 10 ¢
Weight: 200g **Power:** -

This is a small steel or metallic box containing sawdust (tinder) and flint. The tinderbox is useful for starting fires or for keeping a small bit of hot embers inside the box for use in starting a later fire. These are commonly available at all TL II communities. Tech Levels 0 to I typically rely on starting fires with simpler methods (rubbing sticks together, etc.) (Ed)

Tool Set

Code: Varies **Value:** Varies
Duration: - **Avg. Cost:** Varies
Weight: 2kg **Power:** -

These artifacts help the skilled mechanic make repairs on other artifacts. Each set of tools is identified by its tech level: IV, V or VI. It is assumed that the mechanic has Tech Level III tools, with which he can sometimes make repairs to artifacts. These Tech Level III tools do not provide any bonuses for repairing artifacts, but without them they cannot attempt any repairs. Tech IV tools have a complexity of 10, Tech V tools are a 15, and Tech VI tools are a 20. A tool set can work on any item, but it only provides a bonus for artifacts of the same tech level, not those above or below. A tool set IV is of no help in repairing a Tech Level V artifact. Different tool sets are of better quality than others. Roll on the table below to determine the die modifier (DM) this particular tool set provides. (4GW)

Roll d20	DM	TLIV	TLV	TLVI
1-4	+1	250	500	1000
5-11	+2	500	1000	2000
12-15	+3	1000	2000	3000
16-18	+4	1500	2500	4000
19-20	+5	2000	3000	5000

Torch, Atomic

Code: IV **Value:** 1000
Duration: 30 hours **Avg. Cost:** 550 ¢
Weight: 4kg **Power:** 1x Atomic Cell

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 notes the time required to cut a 1 meter long, 1mm wide, and 1cm deep slice in a specified surface. The GM should modify the time required based upon the size of the area to be cut.

The cutting leaves no residual radiation on any surface except duralloy. It is necessary to treat duralloy after cutting or Intensity 17 radiates from its surface for a full week. The Intensity drops by one point per week until the full 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 Action Turn it is used. It causes 3d6 points of damage to furred creatures for one Action Turn and 6d6 points thereafter. It causes 3d6 points to characters in plastic armor for 5 Action Turns and 6d6 thereafter. (ToA)

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
Plastisteel	20
Duralloy	30

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

Torch, Laser

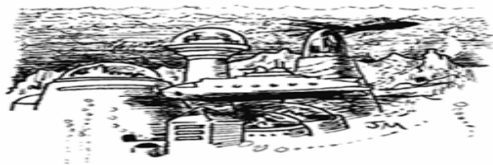
Code:	IV	Value:	500
Duration:	20 hours	Avg. Cost:	250 ¢
Weight:	1kg	Power:	1x Hydrogen Cell

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

The time required to weld a 30 cm 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 weapon causes 2d6 points of damage each Action Turn. If the target is protected by metal armor, the user must successfully strike the target a number of times equal to cutting time before causing any damage. Once that time period is passed (4 Action Turns for normal metal armor) the laser torch causes 2d6 points of damage per Turn. (ToA)

Metal Type	Welding Time (Action Turns)
Soft Metals	2
Normal Metals	4
Hardened Metals	6
Metal Alloys	10
Plastisteel	12
Duralloy	16



Torch, Sonic

Code:	IV	Value:	250
Duration:	15 hours	Avg. Cost:	150 ¢
Weight:	2kg	Power:	1x Hydrogen Cell

The sonic torch can run for 15 continuous hours with the use of one Hydrogen Cell. It breaks down the cohesive surfaces of joined metal objects (weld points, metal objects melted into one another, 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 20cm and requires protective hearing equipment for safe use; this equipment is usually included with the sonic torch kit. The sonic torch may be used as a hand weapon that causes 2d6 points of sonic damage every Action Turn to all targets within a 45° forward arc and 10 meters range. (ToA)

Trashman™

Code:	V	Value:	1000
Duration:	Constant	Avg. Cost:	400 ¢
Weight:	5kg	Power:	Broadcast Power

This device looks like a thick, steel-grey disc, approximately 1 meter in diameter and 15 cm 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 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 a home or office. The second plug-in point is the remote on/off switch.

When operating, the Trashman disintegrates anything that comes into 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 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 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 was disintegrated will 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 Apocalypse. 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. (ToA)

Triangulator

Code:	IV	Value:	
Duration:	50 hours	Avg. Cost:	100 ¢
Weight:	2.5kg	Power:	1x Chemical Cell

The triangulator is an anti-covert action device that is used to detect unwanted radio wave signals. Most bugs and other spy equipment use radio waves to transmit their snooped information; the Triangulator is designed to locate localized sources of these 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 a 10cm of the source, the Triangulator beeps rapidly. Many companies, governments, and suspicious private individuals used Triangulators before important meetings. (ToA)

Universal Card

Code: IV **Value:** -
Duration: - **Avg. Cost:** - ₤
Weight: - **Power:** -

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

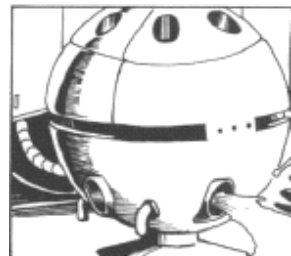
A person who owned this card had a line of credit based on his annual income, and anything could be purchased against this credit from fast food to movies, a fast car to a suborbital vacation. The Universal Card was accepted anywhere, hence its name. Anyone could qualify for a card, since all earnings were immediately credited to the card. (ToA)

Universal Cooker

Code: IV **Value:** 500
Duration: 100 uses **Avg. Cost:** 150 ₤
Weight: 2 kg **Power:** 1x Solar Cell

The universal cooker is a ceramic cylinder 15 cm tall and 20cm in diameter. It has an attached, locking cover, an intensity dial, and a slot near the bottom of the device that accepts a single Solar Cell.

The cooker holds up to 2 liters of food or liquid. Once activated, the device microwaves its contents in seconds, providing a germ and bacteria free hot meal when a fire cannot be made or when necessary to "cold camp".



No heat escapes the device 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 lining for fast and easy clean up! (ToA)

UV Goggles

Code: AIV **Value:** 150
Duration: 3 hours **Avg. Cost:** 500 ₤
Weight: ½ kg **Power:** 1x Chemical Cell

UV goggles look like binoculars, but allow the user to see in the UV spectrum and identify heat and radiation sources by sight, even in total darkness. See UV/IR Goggles.

UV/IR Goggles

Code: AIV **Value:** 350
Duration: 4 hours **Avg. Cost:** 1000 ₤
Weight: 1/2 kg **Power:** 1x Chemical Cell

These combine allow vision across both the UV and IR spectrums. (BRB)

Voltmeter

Code: IV **Value:** 100
Duration: - **Avg. Cost:** 150 ₤
Weight: ½ kg **Power:** -

In game terms, a voltmeter is most useful when determining the presence or absence of an electrical charge. By comparing the readings to the actual power of the shock, PCs might eventually get an idea of how to interpret the power of the electrical current. However, this would be a painful process. This device needs no power cell. (4GW)

Waldo

Code: AIV **Value:** 250
Duration: 1000 hours **Avg. Cost:** 400 ₤
Weight: 10g **Power:** Chemical Cells

Waldos are usually found supplied in a small pouch of two. Each resembles a small metallic button with a thumb-sized depression on one side and a circular plastic ridge along the top of the other. Waldos were often used by parents and children or hikers to keep track of each other. When the depression on the back of each waldo is pressed, the waldos will begin to track the other's position. If the depression is pushed again, the lighted ridge along the opposite site will show a blinking red dot that always points in the direction of the other waldo. Waldos are powered by small internal chemical cells (like watch batteries) which power them for up to 1000 hours of use. The pouch they are supplied in usually (80%) contains a set of replacement batteries. Waldos operate over a maximum range of 100km. Any further than that, and both waldos will go into standby mode until they are again within range. (Ed)

Weather Predictor

Code: V **Value:** RANK
Duration: Constant **Avg. Cost:** * ₤
Weight: 2 kg **Power:** -

The Brotherhood of Thought, a Cryptic Alliance, are the only group known to possess these rare artifacts. The weather predictor does exactly like its name suggests, it accurately predicts the weather. A liquid crystal display or other similar readout shows the type of weather pattern the user can expect over the next 12 hours, at one hour intervals.

The Weather Predictor gains its information from a still-orbiting satellite system that surrounds Gamma Terra. The device itself is 15cm long, shaped like a disc 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. (ToA)

Wedge, Electric

Code: IV **Value:** 500
Duration: 8 hours **Avg. Cost:** 250 Đ
Weight: 2 kg **Power:** 1x Hydrogen Cell

The electric wedge is a small prism-shaped item of duralloy, 13cm long, 8cm wide, and 8cm high at the top. A compartment on the hypotenuse of the Wedge contains a small door that accepts a single Hydrogen Cell.

The Wedge can be hammered into a slot, a crack in rock or wood for example, and activated. Once activated, the device begins expanding, slowly crawling its way into the crack or crevice, expanding the hole. The Wedge can increase its height up to 25cm.

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". (ToA)

Miscellaneous Equipment

Air Pump 2kg; 15d; ~III; I want to pump you up! 1sq meter/Action Turn. The Gamma World cyclist's best friend.

Armored Briefcase; 1kg; 80d; ~IV; AC2 Duralloy plated with locking mechanism

Aqua-Corder 3kg; 1000d; CIV; Underwater camera records 3d video; audio; and temperature/climate conditions, 2 chemical cells 40 hours

Bandoleer 1/2 kg, 15d; ~II; Holds up to 5kg of replacement power cells, ammunition, or other small stuff

Bipod/Tripod 1kg; 70d; AIII; Telescoping device useful for steadying firearms or recording devices(+1 to-hit)

Camouflage Face Paint/Warpaint; 10g vial; 1d; ~I; Various color dyes for stealth or for fashion.

Camp Chair 4kg; 50d; ~III; Portable folds up chair for that home away from home feeling.

Compass 10g; 7d; ~II; Basic magnetic compass.

Concertina Wire 10kg; 100d; ~III; 15 meters long, super sharp defensive wire for a secure perimeter.

Cooler (large,small) 1kg; 5-10d; ~III; Keeps the beer cold.

Cot 3kg, 20d; ~III; Fold-up sleeping cot for the fussy camper.

Depth gauge 250g; 140d; ~IV; Wrist or helmet model, indicates depth up to 2,000 meters below sea level.

Eating Utensils 50g, 1d; ~1; Knife/Fork/Spoon or possibly just a Spork.

Fire-starter paste 10g; 5d; ~IV; Tube good for 20 uses, very flammable paste

Fishing Gear 3kg; 5d; ~I; pole, reel, line For those really big Gamma World fish you may need a blaster instead.

Fishing Net 2kg; 20d; ~I; 3mx3m net useful only in the gentler fishing holes around Meriga.

Folding Shovel 1kg; 15d; ~III; Useful entrenching tool.

Goggles; 200g; 2d; ~III; Popular across Gamma Meriga for keeping the dust and acid rain out of your eyes.

Gloves; 200g; 5d; ~I; Custom leather gloves keep your mutant's hands supple and smooth.

Grappling Hook 2kg; 20d; ~II; Steel or metal hook with a ring for attaching a cord. Necessary for reaching those hard to get places.

Hammock 1/2 kg; 2d; ~I; 1-man sleeping hammock sometimes with a cover or netting for jungle fun.

Handcuffs 1/2 kg; 5d; ~III; Ordinary steel cuffs fit for the average humanoid wrists.

Holster 1/2 kg; 5-50d; ~II; Keep your weapon handy at all times.

Lockpicks 100g; 30-300d; Variable quality tools capable of handling one or many kinds of non-electronic locks.

Map Case 1/2 kg; 15d; ~II; Folding leather pouch for keeping maps or other documents dry and safe.

Personal Organizer; 200g; 5d; ~IV; Holds millions of addresses and photos, powered by internal solar cell.

Pocket Rangefinder 100g; 25d; ~III; Used by scouts or forward observers, not useful for weapons targeting.

Sunglasses; 10g; 2d; ~III; Keeps the sun out of your PSH eyes.

Water Filter 3kg; 25d; AIII; Filters water using charcoal packets at approx. 10 liters/hour of most contaminants except poisons and radiation.

Wrist Chronometer 10g; 20d; AIV; tells the date/time. Some include video/audio recording, calculators etc.

Whetstone/File 1/2 kg, 10d For sharpening up your tools or blades.

CHAPTER II: Power Sources

Generators & Rechargers

Broadcast Power Charger

Code: V **Value:** RANK
Duration: Constant **Avg. Cost:** Priceless
Weight: 7kg **Power:** Broadcast Power

The Broadcast Power Charger is a device that works on Broadcast Power exclusively. When in functioning state, the unit is capable of recharging Hydrogen Power Cells, Chemical Power Cells, and Solar Power Cells (although these are more commonly recharged by a Solar Recharger). Atomic Power Cells and UPCs may not be recharged by this unit. Recharging takes 12 hours for each battery (all types).

Broadcast Power Station (BPS)

Code: V **Value:** 2 RANKS
Duration: Constant **Avg. Cost:** Priceless
Weight: ?? **Power:** Internal Reactor

Part of the network of power plants and satellites that once generated power for dispatch by cable or relay station still exists. Functioning BPS still gather power and broadcast it to those artifacts able to use it within a 20 kilometer range. In some cases, large installations or building complexes have their own mini-BPS that supplies power to units inside the complex. Artifacts will use this type of power in preference to all others if it is available. Artifacts in use when power was cut off will have switched to auxiliary power systems (until these were exhausted or shut down). Artifacts not in use when power was lost will have stayed shut down unless deliberately turned on by someone. Their auxiliary power will be untouched. Artifacts that use Broadcast Power will have a 20% greater chance of working in areas where BPS still operate. BPS look like 3 meter radar dishes. It should be noted that Broadcast Power is a special form of Spiral Power Transfer (SPT) and is also harmless to humans and machinery. (BRB)

Solar Charger

Code: CV **Value:** 1000
Duration: - **Avg. Cost:** 2,500 \$
Weight: 1 kg **Power:** Solar panel

Hydrogen or chemical power cells can be recharged with this item. It must be left in bright sunlight for four hours to charge a chemical power cell and eight hours for a hydrogen power cell. (BRB)

Generator, MCII

Code: CV **Value:** RANK
Duration: Constant **Avg. Cost:** Priceless
Weight: 200kg **Power:** 2xAtomic Power Cells

The MCII Generator was the ultimate in home power before the Black Years. It provided a virtually unlimited amount of power for the average household. The MCII is powered by paired Atomic

Power cells which generate internal fusion. This fusion process creates a small amount of subatomic particle annihilation which in turn releases a great deal of energy. Where this generator made it's high price worthwhile is that the heat energy is converted directly into electrical energy.

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

The MCII can power just about everything tied into its local power grid. The life of its Atomic Power Cells strongly correlates to the use of the generator. Generally, modest use allows them to last for around 20 years. (ToA/Ed)

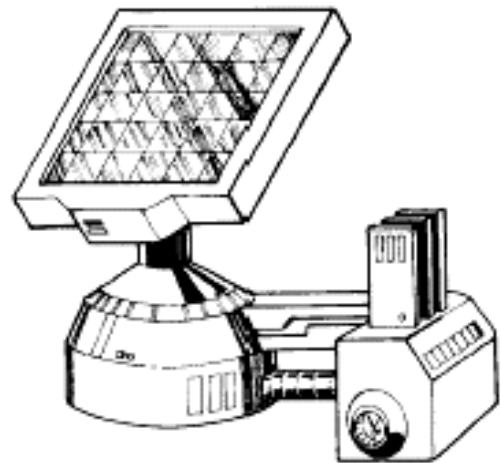
Generator, Solar

Code: IV **Value:** RANK
Duration: Constant **Avg. Cost:** Priceless
Weight: 10kg **Power:** -

The solar generator was the ultimate in cheap home power before the apocalypse. It provided a virtually unlimited amount of power for the average household. The generator uses a series Solar Power Cells to collect the sun's energy and convert it directly into electrical energy. In older models (TLIII) the sun's heat was used to turn water into steam to run electrical 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 only use the energy it needs to fill the capacitors and batteries, working much the same way as a car's alternator.

The Solar Generator can power just about everything tied into its local power grid. The life of its solar cells is theorized to be about 1,000 years. Modest use allows them to keep up with power demands, but heavy use can drain the batteries and capacitors, resulting in a severe drop in power. When this happens, the solar generator needs a full two hours sunlight to recharge itself. (ToA)



Nuclear Power Plant, Mini

Code: EIV **Value:** RANK
Duration: - **Avg. Cost:** Priceless
Weight: 20kg **Power:** 5 years

Nuclear Power Plant, Standard

Code: EIV **Value:** RANK
Duration: - **Avg. Cost:** Priceless
Weight: 50kg **Power:** 50 years

There are two types of nuclear power plants: mini and standard. These two power systems use fusion reactors with fission reaction generators to generate spiral power which must then be converted for use. This process is similar to the 20th century thermonuclear bomb where a fission reaction is used to generate enough power to cause a fusion reaction, however, it is much more stable and controllable. Water vapor or hydrogen collected from the plant's surroundings generate the power for the fusion reaction and is basically infinite. However, the fission reaction's fuel is the limiting factor in energy production and must be replaced at regular intervals.

Since the actual power is from the fusion reaction, the amount of use (or disuse) of the plant does not affect the rate of consumption of fissionable materials. However, the plant may be completely shut down, thus extending the available life span of the plant. Once shut down, the plant requires 15 minutes to fully reactivate. Mini-power plants weigh 20 kg and are a little larger than an atomic power cell.

Standard (nuclear) power plants weigh 50 kg and are as large as a man's chest. A mini-power plant may be refueled with a standard nuclear fuel cell. A standard nuclear plant can be refueled with 10 nuclear fuel cells (or equivalent).

Nuclear Power Reactor

Code: GIV **Value:** 2 RANKS
Duration: - **Avg. Cost:** Priceless
Weight: 50kg **Power:** 500 years

This reactor is basically a scaled-up version of a nuclear power plant. It is the size of a small room and is basically immobile. However, versions have been installed into large craft. A nuclear power reactor can provide power for 500 years. It may be recharged with 100 nuclear fuel cells (or equivalent).

Power Cells

The standard power cells listed here provide DC power that is regulated based on the power needed. This power regulation was a needed safety precaution since without such regulators a powered device could literally kill someone handling it by discharging all of it's power at once. This internal power regulation is also why one cell can be used in so many different devices.

Power Cell, Atomic

Code: AVI **Value:** 250
Duration: - **Avg. Cost:** Priceless
Weight: 12kg **Power:** <1000 years

These are bulky, heavily-shielded nuclear batteries weighing 12 kilograms. They will hold a charge for 1000 years if unused. Once dead, they may be recharged by replacing their Fuel Cylinder. Replacement cylinders may be found in military supply

depots or a few nuclear power plants and factories. (BRB)

Power Cell, Chemical

Code: AIV **Value:** 50
Duration: - **Avg. Cost:** 10 ₤
Weight: - **Power:** 1-6 years

By far the most common type of power cell. These rechargeable batteries come in many shapes and sizes. They lose their charge after 1 to 6 years of disuse. When found, these power cells are usually (90%) drained of power. (BRB)

Power Cell, Hydrogen

Code: AIV **Value:** 75
Duration: - **Avg. Cost:** 40 ₤
Weight: - **Power:** Unlimited

These power cells last 10 times as long as chemical power cells. They are the same size as a chemical power cell and can be substituted for one without risk. Similar to Chemical Energy Cells, but are less common. They don't lose their charge from disuse. When found, they usually (80%) have a full charge. (BRB)

Power Cell, Solar

Code: BIV **Value:** 50
Duration: - **Avg. Cost:** 75 ₤
Weight: - **Power:** 1-6 years

A built-in solar panel allows these power cells to recharge in four hours of bright sunlight. Otherwise, they are identical to chemical power cells and can replace them without risk. They last as long as a normal chemical power cell. (BRB)

Nuclear Fuel Cell

Code: VI **Value:** 500
Duration: - **Avg. Cost:** Priceless
Weight: 8kg **Power:** <1000 years

This is the radioactive solid fuel used primarily for atomic power cells and nuclear power plants. It is also used in some large machines that have miniaturized nuclear reactors as a power source. It is has a duralloy shell, and, if penetrated, releases intensity 18 radiation into its surroundings.

Spiral Power Transfer

It was finally proven in the early 21st century that standard power transmission does have a negative effect on life in terms of higher cancer rates. However, it wasn't until the late 21st century that a new method of power transfer was developed known as Spiral Power Transfer (SPT). This mechanism is universally regarded as safe for humans, machinery, etc. and can only be converted to usable power by power plates. There are two types of plates (as specified in the power armor design rules in Chapter 2) - hot plates and cold plates. Hot plates produce energy while cold plates absorb energy. SPT does not transmit energy through wires, but uses micro-wave guides (basically hollow wires). See the Power Armor Construction section in Chapter 2 for more details.

Quantum Power

In the latter days of the shadow years, scientists made an impressive breakthrough in the field of power production. By the use of paired monopoles, an infinite amount of power could be generated by merely exposing them to air. As long as some form of gas was available, power could be produced. Also, due to the nature of the way monopoles interacted with matter, they automatically produced spiral power. Quantum power systems (QPS's) are small and light. The only problem with the reactors is the paired monopoles. First, monopoles are very dangerous. Exposing them directly to matter causes matter to degrade explosively. The monopoles must be kept in a special magnetic bottle. Some of this problem is offset by having paired monopoles since, if the containment is lost, the pairs should rush together and annihilate each other. Second, producing them is nearly impossible and finding them in nature is thankfully rare. Thus, QPS's were very, very rare. A QPS is also unlike the other power systems in that it can only produce so much power at once.

There were two known versions of quantum power sources. The first was found in a few of the powered suits. These Quantum Power Cells (QPCs) are described in detail in the powered armor design rules in Chapter 2. The second form was a Quantum Power Reactor (QPR). It was rumored that only one QPR was ever developed and it was basically several banks of quantum power couplings. Unfortunately, no records remain concerning where the QPR was located. (GK)



CHAPTER III: ARMOR

Force Field, Portable

Code:	DIV/EV	Value:	RANK
Duration:	12 Action Turns	Cost:	2500/3000 Ð
Weight:	10kg	Power:	1xHydrogen Cell

This generator is worn in a backpack-style harness. When activated, it produces a spherical field with a 1 meter radius. The generator can be adjusted to produce a field with a 2 meter radius. The Tech V version absorbs up to 25 points of damage, while the Tech VI version absorbs 40 points and is worth 3000 Ð. The field can restore itself by 1 point each Action Turn. If it ever reaches zero, the field has been breached, and the generator shuts down. It takes 10 minutes to reset the generator and turn it back on. (4GW)

Furs or Skins

Code:	~I	Value:	50
Armor:	8	Cost:	3 Ð
Weight:	10kg	Power:	-

Furs, skins, and pelts are the most primitive and most easily obtained protection. While they don't offer much protection from edged weapons, firearms, or energy weapons, they are better than nothing. They are also good protection from the rather acidic weather found in most parts of Gamma Meriga. The exact skins and hides used vary from place to place, with dangerous carnivore skins fetching the highest prices.

In most cases, furs and skins may be worn in addition to/ underneath other types of armor. Only the bulkiest hides or furs may not be worn this way. When worn with other armor, the Armor Class of the better armor will always apply. (Ed)

Leather

Code:	~II	Value:	100
Armor:	7	Cost:	20 Ð
Weight:	8 kg	Power:	-

This armor is made from tough leather, often boiled in wax for extra stiffness. Leather is the most commonly seen kind of armor around Gamma Meriga because it is easy to manufacture, cheap, and can be made from the hides of various local beasts such as Rakoxen and rarely, the dreaded Komodo.

Naturally, the Red Death is fond of black leather, the spikier the better. (Ed)

Leather, Studded

Code:	~II	Value:	150
Armor:	6	Cost:	25 Ð
Weight:	12kg	Power:	-

Studded leather armor is made by adding small metal bolts or studs to the leather to give it increased durability and strength. Sometimes these studs are spiked and chromed to give the armor

that extra special touch. Naturally, the Red Death is fond of studded black leather, the spikier the better. (Ed)

Mail, Banded (Mail, Scale)

Code:	~II	Value:	252
Armor:	4	Cost:	50 Ð
Weight:	17kg	Power:	-

This is a complete suit of heavy leather or hide armor with strips or squares of metal sewn or embedded into the leather to give extra strength and durability. Again, a favorite of the Red Death, who love to add all sorts of nasty looking spikes and blades to their armor. Typically the materials used for banded mail are scavenged from scrap metal found in the wastelands of Gamma Meriga and so vary quite a bit in quality and workmanship. Some common examples of improvised banded mail materials include aluminum cans, soft or hard plastics (PVC tubing) and flattened food tins. (Ed)

Mail, Chain

Code:	~II	Value:	200
Armor:	4	Cost:	200 Ð
Weight:	20 kg	Power:	-

This is a full-sized shirt, sometimes including a hood and pants as well, made of interlocking rings of metal (steel and aluminum are commonly used). It is worn over leather or other heavy clothing which provides padding to allow the armor to be worn comfortably. Chain is relatively time-consuming and difficult to manufacture so it will not be cheap if purchased, and usually must be made-to-fit. Additionally, chain is susceptible to rust if not oiled and cared for regularly.

The Knights of Genetic Purity often outfit themselves in chain when plate mail or Artifact armor is not available, or as a complement to scavenged armor worn piecemeal. (Ed)

Mail, Plate

Code:	~II	Value:	400
Armor:	3	Cost:	600 Ð
Weight:	25 kg	Power:	-

This armor consists of numerous metal, steel, or duralloy plates linked together with chain mail mesh. It is favored by the Purists (see Chain Mail above) who often use pieces of scrap powered armor or duralloy to make it stronger and more imposing. In some cases, plastic or sheath armor pieces are also included. The GM should decide, if these metals confer any special properties.

Plate mail is a time-consuming and difficult armor to manufacture. It will not usually be available unless specially fitted to the buyer and made by an experienced armorsmith. The Purists employ many blacksmiths in making armor, so their commanders will usually be seen wearing it. In other communities however, plate mail is rare. (Ed)

Mail, Ring

Code:	~II	Value:	300
Armor:	5	Cost:	300 Ð
Weight:	15 kg	Power:	-

This armor consists of a suit of light leather completely covered in overlapping metal (aluminum or steel) rings or scales sewn or riveted into the leather. Easier to manufacture than chainmail, it is a relatively common armor found all across Meriga. Like chainmail, it needs constant care to remain useable. Some Gamma World scavengers have made suits of ring mail from pieces of scrap metal gaskets and fittings sewn together rather haphazardly. Depending on the metals used, these improvised armors may or may not be very sturdy. They are certainly cheap. (Ed)

Plastic Armor

Code:	~IV	Value:	500
Armor:	3	Cost:	360 Ð
Weight:	9 kg	Power:	-

Made to provide inexpensive protection against beam weapons, plastic armor has proved tough enough to stand up against most forms of attacks. Plastic armor was very common before the Shadow Years, being standard issue in most municipal police departments and civil defense forces around the world. It was the prototypical riot control gear, and many sets came together with a large clear plastic shield as well. Being plastic and molded without thought to the use of power, it is impossible to rig this suit for QPCs. Force field-producing belts can be worn with plastic armor, however, with no penalties to the AC. Plastic armors can be any color or hue, from clear to opaque, from white to jet-black. Plastic armor does not encumber the wearer.

Serfs prefer plastic armor. Their inexplicable love for old law-enforcement uniforms combined with the garish and cryptic rank and departmental badges found on most plastic armor make this a must-have item for the Serf about town. (GK/Ed)

Plant Fiber Armor

Code:	~I	Value:	50
Armor:	6	Cost:	200 Ð
Weight:	6 kg	Power:	-

This is armor made from wood, bark, hemp, rattan, or other durable plant fiber. Quality and workmanship varies as these armors are almost always custom made by the wearer or a local craftsman. Plant fiber armor is not very useful against firearms or energy weapons, and offers no protection from fire or corrosive acids. It is generally worn by low tech tribesmen and those too poor to afford anything better.

Gren use plant fiber armors almost exclusively, owing to their hatred of metals and technology, and their inborn affinity for woodworking. Gren armors are often works of art, individually carved from wood or bark and bound with sinew for a perfect fit. Often lacquered with vegetable dyes in various forest hues, the armored Gren warrior takes on the appearance of a giant insect with a camouflaged carapace. (Ed)

Sports Gear

Code:	~IV	Value:	450
Armor:	6	Cost:	500 Ð
Weight:	9 kg	Power:	-

The sports of the ancients were sometimes quite violent. The protective gear worn by the players was frequently as good as leather or even chain mail. Although such equipment varies greatly, typical gear would provide an AC 6 if worn properly and would weigh only a fraction of what leather or chain mail weighs. It is possible to find sports gear that provides less protection and some that provides more, although never less than an AC6. Sports gear may not be worn with any other armor (including furs or skins). Better sports gear is obviously more expensive than 500 Ð. (4GW)

Hazardous Duty Suits**Suit, Deep Diving Rebreather**

Code:	BIV	Value:	500
Armor:	8	Cost:	5,000 Ð
Weight:	150kg	Power:	2x Hydrogen Cells

This is a complete duralloy reinforced body suit (looks similar to Robby the Robot) and bubble-type helmet for use in deep sea diving operations like salvage, recovery or repairs. The suit comes equipped with a backpack rebreathing 'lung' which filters oxygen from the surrounding water and converts it to breathable oxygen. There are also heavy lead-lined boots which help to keep the wearer steady on the ocean floor and the user manipulates objects with 2 tentacle-like arms operated from within the suit much like regular arms. The suits helmet contains a two-way communicator with a range of 100km, and an inboard computer which monitors and records depth, pressure, and other important data. The rebreather is powered by 2 Hydrogen Cells good for 100 hours operation.

This suit is typically manufactured with either plastisteel or even duralloy fittings, which keep the suit rigid at all times. The rebreather unit also keeps the interior of the suit pressurized against the outside water pressure. The suit is capable of dives up to 3000 meters. If the rebreather fails or the suit is punctured for any reason, the outside pressure will suddenly affect the wearer, inflicting damage at a rate of 10d6 points per 500 meters depth at the time of the accident.

The suits weight and bulk make it unwieldy for all but the strongest (at least PS 16) and the user must fully understand the suit and be trained in its use before attempting to dive. The suit cannot be worn on land. It's duralloy/plastisteel construction gives it a hefty AC of 3 however.

Deep diving rebreather suits were often used by the Ancients in undersea installations for routine construction and repair and so are quite commonly found in these facilities. Elsewhere, the suits are quite rare. (Ed)

Suit, Rebreather

Code:	BIV	Value:	600
Armor:	9	Cost:	1,500 Ð
Weight:	5kg	Power:	1x Hydrogen Cell

The rebreather suit is comprised of a lightweight rubberized (Neoprene) wetsuit, facemask, fins, and a backpack-style rebreathing unit. These suits were quite common before the Apocalypse, being used for recreational diving as well as other underwater tasks. The rebreather is powered by a single Hydrogen Cell which is good for up to 40 hours use. These suits are not pressurized in any way, so the user must keep note of their depth (a

depth guage is usually included with the suit). The rebreather unit will function up to 300 meters deep, but is typically only used at depths of around 100 meters. (Ed)

Suit, Fireman's

Code:	AIV	Value:	500
Armor:	8	Cost:	750 Ð
Weight:	9 kg	Power:	30 minutes air

The combat value of this armor is minimal, however, it is highly resistant to fire and heat. The first 5 points of damage from heat (not direct flame) can be ignored each Action Turn, and direct fire damage is half normal.

The suit can optionally include a set of air tanks and a mask, which are good for 30 minutes of air. These suits should be suitably more expensive. (4GW)

Suit, Hazmat

Code:	AIV~VI	Value:	500
Armor:	8	Cost:	*
Weight:	12 kg	Power:	2 hours air supply

Short for hazardous materials suit, this suit is designed for handling toxic chemicals. This silver foil suit covers the whole body and is airtight. It has air tanks that contain a two-hour supply of air. Rather than utilizing a gas mask, the entire head is enclosed and a large faceplate allows the wearer to see. The combat value of this suit is minimal however, it provides extra protection from chemicals, acids and gasses.

The Tech IV version gives a + 5 bonus, the Tech V version a + 10 bonus, and the Tech VI version a + 20 bonus— near immunity. There is some danger when removing the suit. The wearer must make a single CN check using half the suit's normal bonus, which is compared to all the toxins exposed to the suit. If the suit is cleansed first (industrial detergents and water), then it is safe to remove and no check is required. (4GW)

Suit, Radiation

Code:	AIV~VI	Value:	1000
Armor:	9	Cost:	* Ð
Weight:	5 kg	Power:	1x Hydrogen Cell

This special self-contained suit was designed to protect people dealing with the handling of high energy radiation and the frequent exposure to atomic reactors. This grayish colored suit is made from synthetic fibers and lead particles which together act as the primary means of shielding the wearer from radioactivity. The attached helmet is provided with protective goggles, a 25 kilometer range communications microphone, a filtered air breathing device used in low level radiation areas (less than Intensity12), and lead shielded air tanks with a 12 hour air supply utilized in dangerous radioactive zones (radiation areas of Intensity 12 and up). These suits are also heat and cold resistant, and weather-proof. Rugged boots allow the wearer to walk in all types of terrain and in all kinds of conditions. Because of the bulky nature of these protective uniforms, the suits are provided with controllable anti-grav devices which permit ease of movement in the arms and legs. A person may move at his or her normal movement rate while wearing this suit.

Each suit is powered by a hydrogen energy cell and has a battery life of 72 hours of use. Complete protection against radiation

intensities of under 12 is provided by these uniforms. For greater intensities, there is a 3% chance per intensity level above 11 that the wearer of the suit will be affected by the effects of the bombarding radiation.

Vest, Bulletproof

Code:	~IV	Value:	400
Armor:	5	Cost:	* Ð
Weight:	5 kg	Power:	-

These are bulky vests that usually worn around the neck and secured in place with flexible velcro straps. It is comprised of a kevlar or ceramic textile padding which is extremely useful at stopping projectiles fired from bows, crossbows or gunpowder fueled firearms. When worn, the vest will offer an AC of 4 versus non-energy projectile and melee weapons (chest only). They are of little special use against lasers or other energy weapons however, and so are considered AC 8 against these weapons. (Ed)

Helmets

Helmet, Kevlar

Code:	~V	Value:	200
Armor:	-1*	Cost:	25 Ð
Weight:	1 kg	Power:	-

The kevlar helmet was designed by the Ancients for pre-holocaust military and police forces. It is extremely durable and covers the complete head (of a PSH at least) except the face. (ToA)

Helmet, Leather

Code:	~II	Value:	50
Armor:	-1*	Cost:	5 Ð
Weight:	½ kg	Power:	-

A lightweight leather cap which may be stiffened with tar or wax. Often padded inside for additional protection. Light leather helmets may be worn under other metal helmets for a better fit. Common and easily manufactured by most low tech communities, they are typically made-to-order. (Ed)

Helmet, Metal

Code:	~III	Value:	50
Armor:	-1*	Cost:	10 Ð
Weight:	3 kg	Power:	-

Heavier but far sturdier than leather, metal helmets come in a variety of shapes and sizes, from simple pot helms to elaborate full helms complete with faceplate and often a crest, horns or other decoration. The price and time to manufacture will vary depending on the quality and type of the metal helmet. (Ed)

Helmet, Plastic (Heavy)

Code:	~IV	Value:	50
Armor:	-1*	Cost:	15 ¢
Weight:	2 kg	Power:	-

These artifacts were manufactured by the Ancients for use in their often violent sports. Various kinds were manufactured, with the features of each largely determined by its original use. Some examples include motorcycle helmets (with faceplate or without), hockey masks (full faceplate), gravball helmets (much like the helmets worn by linebackers in 20th century American football). Other heavy plastic helmets were also designed to be worn by construction or industrial personnel (usually without faceplates). These helmets will only fit the head of a Pure Strain Human or similar. (Ed)

Helmet, Plastic (Light)

Code:	~IV	Value:	30
Armor:	-1*	Cost:	12 ¢
Weight:	½ kg	Power:	-

These light plastic helmets were manufactured by the Ancients as safety helmets for various recreational sports. Examples of these helmets include baseball batting helmets, bicycle/pogo board helmets, antigrav belt safety caps, and light industrial bump caps. Most have no faceplate. These helmets will only fit the head of a Pure Strain Human or similar. (Ed)

Shields**Shield, Duralloy**

Code:	~VI	Value:	400
Armor:	-1	Cost:	1,200 ¢
Weight:	4 kg	Power:	-

This is merely a flat chunk of duralloy made into a shield. The ancients did not make such things, but many of their duralloy items that served other purposes have been converted into shields. Any energy attack against the wielder has a 50% chance of being harmlessly deflected. The deflected beam is dispersed and cannot be aimed at any other target.

Shield, Riot

Code:	~IV	Value:	200
Armor:	-1	Cost:	300 ¢
Weight:	2kg	Power:	-

This clear plastic shield is impact and shatter resistant. It is a large shield, covering a normal human from knees to neck. (4GW)

Shield, Steel

Code:	~II	Value:	100
Armor:	-1	Cost:	35 ¢
Weight:	7 kg	Power:	-

This is a medium to large shield typically round or rectangular in shape, and up to a meter in diameter or length. There are usually straps and a grip on the backside for the user to hold. These shields can only be used with one-handed weapons. When not in use they

are typically slung across the back or placed on the ground.

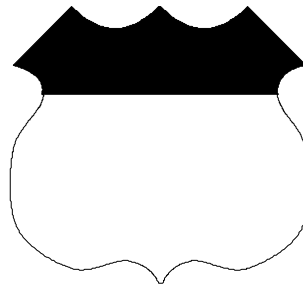
Modern day Gamma Merigans have adapted various Ancient road signs for use as shields. These are emblazoned with all manner of cryptic sigils and lower tech level tribesmen may attach various superstitions to certain signs. The most awe-inspiring must be the large red triangular signs with the word 'STOP'. These shields are believed to protect the bearer from missiles and energy weapons of all types. Other tribes may all bear the same type of shield as clan symbols (local highway signs from a road that runs through their lands for example). Radioactivists place great value in certain DANGER signs, particularly those that warned against Radiation or Biotoxins. These 'shields' may be brought out of an installation or deathland as a rite of passage or simply to inspire awe amongst fellow Cryptic Alliance members. (Ed)

Shield, Wooden

Code:	~I	Value:	5
Armor:	-1 AC	Cost:	10 ¢
Weight:	5 kg	Power:	-

These are common round or rectangular shields made from wood, wicker, bark, or hides. They are easily manufactured in most communities.

Some wooden shields may be equipped with steel or metallic 'bosses' or studs to add strength. Some may even have a blade or spike in the middle of the shield which may be used as a weapon (1d4 damage). In general, wooden shields will not protect against fire or corrosives, and they must be repaired after each battle in which they are used, or they will become unusable after the second such battle. Users may only wield a one-handed weapon when using these shields. When not in use, they may be slung across the back or laid down for later retrieval. (Ed)



CHAPTER IV: Powered Armor

Offensive power armor was the culmination of the science of battle armor and was the most potent tactical battlefield weapon at the time of the Apocalypse. (Missiles were strategic weapons, not tactical. The awesome combat robots—battlebots, devastators, warbots, and death machines—were much more powerful than individual gamma knights but were used reluctantly. Their delicate computer brains were too easily scrambled in the devastatingly “hot” electronic battlefield environment. The Ancients understood how dangerous an uncontrolled robot could be. The fact that many of these robots were loosed in the waning days of civilization is testimony to the desperation of the combatants.) Powered armor is likely the most sophisticated and powerful equipment the player characters will ever encounter. It is a treasure beyond price; game masters must treat it that way. Even an unpowered suit should never be given away. It should come only at the successful conclusion of a long and arduous adventure.

All armor of the Ancients was made for pure strain humans. Creatures or player characters with nonhuman physiology or with physical mutations which alter the basic human body shape will not be able to wear powered armor unless their mutations are very minor.

Powered armor of every variety is rare (most of it was used—and destroyed—during the Apocalypse). The more powerful the suit is, the more rare it is. Sheath and plastic armor is the most common. Tandem VIII series armor, a customized upgrade of assault armor, is so rare that rumors of its existence can trigger a wild, madcap hunt that often ends up with the destruction of the tandem VIII, along with dozens of would-be owners.

All suits of Ancient armor are artifacts. Once found, their use must be figured out. For 1st edition, the Artifact Use Chart B or C should be used. For 2nd edition, the difficulty varies from A for simple, unpowered armor to H for the heaviest suits.

ARMOR DESIGN

This section contains the 1st/2nd edition rules about constructing a suit of powered armor from the frame up. These rules are a comprehensive conversion of *Gamma Knights*, a TSR supplement for Gamma World 4th edition by Dale ‘Slade’ Henson. By using these rules, the GM can create their own set of unique and specialized powered armor and the players

may modify their suits with additional gear scavenged or found in Gamma Meriga. Outfitting a suit of powered armor entails the following steps:

Determine the number of slots available; Install power couplings; Install sensor options; Install defensive options; Install force field; Install weapons; Install locomotive assist options; Install strength enhancements; Install computers; Install hot-plate hook-ups. Not all of the above options are available on the standard powered armors, and therefore must be added if they are desired. The following sections detail the many options available.

Slots and Power Usage: (The following six sentences summarize, very briefly, a rather complex subject which is explained in greater detail over the next 11 pages. Read this paragraph carefully and the subsequent material will make a lot more sense.) The number of Slots on a suit determines how much equipment can be mounted on that suit, and where. Extension Plates increase the number of slots available. Many items occupy more than one slot. To operate, an item needs one unit of Energy per slot. This energy is provided by a Power Coupling and transmitted through a Hot Plate. One hot plate is needed per item, regardless of its power requirement.

Slots

Slot locations are available on every suit of armor, vehicle, and robotic unit. The number of slots available to a suit of armor is determined by its frame size. Powered plate armor, for instance, has 15 slots spread throughout the body: one in each arm, one in the helmet, one in each leg, eight in the backplate, and two in the front plate. These locations allow options to be installed on the armor.

Each item that can be grafted onto a suit of armor needs a set number of slots; usually one, two, three, or four. If there is a three-slot location available on the back plate, the character can place one three-slot item there, or a two-slot item and a one-slot item, or three one-slot items. The player need not fill every possible slot. Empty slots have no effect on the suit. Leaving a slot empty usually happens because the character doesn’t have enough equipment to fully utilize every slot. Finding items to mount

on the suit is a rare occurrence, usually preceded by meeting and defeating another gamma knight. Each piece of equipment placed on the armor must be on a single location. If a player has one free slot in the arm and three slots in the front plate, he cannot use a four-slot item because he does

Table PA-1: Extension Plates

Extension Plate Part Number	Slots Required	Slots Given	Locations for Placement
EPx000-A12	1	2	arm, leg, front or back plate
EPx001-B23	2	3	arm, leg, front, or back plate
EPx010-B24	2	4	leg, front or back plate
EPx011-C35	3	5	front or back plate
EPx100-C46	4	6	front or back plate
EPx101-D58	5	8	back plate
EPx110-D6A	6	10	back plate
EPx111-D6C	6	12	back plate

not have four slots available in one location.

Extension Plates

It is possible to artificially increase the number of slots on a suit of powered armor (but not the number of items that can be simultaneously powered). Items known simply as extension plates increase the number of available slots by as many as six. There is no theoretical limit to the number of extension plates that can be added. Extension plates are not standard equipment. They must be found separately and installed by the owner. **Table PA-1** shows the eight extension plates which were commonly available, the number of slots they require, the number of slots they produce, and the possible locations for their placement.

When an extension plate is damaged in combat, it loses its ability to provide energy and all systems attached to the damaged extension plate (including other extension plates) are depowered, or powered down. The depowered equipment cannot be used until the extension plate is repaired, replaced, or removed.

Power Couplings

The power couplings option is available on every suit of powered armor. Without this option, the suit cannot get the power it requires. The power couplings used in powered armor are very similar to the power supplies used in robotic units. The only difference is that powered Armour has only a small number of couplings available to it while some robotic units and vehicles have parallel clusters of as many as 15 power couplings. Military robots like the warbot, battlebot, death machine, and devastator have banks of dozens of power couplings to power their incredible usage!

Also known as QPCs (quantum power couplings), these Ancient devices give the suit a virtually inexhaustible power supply by "burning" ambient air molecules in a reaction known only to the Ancients. Each QPC gives the suit the ability to keep eight slots functioning indefinitely. All other power-using attachments must be turned off. Attempting to run more than the maximum possible slots causes the whole suit to shut down for one full combat round, during which the gamma knight must readjust his power usage to bring it within the suit's limitations. The suit automatically powers up again when this is done. (See Power Sources in Chapter 1)

From a glance at **Table PA-2**, it is apparent that each slot fitted with a QPC can power one slot fitted with a weapon or other system. It would seem, then, that one-half of the total slots of any powered suit must be dedicated to QPCs. This is true only if the user wants to have every system functioning at once. In practice, power can be juggled from system to system, reducing the need for QPCs. Few of the standard suits spend half their slots on power. (On the other hand, if the suit has more QPCs than it needs it can easily with-stand QPC damage without having to cut back on power usage or operating systems).

Hot-Plate Hook-ups

The hot plate enables weapons, artifacts, and other energy-using systems to get their power directly from the suit's QPCs. Any suit with integral weapons powers them through hot plates. Most suits will be found with quite a few hot plates already attached or stored nearby. A hot plate looks like a silvery-gray metal plate 2 inches long, 3 inches wide, and about 1/16 inch thick.

A hot plate will never deliver a shock to anything which touches it. Energy will only flow through the hot plate when a cold place is brought into contact with it. A cold plate looks identical to a hot plate but is designed to absorb energy rather than supply it. Once the connection is made, power flows from the hot plate into the cold plate, powering whatever object is connected to the cold plate. Common items that can be connected to hot plates are energy weapons, geiger counters, noninstalled ECM units, RTOs, or even power broadcasting units. Any weapon meant to be slotted onto armor has a cold plate built into it.

Any item can be powered through a single hot/cold plate combination, even if it needs power from more than one slot to operate. Any number of hot plates can be connected to a suit of armor, though there are obvious practical limits. A hot plate does not take up any slots, but the item it powers does.

Table PA-2: Standard Power Couplings

Number of QPC	Added Slots Required	Power Given	Placement Options
1	8	8	Any
2	16	16	Any
3	24	24	Any
4	32	32	Any
½ Unit	4	2	Any

Sensor Options

Sensor options are available on powered plate, powered alloy plate, energized, inertia, scout, battle, attack, and assault armors.

In order to use a sensor, it must be activated (i.e., power must be given to it). If it is not activated, it cannot be used.

Table PA-3 shows 12 sensor types, the number of slots required to install them, and their effective ranges. After the table, a small definition of every sensor is given (in ascending order of obscurity) describing their strengths and weaknesses.

Any number of sensors can run at once. Generally, all gamma knights run all of their sensors at once in order to gain all the benefits they can. The player must pick one of the sensors as his primary sensor; he gains the full benefit of this sensor. All other sensors that are put on line grant the player an additional +1 to-hit bonus (some exceptions are noted below).

Table PA-3: Sensor Types

Sensor Type	Slots Needed	To-Hit Bonus	Effective Range
Energy-use	1	+3*	1km
Eye-movement	1	+4	Line of sight
Infrared	1	+1*	200m
Life	1	+2*	200m
Motion	1	+2	600m
Radar	1	+2*	1,000m
Radiation	1	+2	1km
Sound	1	+1	300m
Two-way Radio	1	+0	worldwide
Ultraviolet	1	+2*	350m
Underwater	1 per 2	(+2)	special
Visual Spectrum	1	+0	1km

* Opponent specific. Please see explanatory text that follows.

Visual Spectrum: This sensor allows the character to see like a normal human. Colors from deep crimson to bright azure can be detected with little difficulty. The sensor's inherent weakness is that it cannot be used with much accuracy at night (-2 to-hit) unless a powerful light source is used in conjunction with the sensor.

Two-way Radio: This handy piece of equipment allows the individual to communicate with anyone else who is currently hooked up to the world-wide satellite communication system. Over 15,000 frequencies are available to civilian use. (Several thousand more are secured channels once used by police, government, and espionage organizations under government contract. Suits of powered armor generally have access to the full range of frequencies.) The radio can be set to a single channel or to scan a range of frequencies and stop when chatter is detected. Intense electromagnetic disturbances created by solar flares and many weapon effects make communication shoddy at best during combat. All torc, trek, fusion, and fission warhead detonations eliminate all radio communication within five times their blast radius for five rounds. EMP generators, EMPumps, and other constantly-running electromagnetic pulse producers destroy all radio reception and transmission in the same area for as long as they are functioning.

Infrared: This handy sensor allows the user to see the heat signatures of warm-blooded creatures, exhaust from internal combustion engines and jump-assist jets, heat from campfires, and the warmth from a fired weapon or an activated life support system. The sensor gives a +1 to-hit bonus. An IR sensor is ineffective if the temperature of the object is nearly equal to the temperature of the surrounding air. All chemical and atomic explosions (everything except torc and trek warheads) overload IR sensors with heat so the user cannot see anything in infrared for five rounds.

Ultraviolet: This sensor allows the user to see in the dark with a +2 to-hit bonus. In daylight this sensor gives the character a -1 to-hit penalty. A torc or trek warhead explosion overloads the UV sensor so the user cannot see anything in ultraviolet for five rounds.

Motion: This sensor uses a series of invisible, low-energy lasers and light producing filaments to detect moving objects. Whenever movement is detected, the sensor produces a blue box (with dashed lines) around the moving object on the suit's HUD (Head-Up Display), giving a +2 to-hit bonus. A motion sensor is easily triggered in windy conditions. This confuses the user, resulting in a -3 to-hit penalty. In a forest, swaying trees would constantly trigger the sensor, which would place a boxed outline around every fluttering leaf and bobbing branch. All these blinking overlays are very distracting and obscure important data.

Sound: These sensors detect the presence of noise and etch a dashed red box around its source, much like the motion sensor, giving a +2 to-hit bonus. The noisier the item, the redder the box. A nearby explosion or similar loud noise causes the sound sensor to shut down for five rounds to recalibrate.

Eye Movement: This sensor bounces extremely low-energy lasers off the retina of the user's eye to determine the exact placement of the eyes and the focus distance. A weapon that is slaved to this sensor is aimed with great accuracy, receiving a +8 to-hit bonus.

Radiation: This sensor alerts the user if any radiation is impinging his suit or force field, as well as identifying the type of radiation and its strength. If the gamma knight is hit by a radiation weapon, the sensor indicates that fact but it is not overloaded or damaged. If the sensor is active when the suit (not the force field) is hit by any laser, maser, or blaster, the sensor is immediately disabled and must be repaired or replaced.

Radar: This equipment creates an image of objects by emitting electro-magnetic waves and sampling their echoes. The more metal an object contains, the more visible it is to the radar sensor. Radar grants a +2 to-hit bonus when serving as a targeting sensor. Radar is an active sensor, however, which makes it potentially dangerous to use; anyone else using an energy-use, radar, or radio sensor automatically detects the radar sensor's emissions and gets an additional +1 to-hit bonus when firing at the source of those emissions.

Energy Use: This sensor can locate any energy-using device (a robot, radio, or activated suit of powered armor, for example) within 1 kilometer, resulting in a +3 to-hit bonus. In response to a reading, the sensor places a yellow dotted outline about the energy-using item. Batteries, deactivated weapons, depowered items, living things, and power couplings not in use are not found with this sensor. It can only detect the transfer or production of electrical or atomic energy.

Life: This sensor can locate any living thing within 200 meters that is not hidden behind stone, ground, metal, or ceramic. In response to a reading, the sensor places a green dotted outline about the item that is alive, granting the character a +2 to-hit bonus. It is sensitive enough to detect any creature larger than 1 inch long. The user can select the sensitivity, screening out small things and targeting only those meeting minimum requirements. Robotic units, androids, and plants are not identified by this sensor.

Underwater: The underwater sensor allows the user to see underwater as clearly as someone standing on land, offsetting the -4 to-hit penalty. The sensor counters the wavy motion and compensates for the lack of light (especially at depths greater than 100 meters). Not an actual sensor, this is a computer program which enhances another sensor's input and eliminates disturbances caused by being under water.

Defensive Options

Defensive options are available on scout, battle, attack, and assault armor.

Defensive options are primarily ECM (electronic counter measures). The armor of most suits is strong enough to withstand many attacks without being damaged, but it is always better to avoid being hit in the first place.

Table PA-4 lists the most common defensive options that can be added to a suit of powered armor.

Cloaking Device: This device cloaks the powered armor, making it invisible to visual spectrum and infrared sensors. This device, in effect, bends light around the suit, giving it a -2 Armor Class bonus.

Computer Scrambler: This limited ECM is generally used against other gamma knights who set their weapons to fire automatically. It does not work against weapons that are fired directly by a human. The computer scrambler grants a -3 bonus to the suit's

Armor Class: but only against attacks which are solely computer aimed. This ECM also works against robotic units, androids, and other computer-driven opponents.

Eject System: This system allows the character to eject himself from the powered suit. Ejection takes only a few seconds. It must be the last action the character performs in the powered suit. This system requires six slots, one in each location (the character chooses whether the sixth location is the front plate or the back plate—only one is necessary). When ejection occurs, the suit is blown off in pieces and the wearer is thrown approximately 10 yards forward (if the front plate is wired) or back (if the back plate is wired). Reassembling the suit takes one turn. Normally, removing a suit of armor takes 10 rounds, so this option is handy in some emergencies.

EMP Generator: Not actually an ECM defense mechanism, the EMP generator is actually a weapon that is debilitating for both the victim and the user. Using the EMP generator completely disables the user's powered armor; all the suit's QPCs shut down, which in turn powers down everything else on the suit. The character can begin powering up starting the next round. At the same time, the EMP generator does one of two things to every mechanical item within 20 meters. All force fields within 20 meters collapse until they have time to recycle completely. All items not protected by force fields power down the same as the generator user's suit. If a suit has multiple force fields running at once, the outermost force field collapses and force fields underneath the outer layer are unaffected.

Energy-Emission Filter: This filter makes the suit of armor invisible to energy-use sensors and negates the to-hit bonus awarded by the energy-use sensor.

IR Absorption: IR absorption is a protective feature provided by duralloy, a common substance in the construction of powered armor. This ancient metal is almost completely unaffected by temperature changes or extremes.

Life Support System: Generally a standard option on all powered armors, this system contains its own micro power supply that allows it to function for three full days (72 hours) with no outside power. When hooked up to a powered suit with a functioning QPC, the QPC constantly drip-charges the life support system.

Light Filter: The light filter is a polarized lens which darkens automatically when exposed to bright light. As the light intensifies, the filter darkens; as the light returns to normal, the filter lightens until it, too, is back to normal. A nuclear blast, for example, would completely black out the suit's visor, effectively blinding the user for the duration of the blast but protecting his eyes from injury. Less intense bursts darken the visor without making it completely opaque. This is a good protective device but it can be turned against the user if he is caught in a powerful spotlight or exposed to flash bombs.

Medikit: The medikit is a particularly handy item which can actually save a character's life. When loaded with medicines, the medikit can heal any ailment or perform any task 10 times before it must be refilled. The tasks that the medikit can perform are described below.

Accelera Dose: Accelerates the body's natural healing. One dose heals one point of damage every hour until 1d6+2 points are healed.

Anesthetic: This drug counteracts the effects of combat fatigue and lets the user continue fighting without wound penalties.

Antibiotic: Removes all bacterial infections from the bloodstream.

Antiradiation: Cures all radiation-related sicknesses within 1d10 rounds, regardless of their intensity. This compound does not remove mutations, but it inhibits the growth of mutations if taken within one day of radiation exposure.

Antiseptic: Removes all viral infections from the bloodstream.

Cur-in Doser: An instantaneous antitoxin. It neutralizes all poisons immediately, but also counteracts the effects of beneficial medications.

Mind Boost: Increases the user's MS by three for one hour. After the mind boost wears off, the user must rest for four hours or suffer a permanent loss of three IN points.

Table PA-4: Defensive Options

Defense Option	Slots Needed
Cloaking Device	8
Computer Scrambler	3
Ejection System	6
EMP Generator	6
Energy-Emission Filter	3
IR Absorption	2
Life Support System	2
Light Filter	1
Medikit	1
Autosurgeon	2
Radar Scrambler	1
Radio Scrambler	2
Repair System	4
Self-Destruct Mechanism	1
Silencer	2
Smoke Generator	1
Sound Filter	1
Suit Sealant	1
UV Absorption	0*
Water Circulation	1

* This option is automatic in all suits constructed from duralloy.

Toxin Neutralizer: An instantaneous natural poison remedy, this injection counters the effects of all bites, stings, and impalements. It does not counteract the effects of beneficial medications.

Wound Suturing: Stitches minor and severe wounds and halts all bleeding. Often used in conjunction with the autosurgeon.

Autosurgeon: This installable option must be attached to the backplate in order to function correctly. If placed elsewhere, it does not function. The autosurgeon passively reads the spinal network and the capillaries near the skin looking for an increase in blood pollutants that are caused by broken bones, foreign objects, etc. If it determines that trauma has occurred, it sends a nanoscopic probe into the spinal column near the base of the medulla oblongata and informs the brain that there is no pain. Once the pain is gone, the autosurgeon instructs the muscles near the wound to contract and relax in such a way that any foreign

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 to tighten, halting a great deal of the blood flow. Broken bones often require the help of the suit. If the suit is equipped with strength enhancement options, the autosurgeon instructs the enhancements to pull on the broken extremity in order to set the bone properly. The character sees this action as a painless involuntary spasm on the part of the suit. Once the bone is set, the autosurgeon directs the suit to restrict and support the actions of the extremity until the bone is healed properly. If it cannot heal the wound, it numbs the contusion and warns the suit occupant of its ineptness.

Radar Scrambler: This ECM counteracts all to-hit bonuses granted by radar sensors.

Radio Scrambler: This option scrambles the radio waves in order to keep opponents from speaking with each other and coordinating attacks. The character using the radio scrambler must roll 1d20. If the result is a 1 the scrambling attempt fails and cannot be tried again for 30 minutes. If the scrambling attempt succeeds, radio communication within 1 mile is impossible for as long as the scrambler is left on. The character can select any one frequency and isolate it from this scrambling effect. If other radio users set their radios to scan, they can locate this protected frequency in 1d6 rounds. Leaving the scrambler on all the time is not a good idea. The mere presence of radio disruption alerts everyone in the area that a scrambler is nearby. Also, like radar, a scrambler is an active device; while enemies might be deprived of their radio communication, their radios can be switched over and used as targeting sensors, giving a +3 to-hit against the scrambling unit.

Repair System: The repair system can repair 1d6 points of damage to any one system every round. When the player wishes to repair suit damage, he must roll 1d20. If the result is 15 or higher, the repair system fixes one point of damage to one system. If the die roll fails, there is no effect that round. A new attempt can be made again next round. The repair system cannot heal itself. For every point of damage that the repair system receives, subtract one from the repair die roll. The repair system can never fix an internal system to its full strength. For instance, if a system takes one point of damage, the repair system cannot do anything to fix it; but if the system receives more than one point of damage, the repair system can fix it until it is one point below perfect condition.

Self-destruct Mechanism: This dangerous option is standard in almost every suit of powered armor. It is designed to keep the suit from falling into enemy hands and being used against the friends of its former owner. Five rounds after the suit occupant's death, the suit begins burning out its circuitry and erasing all computer programs. The suit does not explode (this would ultimately prove more dangerous to friends than enemies). Instead, it is ruined beyond repair. QPCs,

extension plates, and the suit itself are fused into a smoking, blackened husk. Mounted weapons and external systems have a 50% chance of surviving un-damaged. Hand-carried weapons are unaffected.

Silencer: This noise filter creates counter-waves which make the suit of armor almost perfectly silent. When this option is used, the suit becomes invisible to sound detecting sensors (including ears!).

Smoke Generator: Using this defensive option grants the suit wearer and everyone else within 10 meters a -2 bonus to their Armor Class for 1d10 rounds. The dense cloud of chemical smoke negates visual spectrum and UV sensors and halves the bonus from IR sensors (round down). Other sensors are unaffected by smoke. The smoke generator holds five loads of smoke; an expansion clip can be installed to hold an additional six loads (total of 11 loads).

Sound Filter: The sound filter is a multi-faceted mechanism which is a very handy item to possess. When turned on, it greatly reduces the decibel level of extremely loud noises. This protects the character from the effects of loud noises like the sonic attack or the deafening noises of explosions. The filter also picks up and amplifies soft sounds; the suit occupant can hear a cricket moving through the brush at 50 meters, or hear the hushed whispers of assailants or bandits from 100 meters. All of these sounds are adjusted for the listener's comfort and for greatest clarity.

Suit Sealant: Especially beneficial in hostile environments like outer space, deep water, or toxic gases and poisons, suit sealant is designed to seal any breach the suit may be subjected to. By spurting a ferrous foam into the breach, the suit is instantly sealed. This happens automatically, even if the character is unconscious or performing some other action.

UV Absorption: This minor force field effect absorbs all UV radiation striking the suit. This eliminates the suit's UV signature (no UV is reflected to be picked up by sensors) and negates the use of UV sensors by opponents.

Water Circulation: By purifying and recycling moisture from respiration, elimination, and perspiration, this system makes pure, drinkable water available at any time without removing the helmet or opening the visor.

Table PA-5: Force Field Characteristics

Force Field Type	Slots Required	Regeneration (pts/round)
Energy, 10 point	1	0
Energy, 20 point	2	0
Energy, 30 point	3	0
Energy, 40 point	4	4
Energy, 50 point	5	5
Energy, 75 point	7	7
Kinetic, 30 point	2	6
Kinetic, 50 point	4	10
Kinetic, 75 point	6	15
Kinetic, 100 point	8	20
Kinetic, 150 point	10	25
Repulsion, -1 to AC	1	na
Repulsion, -2 to AC	2	na
Repulsion, -3 to AC	3	na
Repulsion, -4 to AC	4	na

Force Fields

Force fields are available on inertia, scout, battle, attack, and assault armor. Force fields are fields of energy that completely enclose the armor suit and protect it from physical damage. There are, however, three different types of force fields: energy fields, kinetic fields, and magnetic fields.

The energy force field is an early field generator that burns out when exposed to excessive damages. An energy force field absorbs half of the damage points inflicted against its suit from every attack, until its limit is reached; then it collapses. For example, if a 20-point energy field is hit by an attack which causes 30 points of damage, 15 points are absorbed by the

field and 15 hit the suit. If the attack caused 50 points of damage, 20 would be absorbed by the field while 20 hit the suit. At that point the field collapses and the remaining 10 points also hit the suit. After collapsing, the field generator recycles in only 10 rounds, and then can be powered up again. Only one energy force field can operate in the same area at one time. If a second field is added inside or outside the first, both collapse and must recycle.

Kinetic force fields are the most powerful of the various fields. They can absorb a certain number of damage points, and no damage penetrates the field as long as it operates. When the field's damage limit is reached, the field collapses and must recycle before it can be restored. A kinetic force field recycles in 10 minutes. For example, a 75-point kinetic force field absorbs the first 74 points of damage which hit it. The 75th point is also absorbed, but collapses the field. Any damage beyond 75 points hits the suit.

Repulsion force fields are by far the weakest of the three field generators. The field does not absorb damage at all, but instead creates a strong repulsion field around the suit which deflects incoming attacks to some extent, thereby improving the Armor Class of the suit. The repulsion generator does not burn out from use; it functions until the generator itself is damaged.

Power Armor Weapons

The weapons which can be mounted on a suit of armor are not standard shoulder-fired or hand-held weapons. They are specifically made to be slotted onto armor and cannot be used any other way. Normal weapons can be modified for mounting by a skilled mechanic who rolls under (DX+IN/2) on a d20. This modification requires a cold plate (q.v.); where the PCs get it is up to them.

Close Combat Weapons

Any of the hand held weapons listed in the Chapter 3: Weapons may be wielded with power armor. These include attached blades, axe-hands, halberds, maces, and whips, to name but a few. In order to determine the damage caused by these weapons, the player uses his suit's fist damage multiplier and the normal damage die of the weapon. For example, a suit of armor with six slots of strength enhancement in each arm has a damage modifier of x7 (see table PA-11). If that character uses a halberd (damage = d10 x STR), he causes 1d10x7 points of damage.

Assault Rifle: When installed on powered armor, the assault rifle has a 60-round clip. For every additional slot allocated, the weapon can be given an additional 300 rounds.

Axe-Hand: In place of a standard glove, the axe-hand can be used as both a bludgeoning and a slashing weapon. With this option, the character cannot perform dextrous feats with the hand where the axe is mounted.

Bayonet: Usually placed in a sheath on the forearm or calf, a bayonet can be pulled out, locked in place on the forearm or the back of the hand, and used as a piercing weapon. With this option, the character cannot perform dextrous feats with the affected hand.

Blaster, Mark XII : This weapon is quite bulky and heavy; it cannot be hand held, but must be mounted on an RTO.

Club-Hand: In place of a standard glove, the club-hand is used as a bludgeoning weapon. With this option, the character cannot perform dextrous feats with the affected hand.

Crossbow, Heavy: Usually placed in a sheath on the forearm, a crossbow can be slid out and used at will, though it must be loaded by hand. An automatic loader (ROF 1) is available at the cost of one additional slot location. The loader holds 10 bolts as well. If a third slot is used, a bolt storage facility can be installed that carries 30 bolts.

Flying Blades: Often attached to the outside thigh, the flying blade launcher can launch one set of flying blades per round. When installed on an armor suit, the launcher carries seven sets of blades. For every additional slot allocated, the weapon can be given 20 more rounds.

Fusion Rifle: The fusion rifle has an unlimited number of shots available to it.

Gravity Gun: Installed in a suit of armor, the gravity gun can fire an unlimited number of shots.

Grenade Launcher: The grenade launcher, as an installed item, has enough room for six grenades. For every additional slot allocated, the weapon can carry an additional 12 rounds.

Hammer-Hand: This device is an effective bludgeoning weapon which can be mounted in place of a standard glove. With this option, the character can not perform dextrous feats with the affected hand.

Lamprey Disk: When a lamprey disk is magnetically attached to a suit of powered armor, the suit immediately loses power. A QPC normally gives a suit eight units of power, but a lamprey disk drains three units every round, starting immediately. So, for example, a fully functioning QPC will only power five options when one lamprey disk is attached. If that same suit had two QPCs, they would supply the suit with 13 units of power until the lamprey disk is removed. If lamprey disks drain all of a unit's energy output, the suit shuts down and only the life support system functions.

Mace, Energy: Usually placed in a sheath on the forearm, an energy mace can be automatically slid out and placed in the hand.

Micromissile: A micromissile launcher must be attached to the back plate or the helmet. The launcher has enough room for eight micromissiles of any type. For every additional slot allocated, the weapon can carry an additional 20 rounds. Only micromissiles can be fired from the micromissile launcher.

Minimissile: A minimissile launcher must be attached to the helmet or back plate. The launcher has enough room for six minimissiles of any type. For every additional slot allocated, the weapon can carry an additional 20 rounds. Only minimissiles can be fired from a minimissile launcher.

Shrapneler The shrapneler is extremely bulky and unwieldy, far too clumsy to be man-portable. It must either be mounted in an installation or a vehicle. It is usually found mounted on an RTO, but other prime movers include flit cars, tanks, and military robots. This monstrous weapon comes in three separate sections. The first section is a blenderlike appendage called the feed which can be placed against any unarmored surface (the ground, plants, an enemy's personal belongings, etc.). When the feed touches an object, that object is shredded into small pieces. The mulched material is forced up through the feed duct into the second section of the shrapneler: the hose. The hose attachment moves the

shredded matter from the feed into the accelerator—the third section of the shrapnel. The accelerator charges the particles electrically and then accelerates them through a powerful magnetic field which forms the weapon's barrel. By the time the matter leaves the muzzle it is traveling at tremendous velocity. When mounted on an RTO/powerd armor combination, the barrel appendage requires eight units of power to function and occupies every available slot on an arm, regardless of whether that is one or nine. Four slots from the suit's backplate are also required.

Locomotive Assist Options

Locomotive assist options are available on powered plate, powered alloy plate, energised, inertia, scout, battle, attack, and assault armor. Locomotive assist options allow the character in a suit of powered armor to move faster than is otherwise possible. Four assist options exist: enhanced movement, jet-assist, antigrav flight, and underwater movement.

Enhanced Movement: Using hydraulics and liquid technology, the suit senses and enhances the motions made by the character's legs. **Table PA-9** lists the number of slots needed to outfit a powered suit of armor with various movement options. For example, a suit with a total of 30 slots available to it must devote four of them to movement enhancement if the suit is to gain double speed. All the slots must be used in the armor's legs if possible. If the legs do not have enough slots available to hold the complete movement enhancement option, the remaining slots must be in either the back plate or the front plate. The enhanced movement options do not cost any power to run. When figuring out the configuration of power, players ignore movement options.

Table PA-9: Enhanced Movement Capability

Suit Size	Movement Capability			
	x2	x3	x4	x5
01-10	2	4	6	8
11-20	3	6	9	12
21-30	4	8	12	16
31-40	5	10	15	20
41-50	6	12	18	24
51-60	7	14	21	28
61-70	9	18	27	36

When 50% of the slots allocated for enhanced movement have been damaged, the movement option gives the character standard movement. Once 75% or more of the enhanced movement option is damaged, the character's movement is halved. When the entire movement option is damaged, the character is immobile.

Table PA-10: Jet-Assisted Jump Distances

Suit Size	Jump Distance
01-10	80 meters per round
11-20	70 meters per round
21-30	60 meters per round
31-40	50 meters per round
41-50	40 meters per round
51-60	30 meters per round
61-70	20 meters per round

Jet-Assist: Jet assisted jumps allow a powered suit to move great distances in short time spans. When this option is used, the character springs into the air with a jet-assisted jump and lands the next round wherever he chooses, within the range of the jet assist. **Table PA-10** lists the distances that can be traveled with a jet-assisted jump depending upon the size of the suit. Size is determined by the total number of slots available on a piece of powered armor. To install the jet-assisted jump option, the suit of armor must have four slots open on either the legs or the back plate.

Antigrav Flight: Antigrav flight is the ultimate in powered suit transportation. It allows the suit to hover in place and negotiate any turn or narrow space, if moving slowly (speed 15 or less). Since it is not dependant upon contact with the ground, the suit can fly very fast, but it can accelerate or decelerate by only plus or minus 3 every round. Because of its nature, the antigrav flight option works identically on any suit of armor it is placed on. Therefore, every suit that is to be outfitted with antigrav must use four slots in either the back plate or front plate sections of the suit.

Underwater Movement: The underwater movement option uses three slots. It enables the user to move about in water of any depth as though he was on dry land. Normally, water that is knee high or higher reduces the movement rate by one-half. This option negates that penalty.

Regal Tracked Option: This rare option is available on battle, assault, attack, and tandem VIII series armor. It moves about on treads, preventing the user from flying, but its tremendous power and balance let the unit travel over any sort of terrain at speed 15.

Strength Enhancements

Strength enhancements are available on powered alloy, scout, battle, attack, assault, and tandem VIII armor. Strength enhancement options enable powered armors to lift tremendous amounts of weight. As a side effect, the same option also allows the user to cause tremendous damage by punching. Normally, a punch from a suit of armor causes 1d6 points of damage. A strength enhancement option can increase this damage to 9d6!

Table PA-11 lists the types of strength enhancements and the slots they need to function. The strength enhancement option can be turned off and on as power needs change throughout any combat. Table PA-11 also shows the amount of weight that can be carried by a strength-enhanced suit of armor. Carrying an amount equal to or less than the unburdened rating allows the suit to move at normal rates. Carrying an amount between the unburdened and burdened rating cuts the suit's top speed by 50%. Antigrav flight is impossible while the suit is burdened.

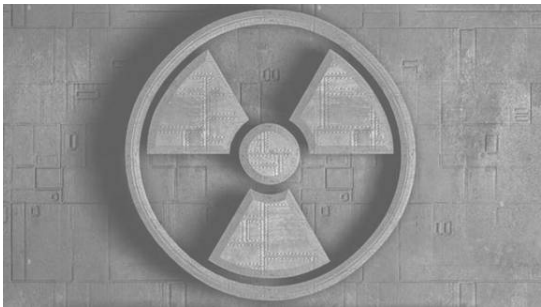


Table PA-11: Strength Enhancement Options

Slots Needed	Fist/Foot Damage	Carrying Capacity	
		Unburdened	Burdened
0 per arm 1	d6x1	special	special
1 per arm	d6x2	50kg	100kg
2 per arm	d6x3	125kg	250kg
3 per arm	d6x4	200kg	400kg
4 per arm	d6x5	300kg	600kg
5 per arm	d6x6	400kg	800kg
6 per arm	d6x7	500kg	1,000kg
7 per arm	d6x8	750kg	1,500kg
8 per arm	d6x9	1,000kg	2,000kg
9 per arm	d6x10	1,500kg	2,500kg

* If no Strength Enhancement Options are used in a suit of armor, the suit causes 1d6 points of damage, modified by the character's damage bonus for exceptional Strength.

Antigrav Conveyance Field: Another option that can be added to powered armor is the antigrav conveyance field. This option occupies three slots and can be placed anywhere on the powered armor (including an extension plate). The ACF creates an invisible web of gravitational and magnetic fluxes that can carry up to 5,000 kilograms of matter. The suit and its occupant are able to ignore the weight of all items carried by the ACF as graviton streams nullify their weight, keeping the powered armor free from burden.

Wherever the antigrav conveyance field is placed, the objects carried always float 1 meter away from the conveyance field's location. In other words, if the field is placed on the left leg of the armor, the objects being transported are always 1 meter away and to the left of the armor's left leg.

Up to 5,000 kg (5 ½ tons) can be carried by the antigrav conveyance field. If even one kilogram more is placed in the invisible field, the whole field shuts down for 10 rounds. Anything, from weapons, companions, animals, prisoners, bombs, nuclear sludge, etc., can be placed in the field. As the field flows completely around the carried objects, wind and other disturbances cannot remove items from the conveyance field. If an attempt at thievery is made, the thief must make a PS roll on a d20, with a -10 penalty, to remove any items.

Computers

The computer option is not available on any of the powered armors as standard equipment. It must always be added as an option. (No Ancient warrior would ever have gone into battle without a computer installed, but each kept his own computer—about the size of a cassette tape—with him when not in the suit. This is why powered armor suits are usually found without computers.) Computers can be programmed to fire weapons automatically. Even though it takes time to program the computer, its benefits grossly outweigh the inconvenience. Installing the computer option requires two open slots in a single location.

A computer can perform three different tasks: it can fire a weapon automatically at specified targets, it can fire a weapon automatically at the closest target (proximity sanction), or it can fire a weapon automatically at incoming grenades and missiles (CIWS).

To conduct automatic fire at a specific target, the suit's operator must indicate the target, which weapon he wants fired, and which sensor will aim the weapon. The computer then fires the weapon automatically every round, at its highest ROF, until the target moves out of line of sight, is destroyed, or the automatic fire order is cancelled. Sensor and weapon to-hit bonuses apply to these attacks, but all computer-fired weapons have a -2 to-hit penalty. A weapon set to fire automatically cannot be used by the operator. Selecting or cancelling a target takes one round. In the boardgame, only the suit's secondary sensor value is added to the attack strength of the automated attacks and only the primary sensor strength is added to the player's attacks; selecting or cancelling a target costs 2 APs; both the computer and the suit's operator get to use the suit's full allotment of APs every turn, starting as soon as the program is initiated; the computer gains and loses lock-ons normally but can never make sensor attacks.

To fire at the nearest target requires the proximity sanction program. It operates exactly like automatic fire at a specific target except the computer always fires at the closest enemy.

To conduct antimissile fire requires the CIWS (see-wiz, or Close-In Weapon System) program. This is set up exactly like the other two. While CIWS is running, the player rolls 1d10 every time a grenade or missile is targeted to land within 25 meters (one hex) of him. A roll of 7-10 destroys a grenade, 8-10 destroys a micromissile, and 9-10 destroys a minimissile before it explodes.

Computer Upgrades

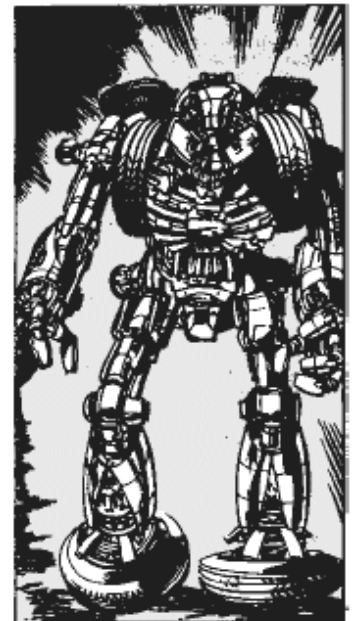
A computer upgrade occupies one additional slot anywhere on the armor. It enables the computer to perform two functions simultaneously. These can be two different functions or the same function; they can have the same or different targets. None of the functions can share sensors or weapons (in the boardgame, automatic firing and proximity sanction both use the secondary sensor value). An upgrade will not work without a computer.

A computer can only run weapons that are installed on the back plate, helmet, and front plate. Any other weapons can only be used by the character. The repair system cannot repair the computer.

Standardized Equipment

The following systems are available on every powered suit of armor. Any system listed below that mentions the need for power cannot be used on a suit that does not have power (plastic armor, for example, or any powered armor with insufficient power to run the system).

Dehumidifier: Whenever the life support system is functioning, or as long as power flows through the suit, the dehumidifier keeps condensation from forming on the inside of the suit or on the occupant and maintains



the humidity at a comfortable level.

External Broadcasting System: As long as the suit is powered, the occupant can broadcast his voice via an external speaker system. The voice is broadcast at the same tone, pitch, and volume as it was spoken, allowing for voice recognition. The occupant can also hear what is spoken outside as well, allowing communication without having to remove the helmet.

Inertial Gyroscope: This simple system does not use any power. The inertial gyroscope is a simple weighted ball suspended in a heavy water solution. The gyroscope constantly tells the occupant which direction he is facing accurate to one degree and the suit's angle from perpendicular.

Outer Space Systems: This system protects the suit's wearer against vacuum, cold, and common types of radiation.

Rust Proofing: Whether the suit is constructed from duralloy or coated in a duraplast sealant, the armored suit never rusts and its components never corrode.

Stealth Packages

The following defensive options can be added to powered armor suits:

Alpha Stealth Package

This package makes the powered armor 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. Slots needed: 4, AC -1

Beta Stealth Package

The beta stealth unit makes a suit of powered armor "invisible" to UV and radar, letting it run or glide through enemy lines without being detected. This package does not mask IR emissions. Slots needed: 2, AC-2

Gamma Stealth Package

The gamma stealth unit is designed to let the power armored knight hide in the open- it's a favorite of those who want to ambush the unwary. The gamma package makes the suit "invisible" to radar, UV, and visual sensors, including the naked eye.

The gamma package projects a 3-dimensional picture of the surrounding terrain. The package does not mask IR emissions, so can still be detected by IR sensors.

If the powered armor user attacks while using this package, he gives up his location and may be fired upon as normal for two Action Turns. If the powered armor wearer moves while using this package, his movement appears as a shimmering and fluctuating anomaly and to-hit rolls are possible at -8. (ToA)

Standard Powered Armor Suits

Energized Armor

Code: EIV **Value:** RANK
Armor: 2 **Cost:** 750 ₶
Slots: 20 **Power:** 1xQPC
Move: x3 + Jump **Weight:** 800 kg
Size: Large

Left Arm: 0 **Helmet:** 2 **Right Arm:** 0
Front plate: 4
Back Plate: 12
Left Leg: 1 **Right Leg:** 1

Total Slots Currently Used: 20

Locomotion Provided: x3 movement, Jet-assisted 70 meter jumps

Force Field: None

Defenses Included: None

Sensors Included: IR/UV

Weapons Included: None

System	Power Usage	Location
1: IR Sensor	1	H
2: Jet Assist	4	BP
3: QPC	(8)	BP
4: UV Sensor	1	H
5: x3 Movement	6	LL,RL,FP

This bulky frame has an attached jetpack, allowing the wearer to make jet-assisted jumps up to 60 meters. The computer systems of this unit give the wearer a +2 to-hit bonus for melee and ranged combat. It is possible to use this armour without a power source, but then it is impossible to use suit-assisted movement. It is powered by a single quantum power cell (QPC) for 40 hours.

Inertia Armor

Code: EIV **Value:** RANK
Armor: 2 **Cost:** 1100 ₶
Slots: 30 **Power:** 2xQPC
Move: x2 + Jump **Weight:** 200 kg
Size: Large

Left Arm: 1 **Helmet:** 4 **Right Arm:** 1
Front plate: 4
Back Plate: 16
Left Leg: 2 **Right Leg:** 2

Total Slots Currently Used: 28 (1-LA and 1-RA remain open.)

Locomotion Provided: x2 Movement, Jet assisted 60 meter jumps

Force Field: 1/2 strength - 20 points

Defenses Included: None

Sensors Included: IR/UV

Weapons Included: None

System	Power Usage	Location
1: Energy Force Field	2	H
2: IR Sensor	1	H
3: Jet Assist Jumps	4	FP
4: 2 QPCs	(16)	BP
5: UV Sensor	1	H
6: x2 Movement	4	LL,RL

Inertia armor appears bulky and top heavy. It is very stable, however, with a low center of gravity. Designed along similar lines as energized armor, inertia has 10 additional power slots through more efficient design. The limited energy force field generated by this unit absorbs one-half of the damage sustained by wearer (up to 20 points), and it protects the wearer completely against black rays, stun rays, radiation, and poison gasses. The force field burns out when it absorbs the 20th point.

It is possible to use this armor without an attached power coupling, but it is then impossible to use suit-assisted movement or the limited force field. It is powered by two quantum power cells (QPCs) for 48 hours.

Powered Alloy Armor

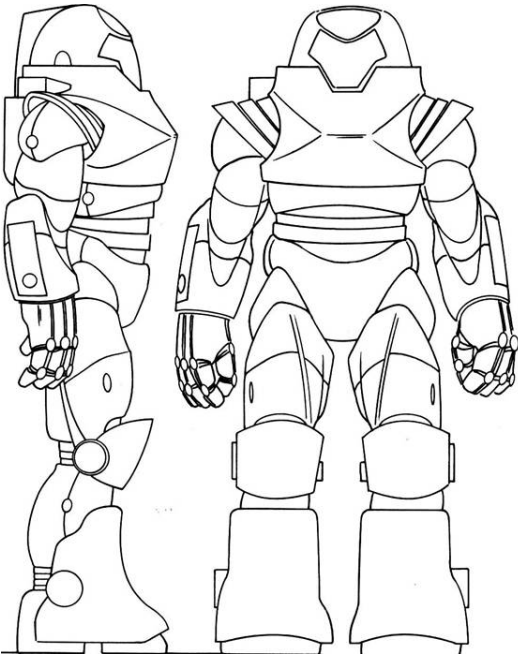
Code:	EIV	Value:	RANK
Armor:	2	Cost:	1200 ₤
Slots:	25	Power:	1x QPC
Move:	x3	Weight:	75 kg
Size:	Normal		

	Helmet: 3	
Left Arm: 3		Right Arm: 3
	Front plate: 4	
	Back Plate: 8	
Left Leg: 2		Right Leg: 2

Total Slots Currently Used: 24 (1-H open)
Locomotion Provided: x3 movement
Force Field: None
Defenses Included: None
Sensors Included: IR/UV
Weapons Included: Fists (damage 1d6x4)

System	Power Usage	Location
1: IR Sensor	1	H
2: QPC	(8)	BP
3: Strength Enhancement	6	LA,RA
4: UV Sensor	1	H
5: x3 Movement	8	LL,RL,FP

This close-fitting suit doubles the wearer's movement, and Physical Strength, and allows the wearer to multiply the damage of melee weapons by 2 (i.e. a long sword would do 2d8 damage). The wearer moves as is unencumbered while carrying 50 kilograms, and as if encumbered while carrying up to 100 kilograms (regardless of PS). It is possible to use this armour without a power source, but then it is impossible to use suit-assisted movement or enhanced strength. While wearing the suit without power, the wearer is encumbered. It is powered by a single quantum power cell (QPC) for 44 hours.



Powered Assault Armor

Code:	GIV	Value:	RANK
Armor:	2	Cost:	Priceless
Slots:	120	Power:	3xQPC
Move:	x4 + Fly	Weight:	500 kg
Size:	Very Large		

	Helmet: 10	
Left Arm: 10		Right Arm: 10
	Front plate: 30	
	Back Plate: 6	
Left Leg: 12		Right Leg: 12

Total Slots Currently Used: 120
Locomotion Provided: Anti-grav flight, x4 movement
Force Field: Kinetic force field absorbs 150 points of damage
Defenses Included: Medikit, Death-activated self-destruct mechanism, Life support system with 72 hour oxygen supply
Sensors Included: IR, UV, radio, sound, motion
Weapons Included: Laser rifle built into right and left forearms (Damage d6x4, Range 60m), Micromissile launcher and clip of 20 missiles built into helmet (Damage varies, Range 50m), Grenade launcher with bolt of 15 grenades attached to left shoulder (Damage varies, Range 30m), Fists (Damage d6x9)

System	Power Usage	Location
1: Antigrav Flight	4	BP
2: Grenade Launcher	3(+1)	BP
3: IR Sensor	1	H
4: Kinetic Force Field	10	FP
5: Laser Pistol (2)	2/ea	LA,RA
6: Life Support	2	BP
7: Medikit	1	BP
8: Micromissile Launcher	4(+1)	H
9: Motion Sensor	1	H
10: 3 QPCs	(24)	BP
11: Self-Destruct	1	H
12: Sound Sensor	1	H
13: Strength Enhancement	8/arm	LA,RA
14: Two-Way Radio	1	BP
15: UV Sensor	1	H
16: x4 Movement	44	LL,RL,FP

When active, this suit generates a kinetic force field that absorbs all damage inflicted on the wearer [up to 150 points per round]. The suit triples the wearer's Physical Strength, and allows the wearer to multiply the damage of melee weapons by 3 (i.e. a long sword would do 3d8 damage). It also quadruples his movement. The suit also has an anti-gravity flight system that allows the wearer to fly up to 100 meters per round. The wearer moves as if unencumbered while carrying 125 kilograms, and as if encumbered while carrying up to 250 kilograms (regardless of PS). Also built into each forearm is a laser rifle (VL). There is also a micromissile launcher with a 20 missile clip mounted on the right shoulder, and a grenade launcher with a bolt of 15 grenades mounted on its back (left). The suits powered fists can punch for 9d6 damage. It is powered by three quantum power cells (QPCs) for 48 hours. (GK)

Powered assault armor appears weaker than attack armor because it is more aerodynamic. Assault armor is rarely found without extension plates plugged in across the back plate, but the armour did not come like this originally. This was a field modification which became very popular just before the Apocalypse. (4GW)

Powered Attack Armor

Code: EIV **Value:** RANK
Armor: 2 **Cost:** Priceless
Slots: 85 **Power:** 2x QPCs
Move: X3 + Flight **Weight:** 400 kg
Size: Very Large

Helmet: 8
Left Arm: 10 **Right Arm:** 10
Front plate: 15
Back Plate: 2
Left Leg: 10 **Right Leg:** 10

Total Slots Currently Used: 85

Locomotion Provided: Anti-grav flight, x3 movement

Force Field: Kinetic force field absorbs 100 points of damage

Defenses Included: Medikit, Death-activated self destruct mechanism, Life support system with 72-hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included: Laser pistol in forefinger of left and right hands (Damage d6x3, Range 20m), Micromissile launcher and clip of 10 missiles built into helmet (Damage varies, Range 50m), Grenade launcher with bolt of 5 grenades attached to left shoulder (Damage varies, Range 30m), Fists (damage d6x3)

System	Power Usage	Location
1: Antigrav Flight	4	FP
2: Grenade Launcher	3	BP
3: IR Sensor	1	H
4: Kinetic Force Field	8	FP
5: Laser Pistol (2)	1/ea	LA,RA
6: Life Support	2	FP
7: Medikit	1	FP
8: Micromissile Launcher	4(+1)	H
9: Motion Sensor	1	H
10: 2 QPCs	(16)	BP
11: Self-Destruct	1	BP
12: Sound Sensor	1	H
13: Strength Enhancement	8/arm	LA,RA
14: Two-Way Radio	1	LA
15: UV Sensor	1	RA
16: x3 Movement	22	LL,RL,BP

When people compare attack armor to assault armor, they often make the mistake of believing the attack armor is the more powerful suit. Powered attack armor appears to have huge banks of extension plates across the back plate, but the protrusions are not extension plates at all. In a departure from normal principles, this suit was designed from the inside out. The command module which fits snugly around the occupant was designed first, and the mechanisms were placed around the module. Once everything was attached, the designers found they could not add armor plating around the mechanisms without vastly increasing the unit's weight. Therefore, the greatest armor was placed across the front plate and armor was electro-plated onto the installable options on the back plate. Other suit manufacturers picked up the technique and soon every option carried this extra plating.

The hydraulic system of this suit allows the wearer to lift 1,000 kilograms and still be unburdened. Attack armor can carry up to 2,000 kilograms, burdened.

The 2 Quantum Energy Cells (QPCs) provide 40 hours operation. (GK)

Powered Battle Armor

Code: FIV **Value:** RANK
Armor: 2 **Cost:** Priceless
Slots: 70 **Power:** 2x QPCs
Move: x2 + Fly **Weight:** 300 kg
Size: Large

Helmet: 10
Left Arm: 9 **Right Arm:** 9
Front plate: 14
Back Plate: 20
Left Leg: 4 **Right Leg:** 4

Total Slots Currently Used: 62 (3-H,1-LA,1-RA,3-FP open)

Locomotion Provided: Anti-grav flight, x2 movement

Force Field: Kinetic force field absorbs 75 points of damage

Defenses Included: Medikit, Death-activated self-destruct mechanism, Life support system with 72-hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included: Type-C slug throwers on right and left shoulders (Damage d6x3, Range 30m), Flame thrower mounted on backpack (Damage d6x3, Range 30m), Fists (Damage d6x8)

System	Power Usage	Location
1: Antigrav Flight	4	FP
2: Flame Thrower	2	BP
3: IR Sensor	1	H
4: Kinetic Force Field	6	H
5: Life Support	2	FP
6: Medikit	1	BP
7: Motion Sensor	1	FP
8: 2 QPCs	(16)	BP
9: Self-Destruct	1	BP
10: Slug Thrower (2)	1/ea	LA,RA
11: Sound Sensor	1	FP
12: Strength Enhancement	7/arm	LA,RA
13: Two-Way Radio	1	FP
14: UV Sensor	1	FP
15: x2 Movement	9	LL,RL,FP

Powered battle armor is one of the easiest of the heavy suits to identify; battle armor has joint sprockets for an additional set of arms. These arms must be controlled by the computer to perform relatively simple tasks (like firing a gun or digging a hole). When not in use, the arms hang stiffly to the side of the suit. Most battle armor suits do not possess the second set of arms.

The hydraulic system of this suit allows the wearer to carry up to 1,250 kilograms and still perform all actions as though unburdened. The suit becomes burdened when 1,500 kg is carried. (GK)

Powered Plate Armor

Code:	CIV	Value:	RANK
Armor:	3	Cost:	1000 Ð
Slots:	15	Power:	1x QPC
Move:	x2	Weight:	100 kg
Size:	Large		

	Helmet: 1	
Left Arm: 1		Right Arm: 1
	Front plate: 2	
	Back Plate: 8	
Left Leg: 1		Right Leg: 1

Total Slots Currently Used: 13 (1-LA,1-RA open)
Locomotion Provided: None
Force Field: None
Defenses Included: None
Sensors Included: IR, UV
Weapons Included: None

System	Power Usage	Location
1: IR Sensor	1	H
2: QPC	(8)	BP
3: UV Sensor	1	FP
4: x2 Movement	3	LL,RL,FP

This suit doubles the wearer's movement and Physical Strength, and allows the wearer to multiply the damage of melee weapons by 2 (i.e. a long sword would do 2d8 damage). The wearer moves as if unencumbered while carrying 50 kilograms, and as if encumbered while carrying up to 100 kilograms (regardless of PS). It is possible to use this armour without a power source, but then it is impossible to use suit-assisted movement or enhanced strength. While wearing the suit without power, the wearer is encumbered. It is powered by a single atomic power cell for 52 hours.

Proxima Setting

Sometimes fitted to powered protection armor, this is a setting that detects the activation of any weapons or weapon-like devices within a 100 meter radius. If and active (powered) weapon enters the detection radius, the Proxima setting is triggered. The owner of the suit may instruct the setting to activate one or more suit systems when this condition occurs. Often suit owners have Proxima activate the Kinetic Force Field Generator to protect themselves from rogue blaster shots and laser beams. Unfortunately, Proxima is only available on Powered Protection Armor. (ToA)

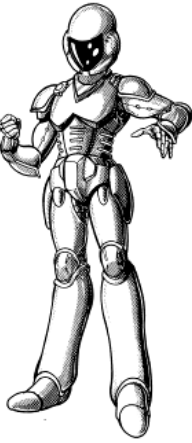
Powered Protection Armor

Code:	GIV	Value:	RANK
Armor:	3	Cost:	Priceless
Slots:	90	Power:	3x QPCs
Move:	x2 + Fly	Weight:	120 kg
Size:	Normal		

	Helmet: 4	
Left Arm: 8		Right Arm: 8
	Front plate: 12	
	Back Plate: 38	
Left Leg: 10		Right Leg: 10

Total Slots Currently Used: 82
Locomotion Provided: x2 movement
Force Field: Kinetic force field absorbs 60 points of damage
Defenses Included: Cloaking Device, Computer Scrambler, Hot Plate (1-RA, 1-LA, 3-B), Life Support System, Medikit, Miniature Surgeon, Repair System, Suit Sealant
Sensors Included: Radiation, Two-way radio, Visual
Weapons Included: None

System	Power Usage	Location
1: Two-way Radio	1	H
2: Radiation Detector		H
3: Visual Sensor	1	H
4: Hot-plate Hookup		LA
5: Cloaking Device		LA
6: Hot-plate Hookup		RA
7: Miniature Surgeon		RA
8: Computer Scrambler		RA
9: Life Support System		RA
10: Suit Sealant		RA
11: Kinetic Force Field		FP
12: QPCx3		BP
13: Repair System		BP
14: Medikit		BP
15: Antigrav Flight		BP
16: x2 Movement		RL
17: x2 Movement		LL



Powered protection armor is the ultimate armor for those who believe in protection without firepower. Important VIP's before the Black Years wore this special armor as they travelled from their homeland to other locations for meetings or events.

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

Powered protection armor is the ultimate for the Healer who needs to go everywhere. As a result, Healers will be more interested to get their hands on a suit. Other groups generally part-out or modify these suits to make them more viable in combat situations. (ToA)

Powered Scout Armor

Code: EIV **Value:** RANK
Armor: 2 **Cost:** Priceless
Slots: 65 **Power:** 2x QPCs
Move: x4 + Jump **Weight:** 250 kg
Size: Large

Helmet: 7
Left Arm: 5 **Right Arm:** 5
Front plate: 12
Back Plate: 20
Left Leg: 8 **Right Leg:** 8

Total Slots Currently Used: 61 (1-LA, 1-RA, 2-BP free)
Locomotion Provided: Jet-assisted jumps up to 20 meters, x4 movement
Force Field: Kinetic force field absorbs 50 points of damage.
Defenses Included: Radar and radio scramblers, Smoke generator, Medikit, Death-activated self-destruct mechanism, Life support system with 72-hour oxygen supply
Sensors Included: IR, UV, radio, sound, motion
Weapons Included: Type-C slug throwers on right and left shoulders (damage d6x3, range 30m), Stun-ray rifle in helmet (damage stun, range 35m)

System	Power Usage	Location
1: IR Sensor	1	FP
2: Jet-Assist Jumps	4	FP
3: Kinetic Force Field	4	H
4: Life Support	2	FP
5: Medikit	1	RA
6: Motion Sensor	1	RA
7: 2 QPCs	(16)	BP
8: Radar Scrambler	1	RA
9: Radio Scrambler	1	LA
10: Self Destruct	1	BP
11: Slug Throwers (2)	1/EA	LA,RA
12: Smoke Generator	1	BP
13: Sound Sensor	1	H
14: Stun Ray Rifle	2	LA
15: Two-Way Radio	1	H
16: UV Sensor	1	H
17: x4 Speed	21	LL,RL,FP

Powered scout armor bears a slight resemblance to inertia armor, but it is faster and sleeker. Like every other piece of machinery on any powered suit of armor, the arms, legs, helmet, etc., can be easily removed and replaced. This modulation also allows occupants to use parts from one type of armor on a different type.

Powered scout armour generates a force field that absorbs all damage inflicted on the wearer {up to 50 points per round}. The suit doubles the wearer's Physical Strength, and allows the wearer to multiply the damage of melee weapons by 2 (i.e. a long sword would do 2d8 damage). It also quadruples his movement, and he can also make jet-assisted jumps up to 20 meters. The wearer moves as if unencumbered while carrying 50 kilograms, and as if encumbered while carrying up to 100 kilograms (regardless of PS). It possesses two built-in type-A slug pistols mounted on each forearm, and a helmet-mounted stun ray rifle. The suits powered fists can punch for 4d6 damage. Powered scout armour also has a smoke generator with a 5 load clip, as well as radar and radio scramblers. It also has a 30% chance of being equipped with a cloaking device, if discovered. It is powered by two atomic power cells for 56 hours. (BRB/GK)

Sheath Armor

Code: AIV **Value:** 300/500
Armor: 4 **Cost:** 120/300 Ⓓ
Slots: 6 **Power:** None (½ QPC available)
Move: as wearer **Weight:** 10 kg/12 kg with QPC
Size: Normal

Helmet: 0
Left Arm: 0 **Right Arm:** 0
Front plate: 2
Back Plate: 4
Left Leg: 0 **Right Leg:** 0

Total Slots Currently Used: 0
Locomotion Provided: None
Force Field: None
Defenses Included: None
Sensors Included: None
Weapons Included: None

This is police riot control armor. It provides excellent protection against primitive weapons. Although sheath armor rarely comes with a ½ QPC unit attached, these suits can hold one, and power two weapons. (GK)

Tandem VIII Armor

Code:	HV	Value:	2 RANKS
Armor:	1	Cost:	Priceless
Slots:	130	Power:	3x QPCs
Move:	x4 + Fly	Weight:	2000 kg
Size:	Huge		
Left Arm: 15		Helmet: 15	Right Arm: 15
		Front plate: 30	
		Back Plate: 36	
Left Leg: 12			Right Leg: 12
Total Slots Currently Used: 116 (1-LA, 5-RA, 6-FP, 2-BP free)			
Locomotion Provided: Anti-grav flight, x4 movement			
Force Field: Kinetic force field absorbs 150 points of damage			
Defenses Included: Medikit, Death-activated self destruct mechanism, Life support system with 72 hour oxygen supply			
Sensors Included: IR, UV, radio, sound, motion			
Weapons Included: Laser rifle built into right and left forearms (Damage d6x4, Rng 60m), Micromissile launcher and clip of 20 missiles built into the helmet (Damage varies. Range 50m), Grenade launcher with bolt of 15 grenades attached to the left shoulder (Damage varies, Range 90m), Fists (Damage d6x9)			
System	Power Usage	Location	
1: Antigrav Flight	4	BP	
2: Computer	4	BP	
3: Computer Upgrade	2	BP	
4: Extension Plate D6C	6	BP	
5: Grenade Launcher	3(+1)	LA	
6: Hot Plates (5)	0/ea	BP	
7: IR Sensor	1	H	
8: Kinetic Force Field	10	BP	
9: Laser Pistol (2)	2/ea	LA,RA	
10: Life Support	2	FP	
11: Medikit	1	FP	
12: Micromissile Launcher	4(+1)	H	
13: Motion Sensor	1	H	
14: 3 QPCs	(24)	BP	
15: Regal Tracked Option	5*	special	
16: Self-Destruct	1	FP	
17: Sound Sensor	1	H	
18: Strength Enhancement	8/arm	LA,RA	
19: Two-Way Radio	1	H	
20: UV Sensor	1	H	
21: x4 Movement	44	LL,RL,FP	

When active, this suit generates a kinetic force field that absorbs all damage inflicted on the wearer [up to 150 points per round]. The suit triples the wearer's Physical Strength, and allows the wearer to multiply the damage of melee weapons by 3 (i.e. a long sword would do 3d8 damage). It also quadruples his movement. The suit also has an anti-gravity flight system that allows the wearer to fly up to 100 meters per round. The wearer moves as if unencumbered while carrying 1000 kilograms, and as if encumbered while carrying up to 2000 kilograms (regardless of PS).

Tandem VIII, Regal-Tracked Option

This rare option was built originally for the tandem VIII series assault armor, but any powered suit can use the RTO. It allows the suit to move about on treads, giving it a ground movement rate of 15. The RTO has a computer-controlled counterbalance that works so well it can cross any terrain except open water. A hot plate on the suit's back plate and five units of QPC energy are required to use the RTO (it also has its own auxiliary power generators as well). The operating suit must also have a computer and it (or an upgrade) must be used to control the RTO.

The RTO has the following capabilities and installed options. Please note that everything the RTO is told to do is considered a computer task, as the host suit's computer is the only liaison between the RTO unit and the power armored controller.

Option	(Slot Usage)
Computer	(4)
One Ton Storage Facility	(0)
3 QPCs	(24)
Energy Use Sensor	(1)
Life Sensor	(1)
Energy-Emission Filter	(3)
Repair System	(4)
Repulsion Force Field	(4)
Fusion Rifle	(6)
Mk XII Masterblaster	(5)

CHAPTER V: Weapons

PROJECTILE WEAPONS- PRIMITIVE

Blowguns

There are two kinds of blowguns available in Gamma World. primitive modern blowguns and aluminum Ancient artifact blowguns. These are the favored weapons of the Archivists, in either form. Since the Archivists rarely understand 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. (ToA)

Blowgun

Code:	~I	Value:	50
WC:	9	Cost:	2 Ⓓ
Range:	6/ 12/ 24	Power:	-
Damage:	1 point	Weight:	1kg
RoF:	1	Ammo:	-

These primitive blowguns are usually made from the hollowed stalks of young grasses or reedy plants. The darts from them cause only one point of damage, but are usually used in conjunction with a natural toxin or other poisons. They are rather fragile, and break easily. Generally, blowguns are not sold, but are rather manufactured by the individual hunter. They have a maximum range of 60m. (ToA/Ed)

Blowgun, Aluminum

Code:	~IV	Value:	150
WC:	9	Cost:	15 Ⓓ
Range:	10	Power:	-
Damage:	1 point	Weight:	1kg
RoF:	1	Ammo:	-

The Aluminum blowgun is the modern 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 almost 2m 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 a maximum range of 100m. It uses a steel dart (often covered in Teflon for faster and flight, and deeper penetration) found in packages of 24. The dart itself causes only 1 point of damage, but it is usually used in conjunction with some poison or drug (see Arrow poison).

Special darts were made that contained one dose of various medicinal drugs. These medical darts have the same effect as the usual drug and are available in the same varieties (see Chapter 5 Medical Equipment) These darts were used against animals and mad humans not easily handled. (ToA)

Bola

Code:	~I	Value:	50
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WC:	2	Cost:	2 Ⓓ
Range:	12	Power:	-
Damage:	1d3	Weight:	4kg
RoF:	1	Ammo:	-

This weapon is a cord with weighted balls on the ends. It is whirled around and thrown at the target. It causes very little damage itself (1d2 points) but may entangle, slow, or delay the victim.

If the attack roll is an unmodified 20, the victim must make a DX check or be immediately paralyzed; he will die in 1d6+2 Action Turns from strangling unless rescued. If freed, the victim is still effectively paralyzed for 2d6 Action Turns. Creatures that do not breath (e.g. Androids and Robots) are immune to this effect. If the attack was succesful, but not an unmodified '20', the victim must still roll a DX check or be immobilized for 1d4-1 Action Turns.

An unparalyzed victim may take one Action Turn to cut a bola loose if they have an edged weapon handy. Otherwise, it will take 1d4 Action Turns to untangle. (Ed)

Bows

Bow, Long

Code:	~II	Value:	300
WC:	9	Cost:	35 Ⓓ
Range:	10	Power:	-
Damage:	1d8	Weight:	2kg
RoF:	1	Ammo:	Arrow

This is a piece of wood or other flexible fibre bent into a curve with a taut string holding it into position. It is used for launching arrows. This bow is a two-handed weapon and the archer may not use a shield when using it.

This category includes the lightweight recurved and compound hunting bows favored by the Ancients. For Artifact long bows, all ranges should add 25%, to account for their finer balance and power. These bows are relatively rare and not usually found in good condition, so prices will be high if found for sale. (Ed)

Bow, Menarli

Code:	~II	Value:	-
WC:	9	Cost:	- Ⓓ
Range:	see below	Power:	-
Damage:	1d10	Weight:	8kg
RoF:	1	Ammo:	see below

The Menarl are the master bowsmiths of the post-apocalyptic age. Menarl bows are monstrously strong (needing 4 arms to pull correctly) and fire 1m long javelin-sized harpoons with deadly accuracy and force. The effective range for these harpoons is around 50 meters depending on the strength of the archer. These harpoons are attached to a cord for what the Menarl like to call "Spearfishing". When firing, the Menarl hold the bow crosswise with four hands aiming horizontally and holding the slack cord with the other two hands. When a creature with an AC more than 4 is struck by a harpoon, there is a 50% chance the barbs of the harpoon will become stuck in their exposed flesh. If caught by the harpoon, the Menarl archer may begin to reel-in the catch. Each Action Turn the

harpoon is not removed, the victim will be pulled 5m toward the Menarl, and a further 1d6 points of damage will be caused by the barbs. Removing a harpoon will cause a further 1d4 points of damage. Optionally, a victim may simply cut the cord with any edged weapon. The cord will take 6 points of damage. However, the harpoon is still embedded in the creature and must be removed normally.

These bows are rarely used for indirect fire (the Menarl can't risk seeing a bird!) but occasionally the Menarl have been known to use lighter weight free flying arrows for hunting at long distances. These have an effective range of 300m.

The bows are manufactured only in Menarl forest and jungle settlements out of various woods and saps known only to the Menarl. (Ed)

Bow, Short

Code:	~I	Value:	200
WC:	9	Cost:	20 ₤
Range:	8	Power:	-
Damage:	1d6	Weight:	2kg
RoF:	1	Ammo:	Arrows

This bow is similar to the long bow, but it is smaller and not able to fire arrows as far. It, too, is a two-handed weapon, but it can be used by smaller humanoid and mutated animals like Dabbers and Wardents. (Ed)

Crossbows

These are missile weapons consisting of a tough bow (like a short bow, but smaller and often made of metal) laid crosswise across a stock with a trigger. They fire short arrows known as bolts.

Crossbow, Heavy

Code:	~II	Value:	300
WC:	9	Cost:	55 ₤
Range:	15	Power:	-
Damage:	2d8	Weight:	9 kg
RoF:	1/2	Ammo:	1 bolt

Heavy crossbows are bulky, requiring two-hands to use, and are slow to reload. A crossbowman with a PS of 18 can manually draw the string and fire every Action Turn, but weaker crossbowmen must point the crossbow nose-down on the ground, brace it with a foot, and draw back the string with both hands to reload; they can only fire once every other Action Turn.

This crossbow is a two-handed weapon and the crossbowman may not use a shield when using this weapon. (Ed)

Crossbow, Light

Code:	~II	Value:	200
WC:	9	Cost:	40 ₤
Range:	12	Power:	-
Damage:	2d6	Weight:	7 kg
RoF:	1/2	Ammo:	1 bolt

This weapon is similar to the heavy crossbow, but smaller. It also requires two hands to fire, but only one Action Turn to reload and fire. This crossbow is a two-handed weapon and the crossbowman may not use a shield when using this weapon. (Ed)

Crossbow, Repeating (Hand)

Code:	~III	Value:	400
WC:	9	Cost:	100 ₤
Range:	8	Power:	-
Damage:	1d6	Weight:	3 kg
RoF:	1	Ammo:	1 bolt

Repeating or Hand Crossbows are small crossbows built with a lighter frame than their larger cousins and are small enough to be used one-handed, although two hands are needed to reload and cock the weapon. There is a chamber holding 10 small bolts and a top lever which loads and cocks the bow when pulled back. The user may load and fire every Action Turn. Their smaller size means they may be used one-handed and the user may carry a shield as normal. It is usually used strapped to one forearm to steady the stock and allow greater freedom of movement.

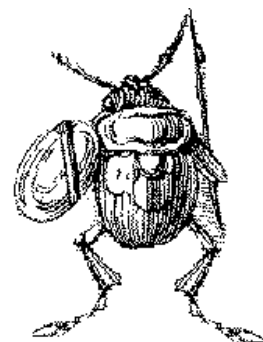
Repeating crossbows are not easily manufactured except by skilled craftsmen. They will only be available in some Tech Level III and above communities, and even then they will be expensive. Bolts for these crossbows are not interchangeable with normal crossbow bolts. These weapons are often found in the possession of Menarl, who may wield as many as three! (Ed)

Sling

Code:	~I	Value:	50
WC:	9	Cost:	1 ₤
Range:	10	Power:	-
Damage:	1d4	Weight:	1/2 kg
RoF:	1	Ammo:	1x stone

This is a length of cord or a long leather strap with a pouch in the middle. The user places a stone or steel bullet (like a ball-bearing) into the pouch, holds the sling by the ends, whirls it around to build up speed, and then releases one end of the cord to launch the missile at its target.

Hissers are particularly adept at the use of the sling - launching a flurry of rocks at a surprised enemy just before closing for melee. (Ed)



MELEE WEAPONS

Axe, Battle

Code:	~II	Value:	100
WC:	2	Cost:	12 ₶
Range:	1	Power:	-
Damage:	1d8	Weight:	4kg
RoF:	-	Ammo:	-

This is a large one- or two-bladed chopping head fixed upon a long 1-1.5m shaft. This is a two-handed weapon, the wielder of the weapon may not use a shield.

The Red Death maniacs particularly like large, wicked-looking twin-bladed battleaxes (typically hung with the heads of victims). These are of dubious balance and weight (10kg) not to mention very slow in combat, but they are extremely awe-inspiring nonetheless. (Ed)

Axe, Hand~Throwing

Code:	~II	Value:	50
WC:	2	Cost:	4 ₶
Range:	3/ 9/ 18	Power:	-
Damage:	1d6	Weight:	3kg
RoF:	1	Ammo:	-

This is a small chopping blade, usually with one head, affixed to a small 20-30cm shaft. It is a one-handed weapon and may be thrown.

The Gren are very adept at using this weapon to defend their forest dwellings. Gren hand axes are not made from metal, but molded from the sap of a mutated Maple tree. These syrupstone axes weigh only 200g and are extremely sharp (+1 damage). They are easily blunted and chipped however (10% cumulative chance per successful hit), so the Gren braves are known to carry as many as 10. (Ed)

Bayonet

Code:	~II	Value:	50
WC:	1	Cost:	35 ₶
Range:	1-2m	Power:	-
Damage:	1d6	Weight:	1 kg
RoF:	1	Ammo:	-

The bayonet is a dagger-sized blade that is attached to the muzzle of a firearm (rifles and assault rifles only). When attached this way, the rifle may be wielded like a spear. When not attached to the rifle, the bayonet must be carried in a scabbard or stowed away. The GM may determine that some rifles and assault rifles come equipped with a fold out bayonet in the stock. (Ed)

Club

Code:	~0	Value:	None
WC:	1	Cost:	None
Range:	1	Power:	-
Damage:	1d6	Weight:	2+ kg
RoF:	1	Ammo:	-



This is any simple, blunt piece of wood, metal or stone that is used to batter opponents. Most smaller improvised weapons used by Gamma Merigans are clubs (baseball bats, tire irons, and broken beer bottles are just a few examples). (Ed)

Dagger

Code:	~II	Value:	50
WC:	2	Cost:	5 ₶
Range:	1	Power:	-
Damage:	1d4	Weight:	1/2 kg
RoF:	1	Ammo:	-

This is any small blade under 30cm with a one-handed grip. It may be used as a melee weapon or thrown. Ancient daggers include a wide variety of different kitchen knives, meat cleavers, hand saws, awls, and hunting knives and various small tools which have a sharp point like screwdrivers, scissors, and files. Manufactured from stainless not-rust alloys, many of these artifacts are still found in the ruins of Ancient residences and garages. Latter day metal daggers tend to be much cheaper, but not as strong and rust easily. More primitive members of Gamma World may use stone or flint daggers, which break easily and are also much heavier than similar metal daggers. The GM should decide the particular qualities of a given dagger. Particularly large and wicked cleavers and the like, such as are often carried by the Red Death hordes, may warrant a +1 or more to damage or classified as short swords. (BRB)

Dagger, Throwing

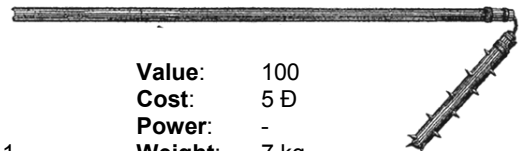
Code:	~II	Value:	50
WC:	2	Cost:	6 ₶
Range:	3	Power:	-
Damage:	1d4	Weight:	200g
RoF:	1	Ammo:	-

These are specially balanced light-weight knives especially for throwing. They are usually custom made.

Throwing knives are especially deadly in the hands of a skilled user. The master knife throwers of the Gamma Age are the Orlen. Their unique mutations allow them to throw knives in two directions at once, at two different opponents. These latter day gypsies often entertain others with their knife tossing skills, but beware those who try to take advantage of these 'gentle' giants. (Ed)

Flail

Code:	~II	Value:	100
WC:	2	Cost:	5 ₶
Range:	1	Power:	-
Damage:	1d6+1	Weight:	7 kg
RoF:	1	Ammo:	-



A flail is comprised of 1 or more balls or rods of steel, stone, wood or other heavy material usually embedded with spikes, nails, ceramic or glass shards, poisoned thorns, or bone. In turn, these are connected to a short length of chain or flexible cable up to 1/2 meter long. This chain is attached securely to a wooden or metal shaft. The user wields the weapon by holding the shaft and swinging the chain and the ball to build up force before crashing it down on their foe.

The flail is a difficult weapon to wield safely (without cracking oneself upside the head) so it is relatively rare, EXCEPT amongst those drug-crazed wackos who call themselves the Red Death. (Ed)

Garotte, Duralink

Code:	~IV	Value:	50
WC:	2	Cost:	100 ¢
Range:	1	Power:	-
Damage:	see below	Weight:	200g
RoF:	1	Ammo:	-

This item is a small, thin chain of strengthened duralloy links, usually 1 meter long and weighing .2 kg. The garrote has a weapon class of 2.

The duralink garrote is usable as a weapon only if the intended victim is surprised. The garrote must be wrapped around the victim's neck, then pulled back and tightened. Opponents will suffer 1d10 hit points damage per action turn until the garrote is removed or the attacker is driven off or slain. Attacks made by the defender on the attacker are at -4 to hit. The garrote may also be used as a whip against AC 10 opponents for 1d4 points damage (covered areas are unaffected). Defenses that strengthen the neck (such as the rubber neck covering on the energized assault helmet) cause the garrote to do only 1d4 damage per Action Turn. Defenders with metal neck protection (such as that found on powered armor) will suffer no damage or penalties. (DM113)

Halberd

Code:	~II	Value:	250
WC:	3	Cost:	15 ¢
Range:	1-2 meters	Power:	-
Damage:	1d10	Weight:	7 kg
RoF:	1	Ammo:	-

Halberds (or polearms) consist of various styles of weapons blades affixed to the end of a long pole. Because of a polearms' length, the wielder may attack a foe over the head of a friend or another foe. Typically, polearm wielders will stand further back from the front lines of melee, striking over the heads of the front-line fighters. These are two-handed weapons and the wielder may not use a shield when using this weapon.

Huge, unwieldy polearms with nasty looking axe heads are often used by the mounted nutcases of the Red Death. In more civilized areas, TL II and III strongholds often arm their sentries with more sensible lighter-weight polearms.

Primitive scavenger tribesmen often carry Ancient lawn and garden tools that are very similar to latter-day polearms. Often made out of plasteel or duralloy, these come in a variety of shapes, sizes and effectiveness (a pickaxe is a lot more dangerous than a garden rake). The GM should pro-rate each of these individually. In general, they won't do much damage (treat as a club) unless sharpened by a competent craftsman. (Ed)

Hammer, War

Code:	~II	Value:	250
WC:	1	Cost:	15 ¢
Range:	1	Power:	-
Damage:	1d10	Weight:	7 kg
RoF:	1	Ammo:	-

This weapon consists of a broad hammer head (with 1 or 2 striking sides) on a medium length shaft, around ½ meter long.

Ancient sledgehammers are the most commonly seen type of war hammer available. In some cases these feature spring-loaded heads which reduce recoil.

In their typically over-the-top fashion, the homicidal maniacs of the Red Death often carry enormous warhammers, which are very slow and unwieldy but are often tricked out with large sharpened spikes or serrated edges. Treat them as -1 to hit, 1 attack every 2 rounds, +4 damage.

Primitive warriors can occasionally be seen swinging a piece of scavenged tubing or pipe embedded in a chunk of concrete or other hard material. While not well balanced, and difficult to wield effectively, they are usually quite heavy and make a nice CRUNCH! when they connect. Treat them as -2 to hit, 1 attack every 2 rounds, +1d6 damage. (Ed)

Javelin

Code:	~I	Value:	50
WC:	8	Cost:	2 ¢
Range:	4	Power:	-
Damage:	1d6	Weight:	1 kg
RoF:	1	Ammo:	-

This weapon is a thrusting point affixed to a light pole between 1 and 1 ½ meters long. Users may throw the javelin or use it in hand to hand combat. The javelin is a one-handed weapon. (Ed)

Knife

Code:	~I	Value:	50
WC:	1	Cost:	5 ¢
Range:	1	Power:	-
Damage:	1d4-1	Weight:	300 kg
RoF:	1	Ammo:	-

This is any small blade under 15cm with a one-handed grip. It may be used as a melee weapon or thrown. Knives are usually not that strong and may break if used in combat (15%).

Ancient knives often featured several attachments, sometimes as many as 25 (Swiss Army Knives™) including various fold out knife blades, files, corkscrews, scissors, spoons, forks, augers, butane lighters, and laser-pointers. These command higher prices, especially with many attachments. (BRB/Ed)

Knife, Survival

Code:	~IV	Value:	150
WC:	1	Cost:	10 ¢
Range:	1	Power:	-
Damage:	1d6	Weight:	1/2 kg
RoF:	1	Ammo:	-

These knives were still very popular among the Ancients when

the end came. It consists of a razor sharp Duralloy blade and a sturdy plasta-steel hilt. Many variations exist...(some have serrated backs for sawing, a compass or small self recharging light built into the handle, or odd writing on the blade...the strange word USMC is often found). (Tim Galioto)

Lance

Code:	~II	Value:	200
WC:	1	Cost:	10 Ð
Range:	1-3 meters	Power:	-
Damage:	1d6+1	Weight:	5 kg
RoF:	1	Ammo:	-

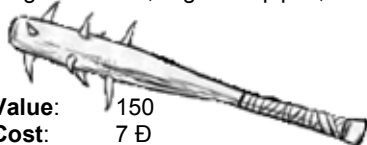
When in mounted combat, many warriors use a special long spear known as a lance. When mounted on a suitable creature (like on a Brutorz, Centisteed or Podog) the warrior may also use a shield, bracing or lashing the lance across the saddle. Warriors mounted on flying creatures may also use a lance. When dismounted, the lance should be considered an unwieldy two-handed spear (-1 to hit).

The Knights of Genetic generally carry lances when mounted and on patrol unless armed with more powerful weapons. Their lances are often affixed with flags or heraldic pennants denoting their personal or community affiliations. The Iron Society and the Ranks of the Fit are known to pay bounties for these lance pennants. (Ed)

Mace

Code:	~II	Value:	100
WC:	1	Cost:	6 Ð
Range:	1	Power:	-
Damage:	1d6+1	Weight:	5 kg
RoF:	1	Ammo:	-

This is a heavy striking head attached to a short wooden or metal shaft. Most of the larger improvised weapons scavenged by the inhabitants of Gamma World could be considered maces. Examples include large plumbing wrenches, big lead pipes, and ballpeen hammers. (Ed)



Morning Star

Code:	~II	Value:	150
WC:	1	Cost:	7 Ð
Range:	1	Power:	-
Damage:	2d4	Weight:	6 kg
RoF:	1	Ammo:	-

Similar to a mace, the morning star features several spikes, knobs, or serrated flanges which serve to add insult to injury. Post-apocalyptic morning stars include the ever popular spiked baseball bat, a favorite amongst primitive tribesmen and Red Death cultists alike. (Ed)

Parking Meter

Code:	~IV	Value:	200
WC:	1	Cost:	*
Range:	1	Power:	-
Damage:	1d6+1	Weight:	10 kg
RoF:	1	Ammo:	-

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 meter would read the coins denomination and place an appropriate time limitation on the parking space. If the user did not move his vehicle or place more money into the meter before the time was expired, the meter would detect the vehicles presence and radio for a security or police robot to ticket the vehicle.

In today's Gamma World™, the parking meter only serves two purposes.. The first use includes vandalism in order to remove the imprisoned Ð. Doing this alerts all security and policing robots within a 3km radius who generally rush to the scene to arrest the vandal. The second use for the parking meter is as a club. Used in this manner, it causes 1d6+1 damage. (ToA)

Quarterstaff (Staff)

Code:	~I	Value:	None
WC:	1	Cost:	None
Range:	1	Power:	-
Damage:	1d6	Weight:	2 kg
RoF:	1	Ammo:	-

This is any thick metal or wooden pole, between 1 and 2 meters long. The staff is a two-handed weapon and the user may not carry a shield when wielding it.

One of the most common weapons across Gamma Meriga. Most are individually crafted by the user or scavenged from available materials like pipes, sign posts and the like.

Healers of the White Hand often carry staves but do not generally use them in combat. Their staves usually carry some kind of cult symbol affixed to the end like a caduceus or a red cross.

Sleeth are masters of the quarterstaff and use them with amazing agility and speed. In the hands of a Sleeth master, the staff doubles its damage and the user may attack up to 3 times per Action Turn. (Ed)

Spear

Code:	~I	Value:	200
WC:	1	Cost:	4 Ð
Range:	4	Power:	-
Damage:	1d6	Weight:	3 kg
RoF:	1	Ammo:	-

The spear is any thrusting point attached to the end of a medium to long pole (1-2 meters). The spear may be braced against the ground and "set" versus a mounted and charging foe. When used this way, the first Action Turn the spear deals x4 damage if it hits, but may be broken by the force of the charging enemy (2 in 4 chance).

Improvised spears are common all across Gamma Meriga. Nearly anything can become a spear, from a charred and hardened wooden stick to a steel fencepost filed or sharpened down to a fine point. (Ed)

Swords

Sword, Long

Code:	~II	Value:	300
WC:	3	Cost:	10 Ð
Range:	1	Power:	-
Damage:	1d8	Weight:	1kg
RoF:	1	Ammo:	-

THE SCAVENGER'S FIELD GUIDE

This is the standard sword found all across the blasted wastelands of Gamma Meriga. It is comprised of a one-handed hilt attached to a long cutting blade between 70 to 95cm. (Ed)

Sword, Short

Code:	~II	Value:	150
WC:	3	Cost:	8 ₪
Range:	1	Power:	-
Damage:	1d6	Weight:	1/2 kg
RoF:	1	Ammo:	-



Nearly identical to the long sword, except shorter. The blade length is between 30 to 60cm. Unlike the bigger swords, this weapon may be carried by smaller species such as Wardents, Dabbers, and Lil. Examples include machetes and such. (Ed)

Sword, Two-handed

Code:	~II	Value:	350
WC:	3	Cost:	15 ₪
Range:	1	Power:	-
Damage:	1d10	Weight:	7 kg
RoF:	1	Ammo:	-

This is the largest sword, and as its name suggests requires two hands to swing. The wielder may not use a shield when using this weapon. The blade is extremely heavy and strong and may often be 'decorated' with nasty barbs or a serrated edge.

Only the strongest warriors (PS 16+) may use this weapon effectively. It is often used by Orlen, Menarl, and other larger species who may (PS 19+) swing this weapon with only one hand. A truly frightening prospect. (Ed)

Rapier

Code:	~II	Value:	150
WC:	3	Cost:	9 ₪
Range:	1	Power:	-
Damage:	1d6	Weight:	1 kg
RoF:	1	Ammo:	-

The rapier, or foil is a remarkably light weapon with a long, thin, dull-edged blade and depends upon a thrust for its deadliness. Its only drawback is its tendency to break (10%) when parrying heavier weapons or thrusting through plates of armor. (Ed)

War Claws, Duralloy

Code:	~IV	Value:	300
WC:	1	Cost:	500 ₪
Range:	1	Power:	-
Damage:	see below	Weight:	½ kg
RoF:	1	Ammo:	-



These devices improve hand-to-hand combat ability, allowing one to slash at opponents like a tiger or other clawed animal. They are most often used by Pure Strain Humans and Humanoids, though mutated animals with humanlike arms may use them as well..

The claws do one point of damage per armor class point of the victim; e.g., the claws will do 10 points of damage to unarmored characters. Two attacks per action turn can be made with these claws. The claws can also be used for climbing vertical walls of any material less strong than duralloy. The climbing is done at a very

slow speed, as characters must be sure of the placement of the claws. The claws can help break down wooden doors in 4-16 rounds, but cannot open duralloy-shielded doors.

The war claws are made of four duralloy knifelike projections, each about .3 meters long, that curve down at the end. The claws are connected to small wristlets of duralloy that allow the claws to reach out over the back of one's hand. The claws take one action turn to remove. (DM113)

Whip

Code:	~I	Value:	100
WC:	4	Cost:	2 ₪
Range:	Varies	Power:	-
Damage:	1d2	Weight:	1 kg
RoF:	1	Ammo:	-

This weapon is a long braided leather or plant fiber strap with a handle. It may be from 1 to 5 meters long. It is a melee weapon and may be used either to inflict damage or entangle. The user must declare which option he is using before attacking. In either case, the to-hit roll is the same.

If used to entangle, after a successful hit the victim must make a DX check or be entangled for 1d6 Action Turns. Entangled victims suffer no further damage, but may not attack or move normally as they are considered prone. The victim may try to cut the whip with any edged weapon, but must roll-to-hit as normal. The whip will take 6 points of damage before breaking.

The whip isn't commonly used in combat because of the high skill needed to wield it effectively. The cultists of the Ranks of the Fit are known to prefer them however, for controlling large groups of slaves and maintaining discipline amongst the ranks. (Ed)

POWERED MELEE WEAPONS

Chainsaw

Code:	CIV	Value:	500
WC:	5	Cost:	300 ₪
Range:	1	Power:	1x Chemical Cell
Damage:	2d8	Weight:	4 kg
RoF:	1	Ammo:	4 hours

This artifact is lighter and stronger than its 20th century ancestor was. It was not designed as a weapon, but can easily fit the role. A brutal melee device, It has a synthetic diamond bitted, duralloy chain, a hand guard and a clear plastic splatter shield. It is sealed against all weather and can function even underwater. It can last for 4 hours of continuous use on one chemical energy cell. If used against a plant creature, it gets a special + 1 to-hit.



Gloves, Powered Energy

Code:	DV	Value:	500
WC:	1	Cost:	400 ₰
Range:	1	Power:	2x Chemical Cells
Damage:	2d6	Weight:	3kg
RoF:	1	Ammo:	60 Action Turns

Powered energy gloves are electromechanical devices used in hand-to-hand combat. Normally powered, the gloves can break through wooden doors in 2 rounds. The gloves weigh 3 kg., and they appear to be a dull silvery color.

Powered gloves cannot be used with any other weapon unless they are deactivated. The gloves have several special functions, controlled by small buttons on the backs of the gloves. They may generate a powerful electromagnetic field of variable intensity. If the field is at full strength and the gloves are attached to a metal object, they will bond with the metal with an equivalent strength of 18; only attackers with a strength of 19 or greater will be able to pry the wearer away from the surface. The gloves can also attach themselves to a metallic robot, allowing the wearer to inflict 2d6 points of damage on the robot every Action Turn without a to-hit roll being required.

These gauntlets can also give out a beam of light from the right index finger, illuminating a 3-meter square area up to 20 meters away. The gloves are powered by two chemical energy cells (one per glove) that last for 60 action turns of continuous use. (DM113)

Mace, Energy

Code:	AV	Value:	500
WC:	5	Cost:	1,800 ₰
Range:	1	Power:	1x Chemical Cell
Damage:	1d6+4d10	Weight:	1 kg
RoF:	1	Ammo:	20 minutes

This simple wand is a shatterproof plastic shaft half a meter in length. A rubber grip adorns one end, while a metal sphere covered with spikes caps the other end. The sphere, including spikes, is 15 centimeters (6") across and electrified. At the base, below the rubber grip, is a catch where the battery fits, much like a flash-light. The blow of the mace itself does 1d6 points of damage, while the electricity it gives off does an additional 4d10 points of damage. It doesn't affect those protected by Force Fields. (4GW/BRB)

Neural Bite

Code:	AVI	Value:	600
WC:	6	Cost:	1,200 ₰
Range:	1	Power:	-
Damage:	Stun	Weight:	1/2 kg
RoF:	1	Ammo:	8 poison doses

The neural bite looks much like an ordinary whip, but the last 20 centimeters (8") of this 3-meter-long lash bristle with small metal barbs. The barbs are unable to penetrate armor that provides an AC of 5 or less. If the barbs do penetrate, a nerve drug is injected into the opponent, dramatically altering his nervous system. This potent substance, intensity 18, acts like a paralytic poison, but results of paralyzed or worse means loss of free will (this drug cannot kill). The result is a mindless slave, who follows any orders he or she is given. The drug is injected into the neural bite with a syringe through a small rubber aperture, ringed in red, near the hilt. The weapon can hold up to eight doses at once. (4GW)

Paralysis Rod

Code:	AIV	Value:	RANK
WC:	4	Cost:	1,500 ₰
Range:	1	Power:	see below
Damage:	Stun	Weight:	1 kg
RoF:	1	Ammo:	see below

This 1-meter long rod may be powered by a Chemical Energy Cell (good for 4 hours), a Solar Energy Cell (good for 8 hours) or a Hydrogen Energy Cell (good for 12 hours). When brought into contact with exposed flesh (not protected by clothing, armor or a Force Field), it overloads the victim's synapses, causing unconsciousness and paralysis lasting 4d4 hours. The victim can't be awakened prematurely. (BRB)

Vibroblade

Code:	AIV	Value:	1,000
WC:	5	Cost:	700 ₰
Range:	1	Power:	1x Hydrogen Cell
Damage:	8d6	Weight:	1/2 kg
RoF:	1	Ammo:	20 minutes



The handle of this device houses a Hydrogen Energy Cell good for 20 minutes. A vibroblade is found as a simple plastic tube 30 centimeters (12") long. The simultaneous pressing of a pair of recessed buttons springs the 1-meter-long blade from one end. When in use, a blue-etched Force Field forms the 40-centimeter blade that will cut through anything except another Force Field. (BRB)

Vibrodagger

Code:	AIV	Value:	800
WC:	4	Cost:	500 ₰
Range:	1	Power:	1x Hydrogen Cell
Damage:	3d6	Weight:	1/2 kg
RoF:	1	Ammo:	30 minutes



Similar to a Vibro Blade, but with a blade only 20 centimeters long, the Vibro Dagger's Hydrogen Energy Cell is good for 30 minutes. (BRB)

War Bands

Code:	AIV	Value:	525
WC:	1	Cost:	500 ₰
Range:	1	Power:	1x Hydrogen Cell
Damage:	5d4	Weight:	1 kg
RoF:	2	Ammo:	25 hours

War bands achieved some measure of popularity among terrorist assassins during the Shadow Years. War bands would not show up on weapons scanners, were completely silent when used, and had deadly effectiveness. War bands are worn over one's fist much like brass knuckles. Physically, a war band appears to be 10cm -square piece of duralloy, with a ringed handle for one's fingers mounted on the back. This device is powered by a Hydrogen Energy Cell good for 25 hours of use.

War bands are used to bludgeon an opponent. When a punch is landed, the hydrogen energy cells multiply the user's strength. A hit causes 5d4 points of damage, with the attacker being able to attack twice per round if one war band is worn on each hand. (DM97)

Whip, Stun

Code:	AV	Value:	400
WC:	6	Cost:	1,000 ₰
Range:	3	Power:	1x Chemical Cell
Damage:	1d2 + Stun	Weight:	1/2 kg
RoF:	1	Ammo:	30 minutes

The Chemical Energy Cell in this item is good for 30 minutes. A target hit by one of these 3-meter wire whips becomes unconscious for 1d20 minutes. The whip can be used as a normal unpowered whip, causing 1d2 points of damage. (BRB)

PROJECTILE FIREARMS**Muzzle Loaders**

These weapons were employed throughout the Shadow Years and beyond and are not uncommon in Gamma World.

The arquebus and flintlock weapons are muzzle loaders. This means that the am-munition and gunpowder are loaded into the gun through the muzzle and tamped down with a rod. In the case of the arquebus, the trigger lowers a slow-burning fuse into a flash pan which then ignites the gunpowder. The flintlock gun uses a spring and a flint to produce a spark in the flash pan which then ignites the gunpowder.

Historically, there were more than these two variations of matchlock guns. These two have been selected as representative of their age. While both are listed as Tech III, the flintlock is clearly a more advanced weap-on. The availability of flintlock weapons can be limited by declaring that a specific region has not invented them yet. Otherwise, they are considered standard armament on Gamma Terra.

Musket Balls and Gunpowder: Both the arquebus and flintlock weapons need musket balls, gunpowder, and a tamping stick. The tamping stick is included in the cost of the gun. It is always assumed that the powder horn and gunpowder are included in the price and sale of musket balls. The characters may buy gunpowder separately if they want to dream up their own bombs or other dangerous devices.

Rates of Fire and Cleaning: The rates of fire given in weapon descriptions assume that the wielder is using a quickfiring method. This usually amounts to dumping "some" powder in the barrel, popping in a few pellets, thumping the butt of the gun on the ground to "pack" it in, and then firing. Obviously, this is not a very healthy way to treat a weapon, but it is fast. Only 5 shots can be made from a flintlock this way before it must be cleaned. The sixth shot or beyond made with-out cleaning misfires, which is just a guaranteed miss. Cleaning the gun properly takes about 10 minutes. If these guns are being treated more kindly, rates of fire equal once every 4 rounds for the flintlocks and once every 6 rounds for the arquebus. However, they can be fired this way indefinitely without chance of misfire. (4GW)

Flintlock Pistol

Code:	AIII	Value:	100
WC:	9	Cost:	40 ₰
Range:	5	Power:	Gunpowder
Damage:	2d8	Weight:	2 kg
RoF:	1/2	Ammo:	Lead or stone ball

In the hands of an untrained user, this archaic weapon is highly

susceptible to malfunction due to improper loading sequence and undercharging or overcharging with powder. These weapons do not operate in the rain or if the powder is damp or wet. There is a 25% chance per firing that an unskilled individual causes a malfunction. Malfunctioning is handled thus:

Die Roll	Result
1	Flint knocked off - can't ignite pan
2-3	Wrong loading sequence - three Action Turns required to clear and reload
4-5	Underloaded - reduce range and damage 50%
6	Overloaded - musket explodes doing six dice (d6) damage to user only

Arquebus (Unrifled Musket)

Code:	~III	Value:	200
WC:	9	Cost:	25 ₰
Range:	8	Power:	Gunpowder
Damage:	1d10	Weight:	10 kg
RoF:	1/4	Ammo:	Lead or Stone ball

In the hands of an untrained user, this archaic weapon is highly susceptible to malfunction due to improper loading sequence and undercharging or over-charging with powder. These weapons do not operate in the rain or if the powder is damp or wet. There is a 25% chance per firing that an unskilled individual causes a malfunction. Malfunctioning is handled thus:

Die Roll	Result
1	Flint knocked off - can't ignite pan
2-3	Wrong loading sequence - three Action Turns required to clear and reload
4-5	Underloaded - reduce range and damage 50%
6	Overloaded - musket explodes doing six dice (d6) damage to user only

Rifle, Flintlock (Rifled Musket)

Code:	AIII	Value:	250
WC:	9	Cost:	75 ₰
Range:	10	Power:	Gunpowder
Damage:	3d8	Weight:	6 kg
RoF:	1/2	Ammo:	Lead bullets

In the hands of an untrained user, this archaic weapon is highly susceptible to malfunction due to improper loading sequence and under-charging or over-charging with powder. These weapons do not operate in the rain or if the powder is damp or wet. There is a 25% chance per firing that an unskilled individual causes a malfunction. Malfunctioning is handled thus:

Die Roll	Result
1	Flint knocked off - can't ignite pan
2-3	Wrong loading sequence - three Action Turns required to clear and reload
4-5	Underloaded - reduce range and damage 50%
6	Overloaded - musket explodes doing six dice (d6) damage to user only

Ammunition (Bullets)

Ammunition: In general, ammunition in poor condition has a 50% misfire (dud) rate, while that in fair condition has a 33% misfire rate, good a 25% misfire rate, excellent a 10% misfire rate, and perfect a 0% misfire rate. If the character is knowledgeable, ammunition can be sorted and bad rounds discarded so as to improve performance according to the table below:

State of Ammo	Original Dud Rate	Sorted Rate
Poor	1 in 2 (50%)	1 in 4 (25%)
Fair	1 in 3 (33%)	1 in 10 (10%)
Good	1 in 4 (25%)	1 in 20 (5%)
Excellent	1 in 10 (10%)	1 in 100 (1%)
Perfect	none	unnecessary

Sorting reduces ammunition quantity by the difference between original and sorted misfire rates, i.e. in the case of poor ammunition, 25% of the original rounds must be discarded. Discarded rounds, cartridge cases, and shot shells may be retained and reloaded at the referee's discretion. A reloading machine, propellant (gunpowder) supply, and lead casting molds for cartridge bullets or shot are necessary, as well as some form of primer. Of course, the character must be fully knowledgeable about the techniques involved, or risks making poor quality or unsafe ammunition.

There are alternative ammunitions for many guns. There are armor piercing shells, hollow nose bullets, incendiary bullets, tracer rounds, and many more. The effects of these types of shells are different from ordinary bullets that are fired by the gun. All Tech level IV (or above) guns can have these alternative types of ammunition. Each costs double the normal average cost for ammunition.

Armor Piercing: These shells provide a +4 to-hit against armor, but do 1 die less damage. If the armor worn by the target provides more than AC 4 protection, then the shell only negates the armor and may not give the full +4 bonus to-hit.

Hollow Nose: These shells are designed to cause more damage. However, they do not penetrate armor as well. They give a -3 to-hit penalty, but do an extra die of damage.

Incendiary: These are normal bullets that do 1 die less damage. However, they do 1d4 of fire damage each round for 6 rounds. This might ignite flammable materials.

Tracer: Any shot fired the round after tracer bullets are fired gets a +2 to-hit bonus. This only works at night. Essentially, the gunner is able to redirect his fire due to the tracer rounds. Unfortunately, tracer bullets also let others know where the gunner is located. (4GW)

Pistols

When determining hits, it is necessary to check for each round fired. Misfiring due to dud ammunition is fairly common, at a ratio from 1 out of 2 shots to 1 out of 4. Whenever a pistol misfires the slide must be worked manually in order to rechamber another round. If a pistol has a dud round, firing for that melee round ends, even if it was the first shot. Reloading time is one melee round for any type of revolver.

When firing at maximum range, reduce damage by one point per die. If hollow point/dumdum ammunition is used, add one point per die of damage, but subtract one on "to hit" rolls. Magazine capacity for automatic pistols is 10 rounds.

Pistol, Light Caliber

Code:	DIII	Value:	100
WC:	9	Cost:	250 ₤
Range:	100	Power:	-
Damage:	1d4	Weight:	½ kg
RoF:	1 or 1-5	Ammo:	6-30 bullets



Light caliber pistols come in either semi- (1 shot/Action Turn) or full automatic models (up to 5 shots/Action Turn). Light pistols include hand-held pellet guns and compressed air pistols, .22 derringers, small holdouts, etc. (DM97)

Pistol, Medium Caliber

Code:	DIII	Value:	150
WC:	10	Cost:	275 ₤
Range:	150	Power:	-
Damage:	1d8	Weight:	½ kg
RoF:	1 or 1-5	Ammo:	6-30 bullets



Medium caliber pistols come in either semi- (1 shot/Action Turn) or full automatic models (up to 5 shots/Action Turn). Medium caliber pistols include guns such as the .22 Baretta, .357 swing-out revolver, .22 revolver, etc. (DM97)

Pistol Heavy Caliber

Code:	DIII	Value:	250
WC:	11	Cost:	325 ₤
Range:	250	Power:	-
Damage:	1d10	Weight:	1 kg
RoF:	1 or 1-5	Ammo:	6-30 bullets

Heavy caliber pistols come in either semi- (1 shot/Action Turn) or full automatic models (up to 5 shots/Action Turn). Heavy caliber pistols include the .357 Magnum, the .44 Magnum, 9mm Walther PPK, the Desert Eagle, and so on. (DM97)

Pistol, Machine

Code:	AIV	Value:	500
WC:	10	Cost:	800 ₤
Range:	10	Power:	-
Damage:	2d8	Weight:	3 kg
RoF:	3 +	Ammo:	6-30 bullets

The machine pistol is very similar to the assault rifle. The machine pistol has no single-shot mode. It can fire three-shell bursts or full auto. The machine pistol is otherwise treated almost exactly like an assault rifle. (4GW)



Rifles

Small caliber civilian rifles, as well as heavier models, persisted for purposes of target shooting, hunting, and self-protection. Light military rifles, all semi- or fully automatics, were used as auxiliary weapons, principally for survival purposes. Ammunition failure is a common problem (see Ammunition). At maximum range reduce damage by one point per die. (GW1)

Rifle Classification Table

Type of Rifle	Rate of Fire	Ammo
Bolt Action	2/Action Turn	Light-12 Heavy-4
Lever Action	3/Action Turn	All-12
Pump Action	4/Action Turn	Light rifle only- 12
Semi-Automatic	6/Action Turn	Light Rifle-12 Military 12,24,or 48
Automatic	12/Action Turn	Military Rifle only -12,24, or 48

Rifle, Assault

Code: AIV **Value:** 470
WC: 11 **Cost:** 1,000 Ð
Range: 40 **Power:** -
Damage: 3d6 **Weight:** 4 kg
RoF: 2 **Ammo:** 20 or 30 bullet clips

This weapon has three modes: single shot, three-shell burst, and full automatic. Single-shot mode gets a +2 to-hit bonus. The three-shell burst mode is the most common. Only one to-hit roll is made. Contrary to some popular opinions, the burst firing of an assault rifle does not usually put multiple shells into an opponent or even hit multiple opponents. It increases the chances of hitting a single target. Thirty-shell clips are available, but not as common as the 20-shell clip. Full automatic will empty the clip in one round. Since all the shells leave the weapon in a couple of seconds, only one opponent can be targeted. The odds are that most of the shells miss completely; however, full automatic fire does increase the chances of one or more of the shells hitting. A +4 to-hit bonus is given for hitting the target on full auto. At least eight shells must be fired to count as full auto; otherwise, the shot is just a burst with a few more shells. There is a special rule for firing bursts or full auto at point blank targets or at extremely large opponents. When hitting a target point blank with an assault rifle, it is assumed that most of the shells from bursts and full auto fire do hit the target. Burst fire does double damage, while full auto does five times normal damage in these situations. (4GW)

Rifle, Light Civilian

Code: EIII **Value:** 350
WC: 10 **Cost:** 400 Ð
Range: 75 **Power:** -
Damage: 1d6 **Weight:** 4 kg
RoF: 3 **Ammo:** 10 bullets

Light civilian rifles are small hunting rifles produced for sportsmen before the Apocalypse. They include .22 and other small rifles. (DM97)

Rifle, Light Military

Code: EIII **Value:** 750
WC: 11 **Cost:** 500 Ð
Range: 100 **Power:** -
Damage: 1d6 **Weight:** 5 kg
RoF: 6 **Ammo:** 40 bullet clip

Light military rifles were used by smaller national armies and police forces. They include the .45 M-3, 5.56 NATO M-16, and the 7.62 AKM.

Rifle, Heavy Military

Code: EIII **Value:** 1,000
WC: 12 **Cost:** 700 Ð
Range: 150 **Power:** -
Damage: 1d8 **Weight:** 10 kg
RoF: 10 **Ammo:** 100 bullet belts

These were the light mounted firearms carried aboard vehicles or carried by infantry squads. They include recoilless rifles and machineguns (LMG's). (Ed)

Rifle, Sniper

Code: AIV **Value:** 1,500
WC: 14 **Cost:** 2,700 Ð
Range: 150 **Power:** -
Damage: 3d8 **Weight:** 5 kg
RoF: 1 **Ammo:** 9 bullets

The sniper rifle is merely a finely made light military rifle with a scope attached. The precision of its construction makes it more accurate and longer ranging than a normal rifle when it is used to fire an aimed shot (+4 to-hit/no range penalties). When it is fired normally, treat it as a light military rifle with a scope. (4GW)

Submachinegun

Code: AIV **Value:** 400
WC: 10 **Cost:** 1,500 Ð
Range: 20 **Power:** -
Damage: 2d8 **Weight:** 3 kg
RoF: 2 **Ammo:** 30 bullet clips

These were produced by the Ancients for use by commando and quick response terrorism teams. They are smaller than a rifle but are capable of full and semi-automatic fire. On full-auto they are relatively hard to control, and receive a -4 to hit when used this way. Examples of the submachinegun include the 9mm UZI and the Ingram. (Ed)

Shotguns

Shotguns are lumped into three general classes, a .410 or 16 gauge typifying a small bore, a 20 gauge being medium, and a 12 gauge being large if it is chambered for heavy/magnum loads; otherwise 12 is medium, and a 10 gauge is the typical large bore shotgun.

Shotgun ammunition, like pistol and rifle ammunition, has suffered the ravages of time, so one round out of every two, three, or four will usually be a dud. (GW1)

Damage Table (per slug or pellet hitting)			
Range Type of Shot	Small Bore	Medium Bore	Large Bore
Max #8-#12	1-2	1-3	1-4
Eff #8-#12	2-5	2-7	3-9
Max Buckshot	1-2**	1-3***	1-4****
Eff Buckshot	1-3**	1-4***	2-5****
Max Slug	1-4	2-5	2-8
Eff Slug	2-8	2-12	4-16

* Double effective range of slug-loaded shells

** Check for number of pellets hitting (1-4 possible)

*** Check for number of pellets hitting (2-5 possible)

**** Check for number of pellets hitting (2-8 possible)

TYPES OF SHOTGUNS FOR RATE OF FIRE

Muzzle-loading: 1 shot per 2 melee rounds

Single-barrel: 1 shot per melee round

Double-barrel: 2 shots per melee round (if the first shot hits, the second also hits if fired simultaneously at the same target)

Pump: 3 shots per melee round, with a possible 3 shots next round if the magazine plug is removed, otherwise reloading requires one full round (for 3 to 6 shells)

Bolt Action: 2 shots per melee round, with only 1 shot on turns when reloading takes place; clip and chamber capacity is 3 rounds.

Automatic: Up to 6 shots per melee round as long as none of the shells are duds; a dud round ends firing that round and for all of the next as well while it is removed and the magazine reloaded; reload time is 1 round (it is assumed all automatic shotguns have had their chamber plugs removed to increase capacity from 3 to 6).

Shotgun, Small-bore

Code: AIII **Value:** 200
WC: 11 **Cost:** 600 Ð
Range: 10 **Power:** -
Damage: see Ammo **Weight:** 2 kg
RoF: 1 **Ammo:** see Ammo above

These small shotguns were generally produced as sporting guns. Examples include the .410 and 20 gauge (usually double-barreled). Sawing off the barrel reduces the range by 50% but allows the gun to be fired with one hand, otherwise this is a two-handed weapon and the user may not use a shield. Ammunition is relatively rare, but reloading is an option. (Ed)

Shotgun, Medium-bore

Code: AIII **Value:** 250
WC: 12 **Cost:** 1,000 Ð
Range: 15 **Power:** -
Damage: see Ammo **Weight:** 3 kg
RoF: 1 **Ammo:** see Ammo above

These shotguns represent the larger sporting shotguns. Examples include 16 and 12 gauge shotguns of any configuration. Sawing off the barrel reduces the range by 50% but allows the gun to be fired with one hand, otherwise this is a two-handed weapon and the user may not use a shield. The majority of shotguns in Gamma Meriga are medium-bore, and ammunition for these guns is relatively easy to come by (usually reloads). (Ed)

Shotgun, Large-bore

Code: AIII **Value:** 300
WC: 9 **Cost:** 1,500 Ð
Range: 20 **Power:** -
Damage: see Ammo **Weight:** 4 kg
RoF: 1 **Ammo:** see Ammo above

These represent the largest military and sporting shotguns. Examples include the 12 gauge Magnum and the 10 gauge. Various configurations are possible, but the majority are single barreled. A few may have an over and under configuration with both a medium bore 12/16 gauge and a larger 10 gauge underneath. Sawing off the barrel reduces the range by 50% but allows the gun to be fired with one hand, otherwise this is a two-handed weapon and the user may not use a shield. Ammunition isn't easy to come by for these big guns, but reloading is a cheap and popular alternative. (Ed)

Big Guns

These are primitive TLIII artillery pieces, which can be moved by several men or a small number of draft animals. They are often used as a support weapon on the battlefield, a defensive armament for fort walls, or onboard sailing ships. They are front-loaded and fire a steel or iron projectile using sheer kinetic energy to smash a target. They are very popular with the Ranks of the Fit. (Tim Galioto)

Cannon, Gunpowder, Light

Code: DIII **Value:** 800
WC: 12 **Cost:** 600 Ð
Range: 30 **Power:** -
Damage: 5d6 **Weight:** 60 kg
RoF: 1/2 **Ammo:** Cannonballs

Cannon, Gunpowder, Heavy

Code: DIII **Value:** 1,000
WC: 12 **Cost:** 850 Ð
Range: 50 **Power:** -
Damage: 5d10 **Weight:** 120 kg
RoF: 1 **Ammo:** Cannonballs

Gun, Machine

Code:	BIV	Value:	1,200
WC:	11	Cost:	1,750 ₤
Range:	100	Power:	-
Damage:	3d8	Weight:	15 kg
RoF:	1	Ammo:	100+ bullets belts

This is a heavier version of the heavy military rifle (LMG). Examples include the US Army .50 caliber and other tripod mounted guns. It must be mounted into a position and cannot be hand held by anyone with a PS of less than 22. It is normally fired in short bursts. Two bursts per Action Turn are allowed, each expending no less than 10 shells. The machine gun must expend at least one shell per available target.

The machine gun can cover a conical field of fire about 5° wide. This means that the width of its field is roughly 10% of the length. Therefore, the short range distance of 100 meters is 10 meters wide, and aiming at targets 25 meters away, the width of the cone is 2.5 meters. Under normal conditions, the weapon is tested by firing at least three shots (three bursts) to determine range and distance. Then it is locked in place, allowing only its 5° traverse. The character can attempt to fire the gun without this testing. He picks a primary target and uses its AC. He cannot aim at an adjacent object in order to have a better chance of placing an opponent in his field of fire. If successful, he can exactly place the cone, including or excluding any figure as he chooses. If the attack roll fails, the Game Master rolls to see whether the field of fire is just left or just right of the intended primary target (equal chance). If the target is aerial, the Game Master may want to roll 1d4 to determine the placement of the miss: up, down, left or right. The skill of the gunner is almost useless for determining individual hits. Range penalties are applied normally. All targets in the field of fire must be attacked. Like the assault rifle, the machine gun can be fired full auto, which completely empties the belt. However, this heats the barrel to the point where it will take 20 minutes to cool down. If used in that time, the gun is permanently ruined. However, a full auto burst empties the belt and does triple damage. There must be at least 30 shells expended for a burst to count as full auto. (4GW)

Gun, Gatling

Code:	BIV	Value:	1,850
WC:	11	Cost:	3,000 ₤
Range:	100	Power:	-
Damage:	2d10	Weight:	70 kg
RoF:	see below	Ammo:	50 bullets

This is a rapid-fire gun which looks like a large rifle with half a dozen barrels and was used during the American Civil War and in the Wild West. It must be mounted into a position and cannot be hand held. It is normally fired with a hand crank, firing no less than 6 shells per round. It must expend at least one shell per available target. The Gatling gun can cover a conical field of fire about 5° wide. This means that the width of its field is roughly 10% of the length. Therefore, the short range distance of 100 meters is 10 meters wide at the end. Under normal conditions, the weapon is tested by firing at least five shots (5 shells) to determine range and distance. Then it is locked in place. The character can attempt to fire the gun without this testing. He must spend an Action Turn moving the gun into the new position, but does not get the aimed shot bonus. He picks a primary target and uses its AC for the attack, including range penalties. He cannot aim at an adjacent object in order to have a better chance of placing an opponent in his field of

fire. If successful, he can exactly place the cone, including or excluding any figure as he chooses. If the attack roll fails, the GM rolls to see whether the field of fire is just left or just right of the intended primary target (equal chance). If the target is aerial, the GM may want to roll 1d4 to determine the placement of the miss: up, down, left, right. The skill of the gunner is almost useless for determining individual hits. All targets in the field of fire must be attacked. If two people are manning the gun, it can fire continuously. Otherwise, every 50 shots the gunner must spend two rounds loading the hopper. (4GW)

Firearm Accessories: Sights and Scopes

Sights and scopes improve a character's chance to hit a target with an aimed missile weapon (usually firearms). They can be added to any of the gunpowder firearms, but not to higher tech guns like blasters or laser weapons. The sniper rifle is assumed to have a scope on it already. Scopes and sights must be calibrated before they are of any use. This means firing at least 10 test shots and adjusting the setting of the sight or scope between each shot. (4GW)

Computer Sight

Code:	VI	Value:	300
Duration:	100 sightings	Avg. Cost:	3,000 ₤
Weight:	½ kg	Power:	1x Chemical Cell

A computer sight is a complicated mechanism that includes a laser sight, telescopic sight and a calculational unit. The gunner sights through the scope, placing the laser sighting beam on the target, and then activates the computer. It measures the wind speed, angle of the gun, range to the target, and other factors and then begins to tilt the scope and laser beam. The gunner shifts the gun at the same time, keeping the laser beam on the target. In effect, the computer has forced the gunner to re-aim his weapon to take into account wind, gravity and a host of other factors. The chances of the shot going astray are now very small. The computer cannot account for such things as a dirty barrel, microdefects in the shell, last second movements by the target, etc. The end result is a +5 to-hit bonus and a doubling of the normal ranges. (4GW)

IR Sight (Scope)

Code:	IV/V	Value:	200
Duration:	100 sightings	Avg. Cost:	500/750/1000 ₤
Weight:	½ kg	Power:	1x Chemical Cell

This is the same thing as a telescopic sight, but it allows for night vision. Everything seen through an IR scope appears in shades of red. A laser sighting beam is seen as merely a bright spot. The scope has the normal range of magnifications (X 2, x 5 and x 10). (4GW)

Laser Sight

Code:	V/VI	Value:	300
Duration:	100 sightings	Avg. Cost:	1,500 ₤
Weight:	½ kg	Power:	1x Chemical Cell

A low-powered laser beam is mounted on the gun. When activated, the gunner can place its tiny red dot on the target. This gives him a +4 to-hit bonus. The dot cannot be seen with the naked

eye beyond 50 meters. However, a scope (see below) could increase distance by its magnification rating. Usually laser sights are found with a scope, but not always. (4GW)

Telescopic Sight

Code:	IV	Value:	50
Duration:	-	Avg. Cost:	200 ¢
Weight:	½ kg	Power:	-

This is just a simple telescope mounted on top of the gun. The cross hairs on the lens are calibrated to the gun. This increases the short range of the gun by its magnification rating. Scopes are available in x 2, x 5 and x 10 magnifications. Anything beyond x 10 becomes too sensitive to bumps and jostles to be useful. Guns with scopes more powerful than x 2 must be braced to use the scope. If a gun has a short range of 25 meters, with a x 5 scope, its short range would be 125 meters (25 x 5). The other ranges would be affected in the same manner. (4GW)

PROJECTILE / ENERGY WEAPONS

Blasters



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, and very little noise, and leaves an impressive 10cm hole in the target. Even the air is affected, making the beam visible as a white, near instantaneous streak. (BRB/ToA)

Blaster, Mark V Pistol

Code:	AV	Value:	1,500
WC:	14	Cost:	9,000 ¢
Range:	25/50/100	Power:	Hydrogen Energy Cell
Damage:	5d8	Weight:	5kg
RoF:	1	Ammo:	6 shots

Blaster, Mark VII Rifle

Code:	14	Value:	RANK
WC:	AVI	Cost:	Priceless
Range:	40/80/160	Power:	2 Hydrogen Energy Cells
Damage:	5d10	Weight:	6kg
RoF:	1	Ammo:	6 shots total

Blaster, Mark XII

Code:	AVI	Value:	RANK
WC:	14	Cost:	Priceless
Range:	120m	Power:	2 Hydrogen Energy Cells
Damage:	8d10	Weight:	6kg
RoF:	1	Ammo:	7 shots

The Mark XII Blaster is the favored weapon of the Knights of Genetic Purity. The Purists use this ultra-powerful beamed weapon to annihilate any visibly mutated human on sight or keep their armies of slaves in line. (ToA)



Blunderbusses (Millenium Blasters)

The blunderbuss (named after the ancient smoothbore weapons of the 15th century) is also known as the Millenium Blaster. It is too large for hand-held firing and 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 a crew of 2.

The blunder is a blender blade/drill attached to the hose that mulches any non-duralloy shielded surfaces (plants, soil, human flesh, 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 discs to accelerate the material further). The blunderbuss can fire up to 2kg 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 Action Turns, these capacitors are drained. The reactor requires 20 Action Turns to recharge the capacitors back to a full charge. For every two consecutive Action Turns the gun is not fired, the reactor can charge the capacitors with one additional shot, up to a maximum of 10. (ToA)

Blunderbus, Cannon ~ Towed

Code:	AV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	100	Power:	Minifusion Reactor
Damage:	4d8	Weight:	60kg
RoF:	1	Ammo:	10 Action Turns

Blunderbus, Mounted ~ Fixed Emplacement

Code:	AV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	150	Power:	Minifusion Reactor
Damage:	8d8	Weight:	120kg
RoF:	1	Ammo:	10 Action Turns

Cannons & Guns

These are of one of two types: large artillery field pieces which need to be towed into place or more commonly meant in an emplacement in a bunker or other military installation. Many of the military installations of the Ancients were defended by multiple gun emplacements controlled by a central A.I. In many cases these "firebases" are still active and firing on trespassers. These guns originally installed in place cannot usually be removed without severing much of the necessary power conduits, etc. Towed-artillery guns were mostly destroyed during the final Apocalypse, but a few may still be seen, especially in the armies of the Ranks of the Fit or the Knights of Genetic Purity.

Black Ray Cannon

Code:	EV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	200m	Power:	Atomic/Nuclear Cell
Damage:	See Below	Weight:	250 kg
RoF:	1	Ammo:	6 shots

This dangerous piece of 24th century artillery is similar to those usually found on Warbots. It causes instant death to living targets not protected by force field. It does no damage to inanimate (non-living) targets, or targets protected by a force field.

Awesomely lethal, it is almost never seen on a mobile platform, but rather as a fixed artillery piece, usually supplied with Nuclear power and controlled by an automated system (cybernetic installation, think tank, etc...) or operated manually from a nearby bunker. In this configuration, the weapon has unlimited power available for firing. The black ray cannon is only very rarely seen as a field piece, mounted on a wheeled or antigrav base that can be towed behind a vehicle. (Ziggy)

Fission Cannon

Code:	CIV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	150	Power:	1x Atomic Cell
Damage:	3d8	Weight:	75kg
RoF:	1	Ammo:	-

This mounted weapon is designed to penetrate armor. It fires a beam of charged particles and radiation generated by an internal fission reaction. The charged particles will do 3d8 of normal damage as listed on the chart. The radiation will penetrate most armor as an Intensity 18 radiation hazard. Each point of armor or hit point of intervening material reduces the hazard by one point. If firing blind (into a tank or building, for example), the gun provides no to-hit bonus. In such a case, the 3d8 damage is applied to the wall or tank and not to those inside it.

The fission reaction powering the gun has a practically infinite lifespan. It draws the particles for acceleration from an air vent, and therefore needs no ammunition. (4GW)

Flak Gun

Code:	AIV	Value:	1,000
WC:	special	Cost:	500 ₤
Range:	-	Power:	-
Damage:	see below	Weight:	3 kg
RoF:	1/2	Ammo:	1 chaff shell

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 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 25m radius. Any character or creature within 10m of the shell when it goes off, receives 1d4 points of damage from the detonation. They are also blinded for 1d4 Action Turns unless protected by goggles or a helmet with a visor.

Chaff confuses sensors for 11 to 15 Action Turns (1d4+10). Against sensor-using weapons like heat-seeking missiles and homing grenades, chaff gives a full 100% protection – any explosive round detonates on contact with the field, destroying the field (which presumably isn't 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 its target.

It takes a full Action Turn to reload the weapon. (ToA)

Fusion Howitzer

Code:	EVI	Value:	RANK
WC:	16	Cost:	Priceless
Range:	3000m	Power:	Nuclear Energy Cell
Damage:	as bomb	Weight:	500 kg
RoF:	1	Ammo:	Fusion Shells

Similar to the fusion bomb launcher mounted on a Death Machine, this is the last word in tactical artillery. Typically, the Fusion Howitzer is either mounted on a towable antigrav carriage, or in a self-propelled mount. See fusion bomb listing for more information. (Ziggy)

Gravity Gun

Code:	AIV	Value:	1,000
WC:	13	Cost:	3,500 ₤
Range:	20	Power:	1x Hydrogen Cell
Damage:	1d6+1	Weight:	16 kg
RoF:	1	Ammo:	3 shots

This odd device looks vaguely like a rifle. It's longer than it is wide, has a mounting plate, and a push-button trigger in the same place as an ordinary gun. However, sighting down the barrel is not possible, because the view is completely obscured by a viewscreen. A 14-key miniature console is molded to the gun between the screen and the stock. The end of the barrel is solid metal, with no cavity for a projectile. The weight of the gun makes it unsuitable for hand held use by any creature with a PS less than 20. Weaker characters must brace the gun on a solid object to fire it. When fired, it sends a pulse of gravitic energy with a neutrino sheath. At the specified range, the sheath is dropped and the target is bathed in gravity waves. This causes an immediate fivefold increase in the local gravity, making everything within 3 meters of the target weigh five times its normal amount. The target takes 1d6 + 1 points of crushing damage for 1d6 + 4 Action Turns. Vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive.

The automated version of this weapon was designed to neutralize missiles that used inertial guidance systems. Settings for the radar locator (integral to the gun and used to determine range and detect targets) and the gravitic pulse are entered at the console. The radar locator can be made transparent to allow for "down the barrel" sightings. Any shapes identified by the locator are outlines on the glass. The locator can be set for minimum and maximum distances, as well as target mass sizes. The default setting is for objects massing 25kg and above. (4GW)

Lightning Gun

Code:	CIV	Value:	RANK
WC:	15	Cost:	6000 ₤
Range:	350	Power:	3x Solar Cells
Damage:	6d10	Weight:	8 kg
RoF:	1/3	Ammo:	3 shots

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 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 reaches 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 as well. If this damage exceeds the amount of damage the items can take, they will break.

The lightning gun is powered by a series of precharged Solar Energy Cells. Expended Solar Cells can be replaced in one Action Turn, and take 12 hours to recharge using a Solar Generator. (ToA)

Plasma Gun

Code:	BVI	Value:	RANK
WC:	15	Cost:	Priceless
Range:	30	Power:	Internal Fission
Damage:	5d10	Weight:	6 kg
RoF:	1	Ammo:	8 shots

This is a hand-held derivative of the fission cannon. It fires a stream of superheated matter called plasma, which is generated by a fission reaction in the gun. The fission reaction has a practically infinite lifespan, allowing unlimited shots. Matter of any type—dirt, rocks, plants, whatever—is loaded into a small chamber. The material is converted to plasma and fired. The chamber only holds enough matter for 8 shots. It takes a round to reload the hopper and reseal the chamber. The weapon is heavy enough that a -4 to-hit penalty is applied if the weapon is not braced. (4GW)

Trek Gun

Code:	FVI	Value:	RANK
WC:	14	Cost:	Priceless
Range:	200m	Power:	1x Nuclear Energy Cell
Damage:	See Below	Weight:	225 kg
RoF:	1	Ammo:	5 shots

This gun releases a concentrated blast of antimatter the same as a Trek Bomb. Any target not protected by a force field is disintegrated. Any force field hit takes 30 points of damage. This weapon is usually seen on Death Machines. Occasionally, this weapon was also mounted on tanks or on a mobile base as a field piece. It is also sometimes seen in a stationary emplacement, connected to a Nuclear Power Plant and controlled by a Cybernetic Installation or Think Tank. In this configuration it has unlimited power for continuous firing. (Ziggy)

Experimental , Rare & Weird Weapons

Conversion Beamer

Code:	DVI	Value:	RANK
WC:	16	Cost:	Priceless
Range:	80	Power:	1x Atomic Cell
Damage:	6d10	Weight:	7kg
RoF:	1	Ammo:	6

This deadly device fires a stream of antimatter particles in a gravitic sheath. Low density materials like air are ignored. Denser materials strip the gravitic sheath, exposing the antimatter particles to the target. Tremendous amounts of energy, including radiation, are then released. In addition to the normal damage listed above any creature within 5 meters is subjected to Intensity 8 radiation. Anything directly hit is subjected to Intensity 13 radiation. (4GW)

Cyclorator

Code:	EIV	Value:	3,000
WC:	16	Cost:	12,000 €
Range:	120	Power:	3x Hydrogen Cells
Damage:	2d6+	Weight:	16kg
RoF:	1/2	Ammo:	5

The cyclorator is the third most deadly hand weapon ever created – the graser and the fusion rifle being the first and second. The cyclorator's reactor creates a temporary magnetic bottle, fuses heavy tritium pellets into helium, generating enormous amounts 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 heat) out of 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 durallium). Once punctured, the armor's AC is permanently raised 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 check vs. Intensity 10 radiation. Radiation exposure can be countered by Antiradiation Serum. The radiation damage from a cyclorator, unlike the graser, can cause mutational damage to mutants. (ToA)

Drone Weaver

Code:	V	Value:	RANK
WC:	-	Cost:	5000 €
Range:	500m	Power:	1x Solar Cell
Damage:	see below	Weight:	½ kg
RoF:	-	Ammo:	-



This small metal sphere, 10 centimeters in diameter, has a small control panel under a flush hatch. There is a 12-button keyboard and LED readout underneath the hatch. The user specifies a trigger condition of elapsed time or motion detected (by size). He then specifies a traveling distance (0 to 500 meters) and direction. The drone weaver can lie dormant for decades without reducing its effectiveness. Once triggered, the sphere rises 1 meter off the ground and floats away at a speed of 5 meters per round. When it has traveled its specified distance, it begins to wander randomly and broadcast subsonic sound waves. These cause all creatures within range to make a MS check at -3. Those that fail must flee until they can no longer hear the noise. The subsonics can be heard up to 100 meters away. (4GW)

Flame Thrower

Code:	BIV	Value:	1,200
WC:	10	Cost:	600 €
Range:	30	Power:	Napalm
Damage:	3d6	Weight:	10 kg
RoF:	1	Ammo:	5 shots

Looking very much like an ordinary, short-barreled rifle, the flame thrower has a hose that connects it to a backpack-mounted canister. It cannot fire beyond short range (10 meters), but hits everything within a cone 2 meters wide at the end. A to-hit roll is not necessary with this area effect weapon; however, the targets may attempt to dive for cover. This is a DX check to reduce the damage to half.

The flaming gel it shoots is sticky and adheres to the victim, causing 3d6 points of damage (1d3 if a successful dive for cover

was made) on each subsequent round until the flame is put out. If the tank is ever subjected to extreme heat, there is a 10% cumulative chance each Action Turn (20% second Turn, 30% third Turn, etc.) of it exploding. The explosion does 3d10 damage to everyone within 10 meters, covering them with the flaming gel, which then does 1d6 on each subsequent round until the flame is put out. (4GW)

Flaregun

Code:	AIV	Value:	250
WC:	10	Cost:	800 ¢
Range:	20	Power:	-
Damage:	See Below	Weight:	2 kg
RoF:	1	Ammo:	1 flare shell

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 it is unable to fire those projectiles. The only missiles this pistol-like weapon can fire are 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 into the air, the outer crust burns away, exposing the chemicals within. These chemicals ignite on contact with oxygen, turning the shell into a bright flare of varying colors. The shell burns for 3 full minutes, arcing through the sky. Most often, the shell loses its spark shortly before it hits the ground, diminishing its flashfire hazard.

The flare gun lights up a 200m 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 damage. At the beginning of the next Action Turn and the following 1d4+2 Action Turns, the target receives a further 1d6 points of damage from fire and smoke inhalation. Combustible materials ignite from the heat. (ToA)

Flying Blades

Code:	AV	Value:	600
WC:	11	Cost:	750 ¢
Range:	*	Power:	1xChemical/Solar Cell
Damage:	1d8	Weight:	2kg
RoF:	1	Ammo:	-

This strange weapon is designed to distract and injure opponents while causing minimal harm to their equipment. It looks like a thick, circular saw blade. It has a single recessed switch in the center of one side that activates it. The reverse side has a covered socket for a power cell. Thrown like a frisbee toward the target, the flying blade begins spinning at a high speed and flies on at 20 meters per round, searching for living heat sources. It is able to distinguish the intense heat of an engine from the lower level heat of a living creature. It moves straight ahead for 10 rounds searching for targets. If it doesn't find one, it falls to the ground, drained of energy. The initial to-hit roll is only used to determine if it is thrown in the general direction desired by the character.

Once it has locked onto a target, it splits into three separate blades, each attacking with +6 to-hit, doing 1d8 points of damage with each pass. Each blade can make one pass per round. After five rounds of fighting, the blades fall to the ground. Only chemical or solar power cells can be used in this device. (4GW)

Harmonic Disruptor

Code:	CV	Value:	RANK
WC:	-	Cost:	Priceless
Range:	10	Power:	3x Solar Cells
Damage:	See below	Weight:	100 kg
RoF:	1	Ammo:	10 shots

The Harmonic Disruptor is a highly fragile and ancient artifact. Less than 20 are known to exist, and many a skirmish has been fought to possess one. Unfortunately, these battles often end in the destruction of this rare and powerful relic.

The disruptor looks like a 5 meter tall cluster of violet crystals held in a plastisteel case with many glass covered dials and finger controls of various 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 disruptor 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 Action Turn. Once the item loses all its hit points, it shatters from the harmonic stresses, and becomes permanently useless. (ToA)

Lamprey Disk

Code:	AV	Value:	1,500
WC:	-	Cost:	3000 ¢
Range:	See Below	Power:	-
Damage:	See Below	Weight:	1 kg
RoF:	See Below	Ammo:	-



This is a metal disk about the size of a normal human hand. One side is strongly magnetized and will adhere to any steel surface with a PS of 8. A switch on the same surface turns the disk on or off. The switch is not accessible when the disk is stuck on a surface. When turned on, the disk absorbs magnetic and electrical fields within 1 meter. It can drain a chemical power cell in one round, a hydrogen cell in 10 rounds, and an atomic power cell in 20 minutes. Any powered equipment affected by the disk, including robots, operates at half power. Weapons do half damage, robots and vehicles move at half speed, robots get half as many attacks per round, etc. (4GW)

Nailgun

Code:	BV	Value:	1,000
WC:	11	Cost:	1,500 ¢
Range:	20	Power:	-
Damage:	2d8	Weight:	5 kg
RoF:	2	Ammo:	Nails (30 shots)

This device fires nail-like flechettes by means of a powerful magnetic field. The weapon is "Q" shaped and gripped at the top of the "Q" ...a fluted barrel makes up the "leg" of the "Q". It can hold a large amount of ammo, and can be fired single shot or with 3 round bursts. (Tim Galioto)

Nerve Impulse Gun

Code:	DIII	Value:	1,000
WC:	13	Cost:	Priceless
Range:	180m	Power:	1x Solar Cell
Damage:	Variable	Weight:	3kg
RoF:	1	Ammo:	15 shots

The Nerve Impulse Gun was a limited-issue device used by the National Park Service to aid in the control of park wildlife. Due to the possible effect on humans or variations from malfunction, the device was severely restricted.

The gun is a 20cm long, 5cm diameter with a hand grip, trigger, and a 15cm wide cone-shaped transmitter dish. A single dial 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 power cell. The settings are consecutive (1-6) and the results are listed below:

- 1- Target feels friendly toward person using the gun. Effect lasts for 16 minutes and subsequent shots have no effect for 24 hours.
- 2- Target falls asleep for 14 minutes
- 3- Target flees (if possible) for 1d6 Action Turns. Subsequent shots have no effect for 24 hours.
- 4- Target becomes enraged. Attacks nearest individual. Lasts 1d8 Action Turns.
- 5- Target experiences extreme pain for 1d4 Action Turns. Target is caused 1 point of damage per Action Turn.
- 6- Target is stunned for 3d6 Action Turns. Unconscious mutations do not work.

There is a 10% chance per shot that the gun will not work properly. If the number 10 or less is rolled, then roll 1d6 to determine which setting is activated. Apply these results. (Resultant setting may be the same as the actual setting). (GW3)

Plasma Rifle

Code:	CIV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	50	Power:	See Below
Damage:	10d10	Weight:	7 ½ kg
RoF:	1	Ammo:	8 shots

The plasma rifle is a hand-held weapon carried by the Exterminator Robots (see Chapter VI). When used by the Exterminator Robot, the weapon is powered by the robot's internal reactor. When fully charged, the plasma rifle is good for 8 shots. It is recharged by attaching the rifle's power convertor to a hidden access panel located in the right side of the Exterminator's waist. Recharging takes 40 minutes, at five minutes per shot.

If anyone uses the plasma rifle besides the Exterminator, the rifle cannot be recharged unless the owner is in the vicinity of and has access to a Broadcast Power Station.

Due to the nature of the plasma, the weapon causes double damage to all force fields (except mutational *Force/Repulsion Fields*) and penetrates many types of armor more effectively. The plasma rifle makes the elimination of protected targets more feasible.

The Exterminator robots are a powerful tool (members?) of the Created. Without exception, every functional Exterminator in existence has a Plasma Rifle at his side. The only way to get one of these weapons is to destroy the Exterminator that currently holds it, a feat likely to bring the wrath of the Created. (ToA/Ed)

Screamer

Code:	AV	Value:	RANK
WC:	See Below	Cost:	4,500 £
Range:	5	Power:	2x Hydrogen Cells
Damage:	See Below	Weight:	9 kg
RoF:	1	Ammo:	7 shots



This weapon looks like a futuristic blunderbuss, with its bell-shaped muzzle. It emits a beam of focused sound that literally shakes apart the target. It can hit everything in a cone-shaped area 10 meters long by 5 meters at the end (roughly 30°). Victims are allowed to dive for cover (DX check). Damage tapers off 1d10 for each range area: 3d10 at medium range, 2d10 at long range, 1d10 at extreme range. Point blank range actually adds an extra 1d10 of damage. (4GW)

Rover Rifle

Code:	AIV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	50	Power:	2x Hydrogen Cells
Damage:	See Below	Weight:	9 kg
RoF:	1/3	Ammo:	5 shots

The Rover Rifle fires small incandescent energy spheres capable of tracking a moving target. Before it can be fired, the user must aim it for three consecutive Action Turns, performing no other actions, while making a successful DX check each turn. On the third Action Turn, the Rover Rifle's internal computer "locks on" the target (also known as "laying a bead" on the target).

While the rifle is fired (in the 3rd Turn) at a "locked" 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 Action Turns have expired, whichever comes first.

The energy spheres can pass through air, sail along the ground, drift through water, maneuver around corners, move through the vacuum of space or wherever the target goes, excluding extra-dimensional hopping or teleporting out of sight. If the ball strikes the target, all powered devices are shorted out for 6 Action Turns and the target itself receives 6d6 points of electrical damage. If used against an android or robot, the construct only receives the 6d6 damage. Special protective circuits protect it from superfluous power surges.

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

The rifle is powered by 2 Hydrogen Cells which provide enough energy for 5 shots. (ToA)

Stokes Coagulator

Code:	DIV	Value:	1,250
WC:	12	Cost:	Priceless
Range:	30m	Power:	1x Hydrogen Cell
Damage:	5d6/1d6	Weight:	7kg
RoF:	1	Ammo:	30 shots per tank

Contracted for by the US government for its top secret Alternative Weapons Plan, this weapon was invented in the 23rd century by genetic engineer, Gerhard Stokes. After successful testing, the Stokes Coagulator was produced and stored in various strategic installations around North America. By 2257, weapons of this type were banned by all the superpowers. However, in spite of the ban, the operational Stokes Coagulators were never destroyed, just put into long-term storage.

This powerful weapon shoots a stream of grayish foam, which, upon contact seeps through the creature's skin into its bloodstream. The foam itself consists of genetically engineered bacteria and enzymes that congeal the blood of any living creature. The foam remains active within the weapon's sealed cannister for a period of 200-400 years.

The Stokes Coagulator is made up of a wide-nozzled rifle connected to a 2-liter plastisteel cannister by a 1m flexible metal coil. Inside the cannister is a powerful air compressor that is activated whenever the trigger on the rifle is pulled. The weapon has an infrared sight for nighttime use. Wind current sensors mounted in the rifle, and the velocity of the ejected foam, guarantees that most targets will be hit. The foam can only penetrate exposed flesh and causes half-damage to heavily furred creatures. When a target is hit, it takes one full Action turn for the foam to seep through the skin. On the second Action Turn, the grey coagulant agent affects its victim, by causing 5d6 points of damage. On each of the next 5 turns 1d6 of damage will be inflicted by the foam. If after the last turn of internally-inflicted damage the creature is not dead, there is a 10% chance during the next March Turn (4 hours) that any excessive exertion on the part of the creature will result in death. The foam is unable to penetrate anything except skin (insect, fish, mammal, bird). Only one target can be affected by this weapon per Action Turn. (GW3)

Tangler

Code:	BV	Value:	1,000
WC:	See Below	Cost:	2,000 Ð
Range:	8	Power:	1x Hydrogen Cell
Damage:	-	Weight:	4 kg
RoF:	1	Ammo:	5 shots Nylon Adhesive

The tangler is a large-muzzled pistol that fires strands of adhesive nylon. An oscillator in the barrel makes the strands cover a conical area about 15° wide up to 20 meters away. The end of the cone is 4 meters wide. The gun suffers no range penalties. The damage the gun does is actually the PS of the strands for that individual. If the PS of the strands exceeds the PS of the target, then he cannot move. Every target in the area of effect gets to make a DX check to avoid some of the effects. This assumes that the target is attempting to dive out of the area or take cover. If the target dives for cover successfully, the strands are at half strength on him. Partially tangled targets are slowed to half their normal movement rate and perform all attacks with a - 3 to-hit and -3 on damage from physical blows. (4GW)

Taser

Code:	BIV	Value:	350
WC:	10	Cost:	1,250 Ð
Range:	3	Power:	1x Chemical Cell
Damage:	1d3	Weight:	2 kg
RoF:	1/2	Ammo:	7 shots/See Below

This single-shot pistol fires a pair of needles that trail wires. The power cell lasts for 7 firings, but the gun only holds a single shot of needles and wires at a time. It takes a full Action Turn to reload the taser. Upon impact, an electrical charge is delivered to the target through the wires. Besides the normal damage, the target is stunned for 1d6 Action Turns (it is incapable of attacking, defending, moving or using mutations) and is knocked back 1d4 - 1 meters. The knockback is reduced 1 meter for each size category that the target is larger than man-sized and increased 1 meter for every size category that the target is smaller than man-sized. (4GW)

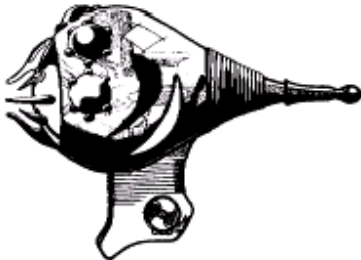
Wrapper

Code:	BIV	Value:	800
WC:	-	Cost:	1,300 Ð
Range:	See Below	Power:	2x Hydrogen Cells
Damage:	See Below	Weight:	1 kg
RoF:	See Below	Ammo:	2 shots/spindle

Also called the Weaver, the Wrapper is a large, ivory-looking 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 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 Action Turns thereafter, the Wrapper extrudes strands of plastisteel fiber at an amazing rate. These fibers are both extremely strong and as well as highly adhesive. Anyone caught in the fibers must make a PS check at a progressive -5 penalty per Action Turn. Once this check fails, the character is permanently trapped within the fibers. The only way to escape is with the help of an ally with a sharp blade. All clothing must be replaced as removing the sticky strands destroys the garments.

The Wrapper attacks one opponent for 5 consecutive Action Turns. It cannot be instructed to stop once this 5 Action Turn attack period has begun. It has enough fiber to make two separate attacks. The Wrapper can be instructed to attack two separate individuals at the same time. If ordered to do so, the Wrapper uses all its fibers in a single use. To attack the Wrapper, the character must hit an AC of 2. The Wrapper can sustain 20 points of damage before being destroyed. Once destroyed, the Wrapper stops extruding its filaments and immediately drops to the ground. The Wrapper is a preferred weapon of the Brotherhood of Thought because it simply restrains targets without doing any lasting physical harm. (ToA)



Energy Pistols

Black Ray Pistol

Code:	AVI	Value:	RANK
WC:	15	Cost:	Priceless
Range:	30	Power:	1x Chemical Cell
Damage:	See Below	Weight:	½ kg
RoF:	1	Ammo:	4 shots

The ultimate hand-held weapon, it is powered by a Chemical Energy Cell good for 4 shots. Fortunately, few Black Ray Pistols are available. They instantly kill an organic target not protected by a Force Field, but have no effect on inorganic or dead organic matter or on those inside a Force Field. (BRB)

Fusion Pistol

Code:	AVI	Value:	RANK
WC:	16	Cost:	Priceless
Range:	230m	Power:	1x Atomic Cell
Damage:	Int 18 radiation	Weight:	1 kg
RoF:	2	Ammo:	20 shots

The Atomic Energy Cell that powers this unit is part of a converter that fits over the user's back (assuming the user is reasonably humanoid in shape) and is connected to the pistol grip by a 1.5-meter cable. It is good for 20 shots (and can be replaced by the user without having to remove the entire converter). The item projects 2 beams at the target (causing 2 separate Radiation Checks) of Intensity Level 18 radiation. (BRB)

Grazer Pistol

Code:	AIV	Value:	RANK
WC:	15	Cost:	8,000 Ð
Range:	30	Power:	1x Atomic Cell
Damage:	Radiation	Weight:	2 kg
RoF:	1/2	Ammo:	10 shots

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

On a successful attack, the target must receive a dose of Intensity 15 radiation. This radiation, however, will not cause mutations. All 'M' results should go up to the next result.

All 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 '1' on his attack die, he must immediately make a check vs. Intensity 12 radiation. All mutational results should be ignored.

The grazer 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 "undesirables." The use of this weapon is considered an atrocity by many. (ToA)

Laser Pistol

Code:	AV	Value:	800
WC:	13	Cost:	2,000 Ð
Range:	20	Power:	1x Hydrogen Cell
Damage:	3d6	Weight:	1 kg
RoF:	1	Ammo:	10 shots

The Hydrogen Energy Cell in this unit is good for 10 shots. Each shot sends a laser beam at the target. Targets of Armor Class 2 deflect the first hit from this weapon in all combats. Armor Class 1 targets deflect the first 2 hits. If a hit is deflected, it is ignored. Subsequent hits do full damage. The great advantage to the laser weapon is the ease of aiming it. There are no corrections to be made for gravity or wind. If the sights are aimed at the target, the beam will hit, which explains the high Weapon Class. (BRB/4GW)

Laser Pistol (IR)

Code:	AV	Value:	RANK
WC:	13	Cost:	3,500 Ð
Range:	30	Power:	1x Hydrogen Cell
Damage:	4d6	Weight:	1 kg
RoF:	1	Ammo:	10 shots

These weapons are simply Laser Pistols that fire Infrared beams. See the laser pistol description above. (Ed)

Laser Pistol (FIR)

Code:	AV	Value:	1000
WC:	13	Cost:	5,000 Ð
Range:	20	Power:	1x Hydrogen Cell
Damage:	3d6	Weight:	2 kg
RoF:	1	Ammo:	10 shots

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

Laser Pistol (UV)

Code:	AVI	Value:	RANK
WC:	13	Cost:	6,000 Ð
Range:	30	Power:	1x Hydrogen Cell
Damage:	3d8	Weight:	1 kg
RoF:	1	Ammo:	6 shots

These weapons are simply Laser Pistols that fire Ultraviolet beams. See the laser pistol description above. (Ed)

Maser Pistol

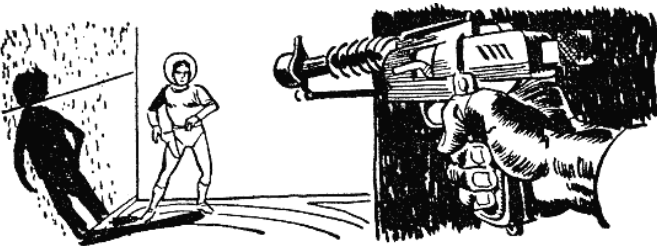
Code:	AVI	Value:	RANK
WC:	13	Cost:	7,000 Ð
Range:	40	Power:	1x Hydrogen Cell
Damage:	3d10	Weight:	1 kg
RoF:	1	Ammo:	8 shots

These weapons are simply microwave lasers. See the laser pistol description above. Masers look the same as lasers. (4GW)

Needler Pistol

Code:	AV	Value:	400
WC:	11	Cost:	900 Ð
Range:	7	Power:	1x Chemical Cell
Damage:	1+ See Below	Weight:	1 kg
RoF:	1	Ammo:	30 shots/10 needles

The Chemical Energy Cell in this weapon is good for 30 shots and the weapon holds a clip containing 10 small needles coated with either Intensity Level 12 paralysis drug (treat as Intensity Level 12 poison, but paralyzes on any result for 1d20 minutes instead of killing or inflicting damage) or Intensity Level 17 poison. Unlike most of the other pistols and rifles in the game, this weapon is completely soundless. Paralyzed characters are unable to do anything until the drug wears off. (BRB)



Slicer Pistol

Code:	BVI	Value:	RANK
WC:	15	Cost:	8,000 ₰
Range:	20	Power:	1x Hydrogen Cell
Damage:	4d6	Weight:	4 kg
RoF:	1	Ammo:	6 shots

This weapon has 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 up to 10 meters away.

The energy discs this weapon fires slice through armor like a vibro weapon (See Powered Melee Weapons). Force fields take ½ damage from the slicer. If the force field survives, 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 creature or object protected by the field receives the damage.

One Hydrogen Cell powers this pistol for 6 shots. (ToA)

Stun Ray Pistol

Code:	AV	Value:	500
WC:	12	Cost:	320 ₰
Range:	20	Power:	1x Solar Cell
Damage:	Stun	Weight:	3 kg
RoF:	1	Ammo:	10 shots

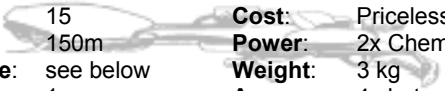


This item is powered by a Solar Energy Cell good for 10 shots. A successful shot does no damage, but knocks the victim out for 1d20 minutes. (BRB)

Energy Rifles

Black Ray Rifle

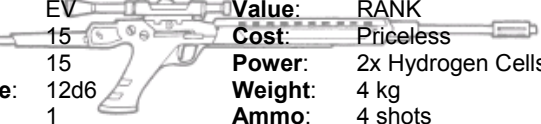
Code:	AVI	Value:	RANK
WC:	15	Cost:	Priceless
Range:	150m	Power:	2x Chemical Cells
Damage:	see below	Weight:	3 kg
RoF:	1	Ammo:	4 shots



The ultimate hand-held weapon, it is powered by 2 Chemical Energy Cell good for 4 shots (total). Fortunately, very few Black Ray Rifles are available. They instantly kill an organic target not protected by a Force Field, but have no effect on inorganic or dead organic matter or on those inside a Force Field. (Ziggy)

Disruptor Rifle

Code:	EV	Value:	RANK
WC:	15	Cost:	Priceless
Range:	15	Power:	2x Hydrogen Cells
Damage:	12d6	Weight:	4 kg
RoF:	1	Ammo:	4 shots

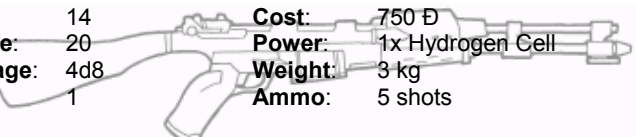


Many lethal powered weapons were used during the Shadow Years. One of these was the disruptor rifle, used by both government troops and terrorists for its sheer destructiveness. Disruptor rifles run on two hydrogen energy cells, good for 4 shots. If a beam from one of these rifles hits an organic entity, it will cause 12d6 points of damage. Should this disruptor energy strike machinery, it will cause the machinery to malfunction unless the target fails a Mental Attack against an MS score of 15. A

non-intelligent machine, such as a weapon, vehicle, hydraulic lift, etc., is considered to have an MS of 1-4 for defensive purposes. Other items such as androids and cyborgs use the MS given to them by the referee or the rulebook. These malfunctions can cause the affected machinery to shut down completely (90% chance) or react in a totally unexpected way (10% chance), such as by exploding or running backwards. This effect lasts either 2-24 Action Turns (80%) or permanently (20%). The only machinery not affected by this device are Powered Assault, Attack, and Scout Armors, which were constructed to negate this effect. Wearers of these armors are still subject to the 12d6 points of damage, however. (DM97)

Freeze Ray Rifle

Code:	DVI	Value:	650
WC:	14	Cost:	750 ₰
Range:	20	Power:	1x Hydrogen Cell
Damage:	4d8	Weight:	3 kg
RoF:	1	Ammo:	5 shots



The freeze ray was a unique weapon developed at the end of the Shadow Years. The hydrogen energy cell that powers this device is good for 5 shots. When a hit is scored by this rifle, the atmospheric nitrogen around the target is suddenly solidified, instantly imprisoning the victim. Aside from the initial cold damage inflicted on the victim, the victim cannot breathe and will go unconscious in as many Action Turns as he has Constitution points, then will die in 3-18 Action Turns more.

A victim may break free of this ice prison if he rolls his Physical Strength or less on 3d6 + 3. If this roll succeeds, the victim may attack on the next Action Turn. If this roll fails, the victim will be trapped for 6-36 Action Turns, at which time the nitrogen will have disappeared back into the air. The freeze ray was in limited use only, being largely experimental in nature. (DM97)

Fusion Rifle

Code:	BVI	Value:	RANK
WC:	16	Cost:	Priceless
Range:	40	Power:	1x Atomic Cell
Damage:	Radiation	Weight:	22 kg
RoF:	1	Ammo:	10 shots

The Atomic Energy Cell that powers this unit is part of a converter that fits over the user's back (assuming the user is reasonably humanoid in shape) and is connected to the rifle by a 1.5-meter cable. It is good for 10 shots (and can be replaced by the user without having to remove the entire converter). The item projects 2 beams at the target (causing 2 separate Radiation Checks) of Intensity Level 18 radiation. (BRB)

The fusion rifle is the preferred weapon of the Radioactivists, who thankfully have only a handful. They use the weapon freely however, believing it to dispense a 'sacred cleansing flame'. The trail of radioactive waste they leave in their wake is testimony to their devotion in this regard. In any case, Radioactivist or not, anyone seen carrying this large weapon is to be feared. (ToA/Ed)

Graser Rifle

Code:	CV	Value:	RANK
WC:	16	Cost:	16,000 ₰
Range:	60	Power:	1x Atomic Cell
Damage:	Radiation	Weight:	10 kg
RoF:	1/3	Ammo:	10 shots

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

On a successful attack, the target must receive a dose of Intensity 15 radiation. This radiation, however, will not cause mutations. All 'M' results should go up to the next result.

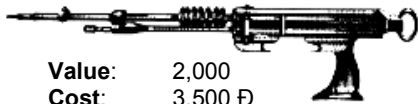
All heavily shielded, the backpack cannot wholly protect the user from the gamma radiation produced by its miniature fusion reactor. Every time the user rolls a '1' on his attack die, he must immediately make a check vs. Intensity 12 radiation. All mutational results should be ignored.

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 "undesirables." The use of this weapon is considered an atrocity by many. (ToA)

Infrared Rifle

Code:	CV	Value:	RANK
WC:	13	Cost:	9,000 ₰
Range:	300	Power:	1x Hydrogen Cell
Damage:	5d6	Weight:	3 kg
RoF:	1	Ammo:	8 shots

This weapon was commonly known as a "Blister Blaster" because the resulting damage from the rifle usually produced great heat burns and blisters on humans and robotoids alike. The Infrared Rifle creates a 5 centimeter diameter beam of coherent infrared radiation with an equivalent temperature of 500 degrees celsius. Any metal object hit by this weapon, in addition to sustaining damage, will become so hot that it will begin to glow and any creature in physical contact with this object will take 2d6 hit points of damage from the heated metal. The infrared rays from this rifle are invisible to the naked eye, and only those creatures possessing the ability to see in the infrared region of the spectrum or those wearing infrared sensitive goggles can see this beam of heat energy. Any creature "seeing" infrared radiation and looking directly at the rifle when it is fired will suffer 1-6 points of damage and will be blinded for 30 minutes. Artifact powered armor will automatically deflect the first hit with this weapon. (GW2)

**Laser Rifle**

Code:	AV	Value:	2,000
WC:	13	Cost:	3,500 ₰
Range:	50	Power:	1x Hydrogen Cell
Damage:	4d6	Weight:	3 kg
RoF:	1	Ammo:	6 shots

The Hydrogen Energy Cell in this item is good for 6 shots. Each shot sends a laser beam at the target. Targets of Armor Class 2 deflect the first hit from this weapon in all combats. Armor Class 1 targets deflect the first 2 hits. If a hit is deflected, it is ignored. Subsequent hits do full damage. The great advantage to the laser weapon is the ease of aiming it. There are no corrections to be made for gravity or wind. If the sights are aimed at the target, the beam will hit, which explains the high Weapon Class.

(BRB/4GW)

Laser Rifle (IR)

Code:	AV	Value:	RANK
WC:	13	Cost:	7,000 ₰
Range:	60	Power:	1x Hydrogen Cell
Damage:	4d6	Weight:	3 kg
RoF:	1	Ammo:	6 shots

These weapons are simply Laser Rifles that fire Infrared beams. See the laser rifle description above. (Ed)

Laser Rifle (FIR)

Code:	AV	Value:	RANK
WC:	14	Cost:	4,500 ₰
Range:	160	Power:	1x Hydrogen Cell
Damage:	2d6	Weight:	5 kg
RoF:	1	Ammo:	10 shots

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

Laser Rifle (UV)

Code:	AV	Value:	RANK
WC:	15	Cost:	8,000 ₰
Range:	75	Power:	1x Hydrogen Cell
Damage:	4d8	Weight:	5 kg
RoF:	1	Ammo:	6 shots

These weapons are simply Laser Rifles that fire Ultraviolet beams. See the laser rifle description above. (Ed)

Laser Rifle (VL)

Code:	AV	Value:	RANK
WC:	13	Cost:	7,500 ₰
Range:	25	Power:	1x Hydrogen Cell
Damage:	4d6	Weight:	3 kg
RoF:	1	Ammo:	4 shots

VL lasers fire a visible lightbeam, and were only common in hand-held form in the early years of laser weapons. They made a resurgence as powered armor weapons when force fields became common. Visible light is one of the few things that will penetrate a force field. A pistol form of the VL laser was never developed. (4GW)

Maser Rifle

Code:	AVI	Value:	RANK
WC:	16	Cost:	Priceless
Range:	100	Power:	1x Hydrogen Cell
Damage:	4d10	Weight:	7 kg
RoF:	2	Ammo:	6 shots

These weapons are simply microwave lasers. (4GW)

Mass Driver, Man-portable

Code:	EIV	Value:	2000
WC:	9	Cost:	3,500 ₶
Range:	20	Power:	2x Hydrogen Cells
Damage:	2d6	Weight:	15kg
RoF:	1/2	Ammo:	See Below

This is an earlier versions of what the Ancients later called Slug Thrower. Developed in the beginning of the 21st century they consist of a ½ meter long .450 caliber barrel with a large electromagnetic coil situated near the stock of the weapon, which has a socket for the power cable, a meter reading remaining power, and underneath the stock, a trigger.

The mass-driver is powered by 2 Hydrogen Cells which fit into a backpack converter unit. A 1 meter insulated cable connects the 'power pack' to the weapon. When the weapon is 'loaded' with a small metal projectile such as a washer, nut or a ball bearing and the trigger is pulled, the electromagnetic coil instantly accelerates the projectile out of the muzzle. They have no ammunition chamber, so the weapon must be muzzle-loaded each time the weapon is to be fired. The power pack provides enough power for 20 shots.

Unlike the later Slug Throwers, these projectiles do not carry an electrical stun charge, but they are much harder and will cause damage not unlike a bullet from a firearm such as rifle or shotgun. (Ed)

Slicer Rifle

Code:	BVI	Value:	RANK
WC:	15	Cost:	14,000 ₶
Range:	30	Power:	2x Hydrogen Cells
Damage:	8d6	Weight:	9 kg
RoF:	1	Ammo:	10 shots

This weapon has 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 up to 10 meters away.

The energy discs this weapon fires slice through armor like a vibro weapon (See Powered Melee Weapons). Force fields take ½ damage from the slicer. If the force field survives, 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 creature or object protected by the field receives the damage.

Two Hydrogen Cells power this rifle for 10 shots. (ToA)

Stun Ray Rifle

Code:	AV	Value:	RANK
WC:	12	Cost:	5,500 ₶
Range:	35	Power:	1x Solar Cell
Damage:	Stun	Weight:	5 kg
RoF:	1	Ammo:	6 shots

This item is powered by a Solar Energy Cell good for 6 shots. A successful shot does no damage, but knocks the victim out for 1d20 minutes. (BRB)

Slug Throwers

These weapons were once used by various police forces for riot suppression and crowd control. Slug Throwers use Hydrogen Energy Cells. When the trigger is pulled, the unusually soft slug is forced through the magnetized barrel, constantly accelerated. As the slug passes through barrel, the magnetic coils energize 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 sheer impact. Targets that are immune to electrical damage, take only half damage- rounded up. Targets immune to kinetic damage take only half damage as well – rounded up. (ToA)

Slug Thrower A - Pistol

Code:	AIV	Value:	150
WC:	10	Cost:	3,000 ₶
Range:	20	Power:	1x Hydrogen Cell
Damage:	1d6	Weight:	1/2 kg
RoF:	1	Ammo:	3 clips (50 bullets/ea.)

This small pistol-sized Slug Thrower is powered by a Hydrogen Energy Cell good for firing 3 clips. Each clip contains 50 rounds of duralloy bullets. (BRB)

Slug Thrower B - SMG

Code:	AIV	Value:	200
WC:	10	Cost:	3,500 ₶
Range:	40	Power:	1x Hydrogen Cell
Damage:	2d6	Weight:	1 kg
RoF:	1	Ammo:	3 clips (30 bullets/ea.)

This submachinegun-sized Slug Thrower is powered by a Hydrogen Energy Cell good for firing 3 clips. Each clip contains 30 rounds of duralloy bullets. (BRB)

Slug Thrower C - Rifle

Code:	AIV	Value:	250
WC:	10	Cost:	4,000 ₶
Range:	60	Power:	1x Hydrogen Cell
Damage:	3d6	Weight:	1 kg
RoF:	1	Ammo:	3 clips (12 bullets)

This rifle-sized Slug Thrower is powered by a Hydrogen Energy Cell good for firing 3 clips. Each clip contains 12 rounds of duralloy bullets. (BRB)

Slug Thrower D - 'Chameleon' Rifle

Code:	AIV	Value:	500
WC:	BIV	Cost:	RANK
Range:	250	Power:	2x Hydrogen Cells
Damage:	Variable	Weight:	2,5 kg
RoF:	1	Ammo:	43 clips (40 rounds/ea)



The chameleon rifle was the last slug thrower manufactured in Gamma Meriga in any quantity before the Black Years. It is so called because it has interchangeable barrels that allow it to fire as a semi-automatic rifle (like the Slugthrower B above), submachinegun (like the Slugthrower C above) or minigrenade launcher.

This slug thrower 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 further back from in the weapon, making it appear short and squat. It has a handle/telescope on the top that allows the user to fire at maximum range without penalty. It weighs around 2 ½ kg and is 80cm long.

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

The rifle powered by 2 Hydrogen Cells good for firing 3 clips (in any mode). Each clip holds 40 duralloy bullets.

The chameleon rifle can also fire minigrenades (see Minigrenade Launcher) with a maximum range of 300 meters. These are loaded into the muzzle singly by the user. (ToA/Ed)

SIEGE ENGINES – PRIMITIVE

Ballista

Code:	~II	Value:	300
WC:	9	Cost:	100 Ð
Range:	25	Power:	-
Damage:	4d6	Weight:	120 kg
RoF:	1/20	Ammo:	1 spear

This is a low- tech artillery piece that is similar to a huge crossbow. It relies on a torsion mechanism to throw a heavy shaft into massed troops. It is primarily used in a defensive role, as it is not very mobile. For enclaves and villages that lack tech level III and higher equipment, this can be a stop gap weapon for repelling raiders and large animals. It has a slow reload time. The javelins it throws weigh 6kg apiece (Tim Galioto).

Battering Ram

Code:	~I	Value:	150
WC:	1	Cost:	200 Ð
Range:	1	Power:	-
Damage:	2d8	Weight:	150 kg
RoF:	1	Ammo:	-

A battering ram is a large heavy log or piece of metal, sometimes carried and sometimes mounted on wheels. The ram is usually capped with a strong 'head' of steel or duralloy. The ram is repeatedly slammed against a target (e.g. a door or gate), using brute force to cause damage and hopefully a breach. (Ed).

Onager

Code:	~II	Value:	400
WC:	9	Cost:	150 Ð
Range:	20	Power:	-
Damage:	5d6	Weight:	150 kg
RoF:	1/20	Ammo:	1 Boulder

This device is a torsion powered catapult weapon that can throw projectiles at a target. It is used as a form of artillery, and is totally useless at melee ranges. The damage listed is for a stone projectile. Other projectiles such as lit kegs of black powder, vats of flaming oil and mutated cattle may be fired from this device. Its reload time is abysmal. (Tim Galioto)

EXPLOSIVES

This category includes demolition charges (the CDP A, CDP B and SDP) bombs (Concussion Bomb, Fission Bomb, Fusion Bomb, Matter Bomb, Mutation Bomb, Negation Bomb, Neutron Bomb, Trek Bomb), Missiles, Micromissiles, Minimisiles, and Grenade. These items are all detailed seperately below. For the demolitions minded mutant, the rules for explosives in the Basic Rule Book have been expanded to take account of different delivery systems and modular warheads.

Concentrated Damage Packs

A canvas backpack full of plastic explosives designed to be placed by the bearer against a structure to be destroyed. Attacks everyone within the blast radius. These were commonly carried by tactical and assault troops as standard demolitions charges. Four sizes are available. The smallest, the SDP was designed for use as an antipersonnel tactical landmine much like the 20th century claymore. The CDP A was meant to be used for blowing doors and light stuctures. The CDP B was used for hardened targets like bunkers and bridges. The largest, the CDP C was used primarily in for underwater demolitions. All of these charges have an electronic detonation timer, which allows them to be internally or remotely detonated. (BRB) CDP's may be easily opened and the contents remolded to form smaller explosive charges (SDP's).

These are the preferred weapons of the Thought Master (Serfs). They often stage surprise bombing raids against their enemies and loot the wreckage afterwards. Serf's up!

SDP

Code:	FIV	Value:	200
WC:	16	Cost:	200 ¢
Damage:	6d6	Blast Radius:	12m
Weight:	5kg		

CDP-A

Code:	FIV	Value:	600
WC:	16	Cost:	600 ¢
Damage:	10d6	Blast Radius:	30m
Weight:	20 kg		

CDP-B

Code:	FIV	Value:	700
WC:	16	Cost:	700 ¢
Damage:	12d6	Blast Radius:	60m
Weight:	40 kg		

CDP-C

Code:	FIV	Value:	RANK
WC:	16	Cost:	900 ¢
Damage:	16d6	Blast Radius:	90m
Weight:	60 kg		

Cobalt Bomb

Code:	FVI	Value:	RANK
WC:	16	Cost:	Priceless
Damage:	30d10	Blast Radius:	6 km
Weight:	1 kg		

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The Cobalt Bomb is the dirty version of the Fission Bomb. This is the weapon most responsible for the many radioactive "hot-spots" throughout the desolate Gamma World™ landscape. When these 15cm diameter black discs detonate, they cause an instant flash fire that ravages flammable objects within a 600m radius, causing 30d10 points of damage to all living creatures and inanimate objects alike. If protected by a force field, and the field drops from the massive damage, the object or character contained within takes full damage (30d6) from the blast. A force field that drops from a fusion or fission blast does not provide any further protection.

All objects within 6000m must make a radiation check versus Intensity 18 radiation. Thereafter, the radiation drops one Intensity point for every 10m; this bomb creates a 606 sq. km radiation zone. The radiation intensity drops one point every 50 years.

The Cobalt Bomb is the preferred weapon of the Zoopremisists. This Cryptic Alliance loves the use of excessive violence and view the use of highly pyrotechnic weaponry as the ultimate demonstration of coercive power. Cobalt Bombs are usually used by the leftist Zoopremicists against targets that either house large numbers of Pure-Strain Humans or sites important to them. (ToA)

Concussion Bomb

Code:	FIV	Value:	750
WC:	16	Cost:	Priceless
Damage:	Stun	Blast Radius:	50 meters
Weight:	13 kg		

A canister 30 centimeters long and 10 in diameter with small "hooks" that fit various delivery systems. On detonation the bombs spews a paralytic gas cloud that has the effect of a Stun Grenade, but with a 60-meter Blast Radius and a cloud duration of 2d6 minutes. While stunned only the victim's involuntary muscles and mutations work. (BRB/ToA)

Fission Bomb

Code:	FIV	Value:	1,700
WC:	16	Cost:	Priceless
Damage:	40d10	Blast Radius:	1km
Weight:	50 kg		

A black steel sphere 50 centimeters in diameter. Detonation releases a flash fire with a 1 - kilometer Blast Radius, and causes 40d10 Damage Points to everyone within Blast Radius. This is the clean version of the Cobalt Bomb (See above). (BRB)

Fusion Bomb

Code:	FV	Value:	1,000
WC:	16	Cost:	Priceless
Damage:	15d10	Blast Radius:	60 meters
Weight:	30 kg		

A 150-centimeter diameter black steel disc. Does 15d10 damage to all targets within a 60 meter Blast Radius. The limited nuclear fusion in the bomb, causes a subsequent fire storm that burns all flammable objects and melts most other items in a 6km radius. The flammability factor of this weapon makes it undesirable in most circumstances, but it does make a fantastic terrorist weapon fit for the Zoopremisists. (BRB/ToA)

Matter Bombs

Matter Bombs are known for their unique blast. When detonated, Matter Bombs do not create a wave of heat and fire, nor do they create a flash of light. They generate a wave of concussive force that causes a terrible amount of damage. These bombs are very useful for destroying an object without causing a firestorm, as is often the case with Fission or Fusion Bombs. Matter Bombs were originally used in mining and demolition assignments.

All Matter Bombs are small black disc similar in appearance to the Fusion Bomb. They come in three sizes: Alpha, Beta, and Delta. The Alpha is the smallest of the Matter Bombs, weighing just under 5kg, while the Delta is the largest, weighing over 50kg. (BRB/ToA)

Matter Bomb, Alpha (A)

Code:	FV	Value:	2,000
WC:	16	Cost:	Priceless
Damage:	15d6	Blast Radius:	9 meters
Weight:	20 kg		

Matter Bomb, Beta (B)

Code:	FV	Value:	2,000
WC:	16	Cost:	Priceless
Damage:	30d6	Blast Radius:	30 meters
Weight:	50 kg		

Matter Bomb, Delta (Δ)

Code:	FV	Value:	7,000
WC:	16	Cost:	Priceless
Damage:	60d6	Blast Radius:	60 meters
Weight:	60 kg		

Mutation Bomb

Code:	FV	Value:	1,500
WC:	16	Cost:	Priceless
Damage:	See Below	Blast Radius:	30 meters
Weight:	10 kg		

A pear-shaped red plastic case weighing 10 kilograms. Inflicts a blast of Intensity Level 12 radiation on all characters not protected by a Force Field within a 30 meter Blast Radius. Read all "D" results as "M" results.

The Mutation Bomb is believed to be the creation of a Cryptic Alliance since the holocaust. Surprisingly, the group believed responsible is not the Radioactivists but the Iron Society. (BRB/ToA)

Negation Bomb

Code:	FV	Value:	1,250
WC:	16	Cost:	Priceless
Damage:	See Below	Blast Radius:	30 meters
Weight:	10 kg		

A 10-centimeter diameter aluminum sphere. All energy sources within a 30-meter Blast Radius not protected by Force Fields 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 Force Field). Organic matter is unaffected. (BRB/ToA)

Neutron Bomb

Code:	FV	Value:	1,500
WC:	16	Cost:	Priceless
Damage:	See Below	Blast Radius:	300 meters
Weight:	200 kg		

A 60-centimeter in diameter duralloy sphere. Everyone within 300 meters not protected by a Force Field (or whose Force Field doesn't absorb all damage) is killed. The bomb does 20d10 damage to Force Fields. It doesn't harm equipment, vehicles or buildings (except for the one that contained the Neutron Bomb; this object is obliterated).

The Neutron Bomb does not create the standard fission bomb flash fire. Instead, it creates extremely potent but short-lived radiation. Every living thing within 2,000m must make a check versus Intensity 18 radiation. The Radiation Intensity drops one point every 7 days, so only background radiation exists after 22 weeks. (BRB/ToA)

Trek Bomb

Code:	FVI	Value:	1,800
WC:	16	Cost:	Priceless
Damage:	See Below	Blast Radius:	60 meters
Weight:	25 kg		

A 25-centimeter square black plastic box weighing 25 kilograms. Disintegrates everything within 60 meters not protected by a Force Field. Does 30 points of damage to characters protected by Force Fields (that may be absorbed by the field if it is strong enough). After detonation, the ground surrounding the Trek Bomb's former location is disintegrated as well, leaving a perfectly symmetrical 60m crater. (BRB/ToA)

Grenades

Grenade

Code:	FIV	Value:	As Warhead
WC:	8	Cost:	As Warhead
Range:	Thrown	Power:	-
Damage:	As Warhead	Weight:	1/2 kg
RoF:	1	Ammo:	-

These are exploding devices usually delivered by hand (though they can be fired from Grenade Launchers in armor or vehicles).

In the time of the Ancients, grenades were almost all identically sized and shaped, with either different colors or other markings used to distinguish the various types.

Grenade Homing Device

Code:	VI	Value:	500
WC:	-	Cost:	1,000 Ⓔ
Range:	100	Power:	-
Damage:	-	Weight:	½ kg
RoF:	1	Ammo:	1 use

To attach the homing device, the user positions the grenade within the device's clamps and tightens the finger screws. Once in place, the user looks through the homing option's sight at a target, for a full Action Turn to gain a "lock".

Once the homing device has "locked" onto its target, the homing device levitates the grenade and moves at a rate of 24 meters/turn towards the target. When the target is reached, the homing device detonates the grenade.

If the target lock is lost (if the target goes underground for example) the homing device locks onto the nearest moving object. (ToA)

Grenade Launcher

Code:	FIV	Value:	2,000
WC:	9	Cost:	4,500 ₤
Maximum Range:	400m (area) 200m (point)		
Minimum Range :	40m	Power:	-
Damage:	as grenade type used	Weight:	4 kg
RoF:	1	Ammo:	Any grenade

This is a hand-held launcher used to propel grenades much further than they could be thrown by hand, and with greater accuracy as well. Any type of grenade can be used in the launcher. Examples of targets are: *Area:* Troop concentrations, convoys of vehicles, etc. *Point:* Windows, single vehicle, animal, etc. (Ziggy)

Minigrenade Launcher

Code:	FIV	Value:	1,500
WC:	9	Cost:	Priceless
Range:	30 meters	Power:	1x Hydrogen Cell
Damage:	By ammo type	Weight:	2 kg
RoF:	1/2	Ammo:	12 or 6 minigrenades

This smaller version of the standard grenade launcher is usually fitted to a piece of armor, or a security robot. They fire specially designed 4cm disc-shaped minigrenades. There are 4 types of minigrenade available: a **chemical explosive** that causes 6-36 points of damage with a 1m radius, a **fragmentation grenade** that does 3-18 points of damage over a 3m radius, and a **gas grenade** that will instantly render unconscious (for 1-20 minutes) any air-breathing creatures within its 3m radius. Protective breathing apparatus, like a gas mask, will protect against this effect. The gas dissipates in 1 Action Turn. (GW1)

Rocket Grenade Kit

Code:	FIV	Value:	250
WC:	9	Cost:	500 ₤
Range:	50 meters	Power:	-
Damage:	-	Weight:	½ kg
RoF:	1	Ammo:	-

This kit allows a normal grenade to be converted into a rocket grenade. Not all grenades can be used with this kit. It is left up to the Game Master to decide whether or not a particular grenade can be converted. The kit consists of a propellant unit, which is a small, finned rocket, and a replacement trigger. The kit weighs half a kilogram, but does not add significantly to the weight of the grenade. (4GW)

Missiles & Missile Delivery Systems

There are many variations of missiles. The basic components consist of a launcher with a guidance control system and the missile/micromissile with a warhead and a guidance system. The micromissile itself and the launcher are fairly standard, but the

warhead and the guidance system can vary greatly.

Micromissile

Code:	FIV	Value:	As Warhead
WC:	16	Cost:	Priceless
Range:	500 meters	Power:	-
Damage:	As Warhead	Weight:	3 kg
RoF:	1	Ammo:	-

The micromissiles all look the same, but have different markings (See the Warhead Identification Chart). They are 30 centimeters (12") long and 7 centimeters in diameter. Narrow fins are mounted on the back around the propellant exhaust port. The tip is a small glass oval covering the guidance equipment. Over the centuries, the missile might survive, but the markings may wear off. The warhead and guidance systems are irremovably built into the micromissile. The cost of the micromissile is the cost of the guidance system plus the cost of the warhead. (ToA)

Micromissile Launcher

Code:	AIV	Value:	3,000
WC:	16	Cost:	Priceless
Range:	50	Power:	-
Damage:	Varies	Weight:	5 kg
RoF:	1	Ammo:	1 Micromissile

The launcher is a shoulder mount with three semicircular supports to hold the missile or micromissile. The micromissile is not heavy enough to require a shoulder mount (the missile is), but is built this way as a safety precaution. Anyone standing directly behind the missile or micromissile when it launches takes 2d6 worth of damage. The guidance control system is mounted irremovably into the launcher. (4GW)

Minimissile

Code:	FIV	Value:	As Warhead
WC:	16	Cost:	Priceless
Range:	400 meters	Power:	-
Damage:	As Warhead	Weight:	2 kg
RoF:	1	Ammo:	-

A minimissile is a variation of the micromissile that is only 20 centimeters long and 5 centimeters in diameter. It has been adapted to not need a launcher. The operator merely activates the missile and hurls it at the target. Air velocity sensors detect when it is in flight and fire the microrocket that propels the dart.

It has the same options for guidance systems and payloads as the micromissile, just not the range or accuracy. The cost of a minimissile is the cost of the guidance system plus the cost of the warhead, the same as micromissiles. The tradeoff between power and ease of use gives the two weapons roughly the same value. (4GW)

Mortars

Mortar/Grapple Launcher

Code:	All	Value:	1000
WC:	9	Cost:	1,500 ₤
Range:	See Below	Power:	-
Damage:	Variable	Weight:	20 kg
RoF:	1 or 2	Ammo:	1 Mortar Round

This weapon is the M29 Mortar used by the US 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 mortar launcher overall length is around 130cm and it weighs 20kg empty. It can fire either three different kinds of mortar rounds or the grappling hook assembly.

The mortar can be assembled in 5 Action Turns 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 Action Turn, a single character can use the set-up mortar to fire once per Action Turn. The grappling hook assembly takes 5 Action Turns 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. All rounds are packed three to a case. (ToA)

HE Mortar Round (High-Explosive)

Code:	AIII	Value:	250
WC:	15	Cost:	1000 ₰
Damage:	8d6	Blast Radius:	30 meters
Weight:	1/2 kg		

This round covers a 30 square meter radius when it explodes, causing 8d6 of damage to all within the blast radius. The HE round cannot be fired at a target less than 50m 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 'soft' targets. (ToA)

PaF Mortar Round (Parachute Flare)

Code:	AIII	Value:	150
WC:	-	Cost:	400 ₰
Damage:	-	Blast Radius:	-
Weight:	1/2 kg		

This round explodes in the air, releasing a parachute tied to a magnesium flare. The flare 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 90-2,000 meters. (ToA)

Smoke Mortar Round (White Phosphorus)

Code:	AIII	Value:	100
WC:	-	Cost:	200 ₰
Damage:	-	Blast Radius:	60 meters
Weight:	1/2 kg		

This round creates smoke cover. It has a range of 50-4,000 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. (ToA)

Surface Missile (Ballistic Missile)

Code:	FIV	Value:	7000
WC:	16	Cost:	Priceless
Range:	40,000 km	Power:	-
Damage:	As Warhead	Weight:	500 kg
RoF:	1/4	Ammo:	-

The surface missile is a dangerous artifact that was used to create much of the devastation in Gamma Terra today. A slender 3-meter long cylinder, usually fixed to a military Installation, or vehicle, and directed by computers and radar at the launch site. 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 Vehicles Chapter for two such vessels, the LML Mk XV-A Missile Launcher, and the large submarine. If there is a functioning CI or Think Tank within 20km, the vehicle will not fire its missiles without radioed permission from the computer.

All surface 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 detonates.

There are 4 types of Surface Missile: Neutron, Negation, Fission and Concussion. The first three types are simply warheads (identical to the bomb of the same name) attached to a Surface Missile. The latter type does 30d10 damage to everyone within a 100-meter Blast Radius. (BRB/ToA)

Missile Guidance Systems

Missiles can have one of four different guidance systems: ordnance, seeking, wire or laser guided. There also five different guidance systems used for micromissiles: ordnance, seeking, wire, laser, and AI guided (ordnance is used when the normal system is defunct). Two different guidance systems are possible for minimissiles: seeking and AI guided. The code of the micromissile or minimissile is exactly the same as the code of its guidance system.

Ordnance Guidance

Code:	AIII	Cost:	Free
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Ordnance guidance is simply point and shoot. The missile goes wherever the user points it. A micromissile with a defunct guidance system always uses ordnance. Aiming a micromissile by hand is very difficult and has a -3 to-hit penalty.

Seeking Guidance

Code:	BIV	Cost:	750 ₰ (base)
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The missile detects a particular type of emission and always heads towards the most intense source. Missiles, micromissiles and minimissiles can be heat seeking, magnetic seeking, metal seeking, radar seeking or sonic seeking. The launcher for such missiles is very simple. Once the missile is properly loaded, the user releases the safety, arms the missile, aims, and pushes the

firing button. The missile has its own WC and does not use the operator's normal to-hit. Because the missile is a seeking weapon, there is usually a + 3 to +10 modifier, depending upon the quality of the guidance system. The cost of the system is increased by 250 Ð for every +1 to-hit bonus.

Wire Guidance

Code: BIV Cost: 1,000 Ð

This is a system that has a wire actually trailing behind the missile. The controller continues to aim the launcher at the target. The missile adjusts for movement in the launcher to correct its flight pattern. The operator's (DX+IN)/2 is employed, rather than the normal WC. The guidance system nullifies all range penalties but provides no other combat bonuses.

Laser Guidance

Code: CIV Cost: 1,500 Ð

These missiles have a small IR laser beam mounted in the base of the launcher. The operator looks through a special telescopic sight that allows him to see the otherwise invisible beam of light. The missile homes in on the laser beam. The operator's (DX+IN)/2 +4 value is employed rather than the normal WC.

AI Guidance

Code: EV Cost: 3,000 Ð

These missiles, also called fire and forget, have a mind of their own. The operator locks onto his target with a telescopic sight. Upon firing, the visual image and its IR and magnetic signatures are passed to the micromissile/smart dart. The missile is then on its own and tracks down the target. The operator makes an initial roll with his (DX+IN)/2 score. The guidance system grants him a + 3 to +10 modifier and ignores all range modifiers. Once locked on, the missile or smart dart will make an attack every round for five rounds. If it misses, it circles around and tries again. The cost of the guidance system is increased by 500 Ð for every +1 to-hit bonus.

Warheads

There were thousands of different types of missile warheads and grenades created before the cataclysm. The types discussed here only scratch the surface of these weapons. A representative model of each major type of warhead is described. For each model, it is possible to get variations that cause more damage, have larger or smaller blast radiuses, etc. There are two prices listed for each warhead: the grenade price, followed by the micromissile or minimissile price. (4GW)

Chemex Warhead

Code:	FIV	Value:	400/1,200
WC:	8~16	Cost:	600 Ð/ 1,500 Ð
Damage:	3d6~3d8	Blast Radius:	10~20 meters

Creates a chemical explosion (complete with lung-searing flame) within the area. The chemical sticks to its targets and cannot be put out with water. Targets coated with chemex take 1d6 points of damage each round until the fire is extinguished. Generally, it must be suffocated. (BRB/4GW)

ECM Warhead

Code:	FV	Value:	800/2000
WC:	8~16	Cost:	1,500/4,000 Ð
Damage:	-	Blast Radius:	20~35 meters

Short for electronic countermeasures, ECM war-heads are specifically designed to nullify machinery. This warhead broadcasts a powerful magnetic field for 6 Action Turns. All unshielded machinery and electronic communications in the blast radius are disrupted until the warhead expires. This warhead makes a normal attack against the AC of every piece of machinery or robot within its radius of effect with a WC of 10. If the attack is successful on a robot (all robots are assumed to have shielding, which an effect attack then circumvents), the robot is deprived of sensory input (blinded, no audio, radar obscured, etc.), moves at half its normal movement rate, and suffers a -4 penalty to-hit. If the attack is successful on another machine, the machine ceases operating if unshielded for the duration of the warhead's effect. If the attack is successful on a shielded machine, the machine operates at half capacity. (4GW)

Energy Warhead

Code:	FV	Value:	1000~3,500
WC:	8~16	Cost:	Priceless
Damage:	12d6~12d8	Blast Radius:	30~45 meters

Releases blast of energy within the area. Characters of Armor Class 8 or 9 suffer half damage. (BRB)

Fire Foam Warhead

Code:	FIV	Value:	1,800~2,500
WC:	16	Cost:	3,000 Ð
Damage:	4d8 per turn	Blast Radius:	30m
Weight:	7kg	Range:	1000m

This minimissile is a protective device used by the Ancients to combat intense fires (from forest fires to high-rise building fires). It is launched by a shoulder-held device similar to the one used with the

minimissile weapon shell. These foam missiles are 50cm in length, but unlike their weapons counterpart, they are painted in bright red-orange. Upon impact this device explodes into a spherical cloud of fire extinguishing foam, 30m in radius. The cloud of greenish brown foam lasts 3 Action Turns, depleting the available oxygen supply, coating the area in flame-retardant particles and lowering the area temperature. Because this minimissile was designed for extreme emergency situations (high intensity heat), the foam is hazardous and potentially lethal for living organisms exposed to the cloud. Each Action Turn a living creature remains in the cloud of foam, 4d8 points of damage will be inflicted from breathing in the toxic foam. Characters may hold their breath for 1 Action Turn per point of CN. Anyone caught in the cloud will also be partially blinded for 5 minutes and fight with a penalty of -4 for 1d6 Action Turns. Any other actions (or special powers) requiring sight are also hampered because of the temporary blindness. In addition to the poison damage suffered, flying creatures caught in the foam cloud will be forced to the ground (foam on wings prevents flight). If a flying creature happens to be carrying a rider, the rider will suffer normal falling damage (1d8 points per 10m fallen). Any creature forced to the ground because of the foam cannot fly for at least 30 minutes (cleaning off the foam is necessary). (GW3)

Fission Warhead

Code:	FVI	Value:	1,500~RANK
WC:	8~16	Cost:	2,500~5,000 ₤
Damage:	2d4~2d6	Blast Radius:	40~75 meters

Releases a radioactive blast that causes 100 points to all targets in blast area, plus a blast intensity 15 radiation to each target within that area. This grenade can be set for a time delay (up to 3 mins.), or to detonate on impact. After detonation, the area remains an intensity 5 radiation hazard (Ziggy).

Flare Warhead, Parachute

Code:	FIV	Value:	250~500
WC:	16	Cost:	400~500 ₤
Damage:	2d4~2d6	Blast Radius:	60~100 meters

These warheads are only found as micro or minimissiles. At the peak of a parachute flare's trajectory, it opens a parachute and ignites a flare. It then gently floats down, taking 12 rounds to reach the ground. The flare illuminates an area on the ground equal to its blast radius. It is subject to drift from winds. (4GW)

Flash Warhead

Code:	FV	Value:	350
WC:	8~16	Cost:	800 ₤
Damage:	see below	Blast Radius:	10m

This grenade creates an intense flash of light upon detonation. The blinding effect (which works even in full daylight) will incapacitate all viewers in the area of effect by lowering both their armor class and "to-hit" chance by 4 points for 1-4 (d4) melee turns. The targets must be able to see the flash to be blinded (Ziggy).

Fragmentation Warhead

Code:	FIV	Value:	250~1,000
WC:	8~16	Cost:	500~1,200 ₤
Damage:	3d6~3d8	Blast Radius:	15~30 meters

Covers the area with area with jagged metal shards. (BRB)

Fusion Warhead

Code:	FVI	Value:	1,800~2,500
WC:	8~16	Cost:	Priceless
Damage:	75pts	Blast Radius:	15~30 meters

Releases a blast of fusion energy similar to that from a fusion cannon. Fusion grenades can be set for a time delay (up to 3 mins.), or to detonate on impact. (Ziggy)

Gas Warhead, Poison

Code:	FIV	Value:	250~1,000
WC:	8~16	Cost:	750~2,500 ₤
Damage:	See Below	Blast Radius:	10~25 meters

Spews Poison Gas throughout the area that hangs in the air for 1d6 minutes (-2 if area is windy). Gas is Intensity Level 3d6 (roll once per Action Turn) and all characters in the area are attacked by it once per Action Turn. Once they leave the area, they are no longer attacked. (BRB)

Gas Warhead, Tear

Code:	FIV	Value:	200~500
WC:	8~16	Cost:	300~750 ₤
Damage:	See Below	Blast Radius:	20~50 meters

Spews Tear Gas that hangs in the air for 1d6 minutes (-2 if area is windy). Use the same procedure as for the Poison Gas Grenade and Stun Grenade, but characters suffering any Poison Matrix result except "No Effect" subtract 2 from the die roll when trying to hit another character and have 1 added to the die roll when another character is trying to hit them during each Action Turn the gas affects them. Characters are affected by the gas for 3 complete Action Turns after suffering a result on the Poison Matrix. (BRB)

Gravity Warhead

Code:	FVI	Value:	500~1,000
WC:	8~16	Cost:	800~1,200 ₤
Damage:	1d6+1~2d6	Blast Radius:	30~40 meters

Like the gravity gun, this warhead causes a fivefold increase in local gravity, making everything within the blast radius weigh 5 times its normal amount. Victims take 1d6 + 1 points of crushing damage for 1d6+4 Action Turns. Vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive. Gravity warheads can also bring down unstable buildings. (4GW)

High-Explosive Warhead

Code:	FIV	Value:	1,000~2,500
WC:	8~16	Cost:	1,000~2,500 ₤
Damage:	4d8~4d10	Blast Radius:	40~50 meters

Just a plain old big bang results from this warhead. The concussion will do damage to everyone in the blast radius, and stun them (they are incapable of attacking, defending, moving or using mutations) for one round, unless they make a CN check at -4. It

also leaves a big crater where it goes off. (4GW)

Photon Warhead

Code:	FVI	Value:	RANK
WC:	16	Cost:	2,000 ¢
Damage:	3d10	Blast Radius:	40 meters

The warhead (no grenades) contains a one shot, high powered laser. Hundreds of microlenses and mirrors are used to split the single beam into hundreds of weaker, short-range beams. When detonated, all figures in the blast radius suffer burns from dozens of silent, invisible laser beams. Instantly kills anyone in the area not protected by a Force Field. No To-Hit die roll is needed. (BRB/4GW)

Smoke Warhead

Code:	FIV	Value:	200~500
WC:	8~16	Cost:	100~150 ¢
Damage:	-	Blast Radius:	10~20 meters

While similar to a gas warhead, this one emits harmless smoke. The smoke can be of almost any color. It is used to mark locations or to obscure vision. The smoke will spread with the wind. (4GW)

Stun Warhead

Code:	FV	Value:	150~400
WC:	8~16	Cost:	600~1,500 ¢
Damage:	See Below	Blast Radius:	20~50 meters

Spews Paralysis Gas that acts like Poison Gas, but only hangs in the air for 1d4 minutes. Characters are knocked unconscious by the gas for 1d20 minutes on any result but "No Effect," taking no damage. Once knocked unconscious, they aren't attacked again unless they regain consciousness. (BRB)

Tangler Warhead

Code:	FV	Value:	1,000~2,000
WC:	8~16	Cost:	400~1,000 ¢
Damage:	4d6~4d8	Blast Radius:	15~25 meters

The damage the warhead does is actually the PS of the strands that attach to an individual. If the PS of the strands exceeds the PS of the target, then he cannot move. Every target in the area of effect gets to make a DX check to avoid some of the effects. This assumes that the target is attempting to dive out of the area or take cover. If the target dives for cover successfully, the strands are at half strength on him. Such partially tangled targets are slowed to half their normal movement rate and perform all attacks with a -3 to-hit and -3 on damage from physical blows. (4GW)

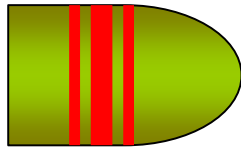
Torc Warhead

Code:	FVI	Value:	4,000~RANK
WC:	8~16	Cost:	3,000~6,000 ¢
Damage:	6d6~6d10	Blast Radius:	15~200 meters
Weight:			

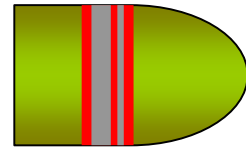
Creates Sonic Blast disintegrating everything in the affected area not protected by Force Fields. Some mutations will make a character totally or partially immune to the effects of some Grenades. (BRB)

WARHEAD COLOR IDENTIFICATION CHART

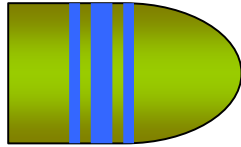
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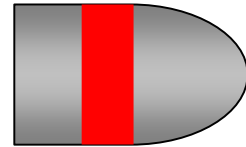
Poison Gas



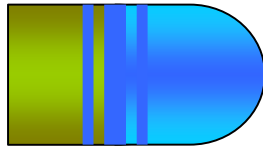
ECM



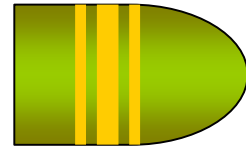
Tear Gas



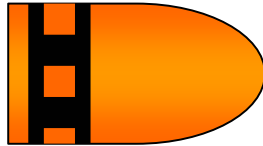
Energy



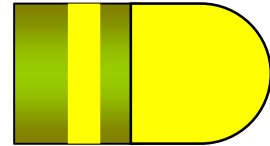
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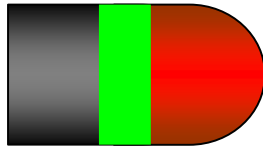
Fire Foam



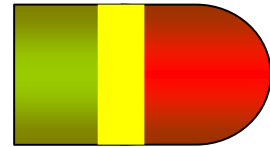
High Explosive



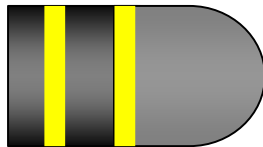
Fission



Photon



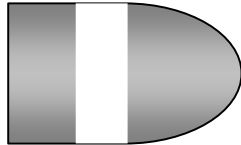
Flare,
Parachute



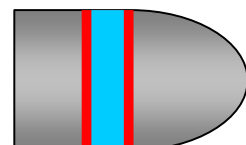
Smoke



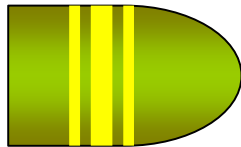
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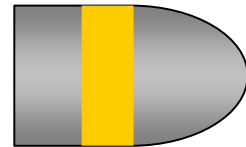
Stun



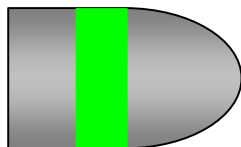
Fragmentation



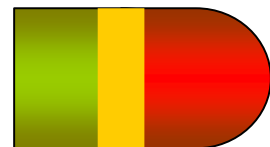
Tangler



Sleep Gas



Torc



CHAPTER VI: VEHICLES

Land Vehicles

Armored Car

Code:	EIV	Value:	RANK
Armor Class:	4	Cost:	Priceless
Hit Points:	430	Power:	Hydrox
# Seats:	2-6	Range:	1,000 km
Max Speed:	120 kph	Cargo:	2,000 kg

This broad class of vehicles includes 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 money. Some of these vehicles are wheeled, some are tracked, and many utilize a limited antigrav device to either keep them just above the surface or to lighten the load and increase efficiency.

A few of the settlements in Gamma 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, water, power cells, slaves, diplomats, etc. (ToA)

Bicycle

Code:	DIV	Value:	500
Armor Class:	8	Cost:	750 ₶
Hit Points:	15	Power:	-
# Seats:	1-2	Range:	-
Max Speed:	45 kph	Cargo:	30 kg

One vehicle which never went out of fashion was the bicycle. By the 23rd century, design of bicycles had reached its apex. Made of extremely lightweight and durable alloys, many of them have survived the Apocalypse to bring joy and transportation for latter-day Meriga. Tire technology had improved as well, and they were supplied with Durubber™ tires which are capable of maintaining their shape and flexibility without air. Various models of bicycles are common, including small children's tricycles, multiple-speed racing bikes, and rugged all-terrain bicycles. Rarely seen are the unicycle and double bicycle.

Note, the roads are rough in Gamma World these days, so don't forget to wear your protective gear! (Ed)

Bus

Code:	EIV	Value:	RANK
Armor Class:	4	Cost:	Priceless
Hit Points:	75	Power:	Hydrox~Antigrav
# Seats:	15-50	Range:	2,500 km
Max Speed:	100	Cargo:	1,500 kg

Buses are large wheeled or antigrav vehicles used for mass transportation and tourism. (Ed)

Car, Common Civilian Ground

Code:	GVI	Value:	RANK
Armor Class:	5	Cost:	Priceless
Hit Points:	50	Power:	4x Hydrogen Cells
# Seats:	2-8	Range:	200 hours
Max Speed:	120 kph	Cargo:	100-400kg

The most common vehicle from the Shadow Years. Most of these wheeled vehicles are either alcohol-powered or powered by an 4 Hydrogen Cells (good for 200 hours). (BRB)

Car, Common Military Ground (MGC)

Code:	GVI	Value:	RANK
Armor Class:	4	Cost:	Priceless
Hit Points:	60	Power:	Hydrox
# Seats:	5-20	Range:	1,000 km
Max Speed:	120 kph	Cargo:	100-2000kg



Practically the only type of Military Transport left after the Social Wars, these support vehicles are all alcohol-powered ground vehicles. (BRB)

Car, Primitive

Code:	EIV	Value:	2,000
Armor Class:	7	Cost:	8,000 ₶
Hit Points:	40	Power:	Alcohol
# Seats:	2-4	Range:	100 km
Max Speed:	60kph	Cargo:	200 kg



These are simply the early automobiles that needed a hand crank to get them started. (4GW)

Carriage

Code:	~III	Value:	250
Armor Class:	4	Cost:	500 ₶
Hit Points:	60	Power:	2-4 dray animals
# Seats:	4-8	Range:	-
Max Speed:	As Mount	Cargo:	500 kg

Carriages are large animal-drawn vehicles for transporting passengers and their cargo. An example of a carriage would be the stagecoaches of the American Old West. (Ed)

Cart

Code:	~II	Value:	100
Armor Class:	7	Cost:	50 ₶
Hit Points:	20	Power:	1 or 2 dray animals
# Seats:	1-6	Range:	-
Max Speed:	5 kph	Cargo:	100-400kg



Carts are light, two-wheeled vehicles that may be pulled by one or two animals and can carry 1 to 6 human-sized characters and

100 to 400 kilograms of equipment. (BRB)

Chariot

Code:	~II	Value:	500
Armor Class:	6	Cost:	80 Ð
Hit Points:	40	Power:	2 dray animals
# Seats:	1-4	Range:	-
Max Speed:		Cargo:	20-80kg

Chariots are (usually) two-wheeled vehicles drawn by two animals and able to carry 1 to 4 human-sized characters and 20 to 80 kilograms of equipment. (BRB)

Dune Buggy

Code:	EIII	Value:	2,000
Armor Class:	10	Cost:	1,850 Ð
Hit Points:	75	Power:	Hydrox
# Seats:	3	Range:	1,000 km
Max Speed:	80 kph	Cargo:	30 kg

The dune buggy is a fun vehicle possessing only basic frame, seats, and a dash board with a few meters used as a recreation vehicle before the Apocalypse. This open vehicle has large, thick straps to hold its passengers in place, and its large knobby tires are ideal for travelling across any terrain. The Dune Buggy can cross sandy and snowy areas with little difficulty.

The dune buggy has a roll bar cage that partially protects its passengers from roll-overs and crashes; they receive only half damage if strapped in at the time of the accident. If not strapped it, a PS check is necessary to be safe from extreme harm. If the check fails the passenger receives full damage from the accident.

If a dune buggy is hit with a blast from the side, the driver must make a DX check at -2 to keep the vehicle from overturning. If the vehicle is rammed from the side, the driver must make an unmodified DX check to maintain control.

Most dune buggies use synthetic fuels (Hydrox for example) tat give the craft a range of 1,000 km on a 20 liter tank. Some have been upgraded to Atomic Cells, giving it a range of 10,000 km per cell. (ToA)

Fancycle

Code:	GIV	Value:	RANK
Armor Class:	2	Cost:	2,200Ð
Hit Points:	25	Power:	1x Solar Cell
# Seats:	2	Range:	28 hours
Max Speed:	240 kph	Cargo:	10 kg

Much like a hovercraft, the fancycle has six high-powered axial fans that keep the craft above the ground, and propel it forward. Two of the three forward 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 Energy Cell that can power the craft for 28 continuous hours of operation. The solar cell must charge for at least 7 hours, 1 hour for every 4 hours of operation.

Considered a dangerous craft in its time, the fancycle was popular with extreme sports enthusiasts and teenagers. Requiring the skills of motorcycle driving, it combines the dangers of frictionless acceleration with slow-braking and midair overturns. (ToA)

LML Mk XV-A

Code:	GIV	Value:	RANK
Armor Class:	6	Cost:	Priceless
Hit Points:	800	Power:	4x Atomic Cell
# Seats:	8	Range:	1 year
Max Speed:	180 kph	Cargo:	1,000 kg

The LML Mark XV-A is a floating machine of death and widespread destruction. Twelve meters long and 5 meters wide, the craft is not little by any means, but is believed to be the smallest of the five LML Mk X's manufactured before the Shadow Years. So are believed to have been so large that dozens of Mk XV-A's could fit inside the shell of the largest. None of these larger versions have ever been found, so all are believed to have destroyed during the holocaust.

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

The LML Mk XV-A has two batteries of minimissile launchers that look much like the Patriot missile launchers used in the late 20th century. 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 behind 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 firing position. The LML Mk XV-A carries 96 minimissiles, enough for 2 full loads, and two complete reloads.

The LML Mk XV-A is powered by an internal fusion reactor, which provides enough power for 1 year of use before the Atomic Cells need to be replaced. (ToA)

Motorcycle

Code:	EIV	Value:	RANK
Armor Class:	5	Cost:	10,000 Ð
Hit Points:	30	Power:	Hydrox~Alcohol
# Seats:	1-2	Range:	1,000 km
Max Speed:	120 kph	Cargo:	50 kg

This includes a wide variety of different models. Varieties include off road 'dirtbikes', modified road 'choppers', and 3-wheel sport vehicles. The GM should determine the exact features of a given motorcycle.

The Red Death was born to ride. The roads of Gamma Meriga are deadly enough without these maniacs roaring down the duralloy highways on a stripped down Hog! Hoops are also avid cyclists, and woe is the man who laughs at the sight of a bunny on a bike. (Ed)

Rover

Code:	GIV	Value:	RANK
Armor Class:	4	Cost:	Priceless
Hit Points:	175	Power:	1x Atomic Cell
# Seats:	6	Range:	35 hours
Max Speed:	18	Cargo:	1,500 kg

The rover, a hovering All-Terrain Vehicle (ATV) was originally a military vehicle that has since largely 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 loss of maneuverability or speed.

A fibrous, flexible metallic skirt encircles the rover. Large axial fans, powered by a miniature fusion reactor produce a pocket of pressurized air under the vehicle, which keeps it around 1 meter off the ground. Large dual-axial fans at the back push the rover across any non-mountainous terrain with ease.

The rover cannot climb sudden ridges higher than 1 meter. If it falls more than 3 meters, the craft takes 1d6 points of damage for every 3 meter increment (up to 10d6) and the crew will be battered around inside for the same damage.

Although the vessel was originally designed with standard weapons (minimissile launcher and cyclorator were standard) individual or latter-day owners tend to install their own favorite weapons combinations. (ToA)

Sled, Antigrav

Code:	GVI	Value:	RANK
Armor Class:	9	Cost:	Priceless
Hit Points:	160	Power:	1x Atomic Cell
# Seats:	-	Range:	100 hours
Max Speed:	Towed	Cargo:	25,000 kg

The antigrav sled is a platform approximately 2 meters wide and 3 meters long. It is powered by an Atomic Cell good for 100 hours of continuous operation. The sled can support loads up to 25,000 kg as it floats roughly 50 cm above the ground. The sled may be pushed manually when supporting light loads, but inertia is such a problem that a separate, powered, towing or pushing device must be used for cargoes over 2 metric tons. A team of pack animals can be used to tow the sled, much like a normal carriage or cart, but they can only pull 4 times their normal weight allowance this way. (ToA)

Tank

Code:	GIV	Value:	RANK
Armor Class:	0	Cost:	Priceless
Hit Points:	850	Power:	Broadcast Power
# Seats:	5	Range:	-
Max Speed:	40 kph	Cargo:	3,000 kg

Tanks are vehicles that either hover on a bed of air or use treads. Many of these vehicles were converted to robotic control before the Shadow Years. To this day, they run exclusively on broadcast power, when and where it is available. Tank weaponry varies widely, but it usually includes two front-mounted assault rifles, a mounted flame thrower, a minimissile launcher, a mounter Mk XII Blaster, 10 energy grenades, and six stun grenades. (ToA)

Truck

Code:	EIV	Value:	RANK
Armor Class:	8	Cost:	Priceless
Hit Points:	100	Power:	Hydrox
# Seats:	2-4	Range:	2,500 km
Max Speed:	100 kph	Cargo:	6,000 kg

Trucks are large wheeled or antigrav vehicles designed for transporting cargo across the highways of Meriga. Most were powered by Hydrogen or Solar Cells. Many varieties and sizes were produced to suit the task. Examples include refrigerated 'reefer' trucks, big 18 wheel semi-rigs, ice cream trucks, and so on. (Ed)

Wagon

Code:	~III	Value:	300
Armor Class:	5	Cost:	150 ¢
Hit Points:	60	Power:	2-6 dray animals
# Seats:	3-12	Range:	-
Max Speed:	As mount	Cargo:	1,000-4,000kg

Wagons are 2 or 4-wheeled vehicles pulled by between 2 and 6 animals and capable of carrying 3 to 12 human-sized characters and 1000 to 4000 kilograms of equipment. (BRB)

Water Vehicles

Aquasled

Code:	CIV	Value:	1,000
Armor Class:	8	Cost:	3,000 ¢
Hit Points:	40	Power:	1x Hydrogen Cell
# Seats:	1	Range:	100 hours
Max Speed:	40 kph	Cargo:	25 kg

The Aquasled is an underwater one-man vehicle. It is a flat board ½ meter wide, 15cm thick, and 1 ½ meters long. At the front of the aquasled are handlebars that control the sled. At the back of the board is an axial propeller assembly with a circular safety guard to prevent accident.

To pilot the aquasled, the user must lay flat straddling the board, gripping the handlebars. To accelerate the user rotates the handgrips clockwise, to decelerate counterclockwise. Diving is controlled by pushing the handlebars forward, ascending by pulling back.

Note that the aquasled is completely open to the sea, and does not provide any kind of breathable air, the user must be equipped with scuba gear or be able to breath underwater to use the aquasled for any length of time.

The aquasled is equipped with a headlight and a depth gauge. It is powered by a single Hydrogen Energy Cell good for 100 hours of continuous use. The sled can reach a top speed of 10km/hour underwater, up to a maximum depth of 200 meters. (Ed)



Aquatron 7

Code:	GIV	Value:	RANK
Armor Class:	2	Cost:	Priceless
Hit Points:	300	Power:	Internal Solar Cells
# Seats:	12	Range:	10 hours
Max Speed:	Varies	Cargo:	1,200 kg

This is a massive underwater vehicle covered with clear plastic bubbles and strange mechanical devices. The ship also sports two five meter long pincerlike appendages. Written on the side of the craft is the name AQUATRON SEVEN.

This excursion vehicle can carry twelve people and has its own pressurized air supply (lasting eight hours with twelve people). The ship travels at 30 KPH underwater (50 KPH on the surface) and has a depth limit of 400 meters. The craft has sonar equipment (one kilometer range) and projects a powerful beam of light allowing sight up to 100 meters away. Inside the cabin are two link-ups for the external pincers. Any action mode by the controller's arms are duplicated exactly by the pincers. The strength of the pincers is five times that of a man and they have full manipulative abilities. The Aquatron is also equipped with a maxi-laser for use in defense. The gun fires a barbed missile that trails a thin but highly conductive wire behind it, up to a range of 30 meters. When the missile penetrates its target, a battery within the ship sends a stunning charge of electricity through the wire, shocking the impaled target for 10d10+3 points of damage and knocking it unconscious for thirty minutes, less one minute for each hit die of the creature. The entire craft and its accessories are powered by solar energy cells which can recharge fully in 20 hours of full sunlight. A full charge allows the Aquatron to travel for ten hours; however, each shot with the maxi-taser lowers this duration by one hour. (GW1)

Boat, Large

Code:	~II	Value:	500
Armor Class:	6	Cost:	200 ¢
Hit Points:	400	Power:	-
# Seats:	5-20	Range:	-
Max Speed:	Varies	Cargo:	1,500 kg

This boat is designed for oceans and large lakes (like the Michigoom) The length is 10-20 meters, the beam is 5 meters, and the draft is 1-2 meters. The boat usually is equipped with a crew of 8 rowers and 2 sailors (one of whom acts as captain). It has a single mast with a square sail. It may mount a ram or up to 2 small cannons or other artillery pieces. It may have a wooden cabin for protection from the elements. The large boat is usually employed for naval actions, but it can haul around 1,500 kg cargo if need be. (Ed)

Boat, Small

Code:	~I	Value:	250
Armor Class:	7	Cost:	100 ¢
Hit Points:	50	Power:	-
# Seats:	2-6	Range:	-
Max Speed:	Varies	Cargo:	500 kg

This is a typical small single-masted fishing vessel for lake or coastal use. The length is 5-10 meters, the beam is 3 meters, and the draft 1 meter. The boat is usually equipped with a crew of four sailors, rowers or fishermen, one of whom is the captain. It usually is open to the elements but may have a small hold below the deck for

fish or cargo. These small boats can carry a cargo of 500 kg in addition to the crew. (Ed)

Boat, Sail

Code:	~II	Value:	300
Armor Class:	5	Cost:	2,500 ¢
Hit Points:	50	Power:	-
# Seats:	2-10	Range:	-
Max Speed:	70 kph	Cargo:	750 kg

This is a single-masted boat built for lake and coastal use. The length is 3-10 meters, beam is 1 ½ - 3 meters, and draft 1-4 meters. Sail boats need at least one sailor, but additional crew maybe added (allowing the boat to operate more efficiently). The sail boat can carry a cargo of up to 750 kg in addition to crew. (Ed)

Canoe

Code:	~I	Value:	200
Armor Class:	9	Cost:	75 ¢
Hit Points:	10	Power:	-
# Seats:	2-6	Range:	-
Max Speed:	9 kph	Cargo:	200 kg

This is a light wood frame covered with hides, canvas, or waterproof bark; it is designed for rivers and swamps. The length is 3 meters, beam is 1 meter, and draft is ½ meter. A canoe may be manhandled overland by one or two people, but it is very bulky and will reduce movement rates accordingly. An outrigger may be added to a canoe to allow it sail on the ocean; it costs twice as much as a normal canoe and weighs three times as much. (Ed)

Hovercraft

Code:	GIV	Value:	RANK
Armor Class:	6	Cost:	Priceless
Hit Points:	75	Power:	1x Atomic Cell
# Seats:	2-16	Range:	200 hours
Max Speed:	180 kph	Cargo:	1,000-12,000 kg

Almost as common as the Civilian Ground Car, these vehicles are powered by an Atomic Energy Cell and travel on a cushion of air that lets them move over both land and water. The Atomic Energy Cell lasts for 200 hours, but the car's steam turbine needs 50 liters of water every 4 hours for the vehicle to continue operating. Hovercraft carry 2 to 16 passengers and 1000 to 12,000 kilograms of equipment. (BRB)

Hydrofoil

Code:	GIII	Value:	RANK
Armor Class:	5	Cost:	2,250 ¢
Hit Points:	55	Power:	2x Hydrogen Cells
# Seats:	3	Range:	40 hours
Max Speed:	180 kph	Cargo:	250 kg

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 axial 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 louver behind the fan. These louvers control the direction of the wind created by the fan, which in turn control the craft's maneuverability.

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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 coastline areas. They can even be used on ice with little difficulty. The Hydrofoil can also be run across dry ground, but at one-half normal speed.

The bench seats three passengers, while the cargo bin can hold 250kg of baggage. Two passengers often sit in this area in place of cargo. However, the speed is reduced by half if extra passengers are carried this way. (ToA)

Motorboat

Code:	DIV	Value:	2,000
Armor Class:	7	Cost:	3,500 ₶
Hit Points:	40	Power:	Alcohol
# Seats:	4-8	Range:	150 km
Max Speed:	75 kph	Cargo:	350 kg

These are small, lightweight, and fast boats equipped with an outboard engine. They are fueled by alcohol or other fossil fuels. Unskilled operators may need to make a DX check to keep control in high speed or rough water situations at the GM's discretion. (Ed)

Rafts & Barges

These are awkward floating platforms or barges, moved by poles or natural water currents, and often equipped with a crude steering oar. Rafts may have raised edges and a hut for shelter. They are often used for hauling cargo downriver, and are dismantled when the cargo is offloaded, and sold for the value of the wood (1/4 price) They are also commonly used as ferries at river crossings. (Ed)

Raft, Wooden, Small

Code:	~I	Value:	None
Armor Class:	7	Cost:	50 ₶
Hit Points:	80	Power:	-
# Seats:	2-6	Range:	-
Max Speed:	Varies	Cargo:	100 kg

Raft, Wooden, Large

Code:	~I	Value:	None
Armor Class:	7	Cost:	80 ₶
Hit Points:	80	Power:	-
# Seats:	6-20	Range:	-
Max Speed:	Varies	Cargo:	500 kg

Raft, Rubber

Code:	AIV	Value:	250
Armor Class:	10	Cost:	1,000 ₶
Hit Points:	5	Power:	-
# Seats:	4-12	Range:	-
Max Speed:	5 kph	Cargo:	200 kg

This is a small inflatable life raft, such as were commonly included on Ancient ships and aircraft as life boats. Rubber rafts usually come equipped with a pressurized air cannister which is good for one inflating. Rubber rafts are extremely vulnerable to fire, acid, and other damage, and will quickly (4 Action Turns) sink if punctured. (Ed)

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Submarines

Submarines are expensive and extremely rare artifact vehicles that allow the users to travel safely underwater.

Minisub

Code:	GIV	Value:	RANK
Armor Class:	2	Cost:	Priceless
Hit Points:	100	Power:	3x Atomic Cells
# Seats:	2-6	Range:	5 years
Max Speed:	45 kph	Cargo:	200 kg

These smaller submarines were typically built before the holocaust for research, salvage, and rescue operations.

While submerged, they can provide air and pure water to the crew of 2-6 for an indefinite amount of time. If the air recycling system or water purification system breaks down, the air and water in the craft will last for 48 hours. The minisub is powered by a small fusion reactor with three Atomic Cells good for 5 years use).

Most of these subs were not originally outfitted with weapons, although they typically had flexible robotic arms which could be controlled from inside (2d6 damage, -3 to-hit).

These subs can dive at their stated speed or they can climb at ½ their speed. The maximum depths for the submarines is 7.5km before being crushed by the water pressure. (ToA)

Submarine, Large

Code:	GIV	Value:	RANK
Armor Class:	1	Cost:	Priceless
Hit Points:	850	Power:	Internal fusion reactor
# Seats:	8-80	Range:	See Below
Max Speed:	80 kph	Cargo:	8,000 kg

These large submarines were typically built before the holocaust for the naval forces of the Earth.

While submerged, they can provide air and pure water to the crew of up to 80 for an indefinite amount of time. If the air recycling system or water purification system breaks down, the air and water in the craft will last for 48 hours. Some of these larger submarines 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 the large nuclear reactor remains on line (lifespan rated at around 1000 years).

Most of these subs were originally equipped with both aquatic and surface/air weapons. These weapons are inaccessible without the proper ID (typically Type IV or V). Most naval subs were armed with a variety of surface missiles, aquatic torpedoes (treat as minimissiles) and a variety of direct fire energy weapons.

These subs can dive at their stated speed or they can climb at ½ their speed. The maximum depths for the submarines is 5km before being crushed by the water pressure. (ToA)

Air Vehicles

Autogyro

Code:	EV	Value:	RANK
Armor Class:	2	Cost:	5,000 ¢
Hit Points:	45	Power:	2x Hydrogen Cells
# Seats:	1	Range:	80 hours
Max Speed:	450 kph	Cargo:	100 kg

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 up to 5 km above sea level. Considered the most maneuverable of all aircraft, the autogyro has one major flaw: any hit will knock it completely out of control. (ToA)

Buoy

Code:	DIV	Value:	RANK
Armor Class:	3	Cost:	Priceless
Hit Points:	80	Power:	Internal fusion reactor
# Seats:	20	Range:	10,000 km
Max Speed:	30 kph	Cargo:	1,000 kg

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 through the once-polluted atmosphere of Earth. This dark alloy also makes the craft hard to spot at night. The passenger's 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. The sleek craft reflects radar at soft angles, making it very hard to spot and nullifying any radar-to-hit bonuses. The buoys shape also allows it to glide without power for up to 100km. It can land on almost any surface without crashing.

The buoy cruises a little faster than a normal PSH can run. The propeller blades are so quiet they cannot be heard over 30 meters away. This quiet propulsion system makes the craft ideal for transporting dignitaries or other VIPs. Up to 20 personnel and their belongings may travel in comfort in a buoy. The craft can travel for 10,000 km 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 blow it to a location dozens of kilometers away, where it crashes (ToA)

Car, Bubble

Code:	GVI	Value:	RANK
Armor Class:	3	Cost:	Priceless
Hit Points:	30	Power:	2x Solar Cells/1x Atomic
# Seats:	2-8	Range:	72 hours
Max Speed:	400 kph	Cargo:	3,000 kg

The ultimate transport ... available only to the rich and powerful. Bubble Cars are powered by a pair of Solar Energy Cells that need recharging for 8 hours out of every 72. They can travel through air, near space or water (and can recharge while in a parking orbit

around the earth). They have a Force Field that absorbs 25 Hit Points of damage per Action Turn. This field is powered by an Atomic Energy Cell (good for 24 hours use), but may also draw power from the car's Solar Energy Cells. Bubble Cars can carry 1 to 20 passengers (plus 3000 kilograms of equipment in the cargo hold). (BRB)

Car, E

Code:	GVI	Value:	RANK
Armor Class:	2	Cost:	Priceless
Hit Points:	70	Power:	1x Atomic Cell
# Seats:	2-8	Range:	700 hours
Max Speed:	550 kph	Cargo:	2000-8000kg

The E-car is a rare government service vehicle. They were often used to transport dignitaries and other important individuals, especially to meetings and government functions. The heads of state (and many corporate executives as well) had e-cars to whisk them away from the slightest sign of danger.

These fantastic vehicles can carry 2 to 8 passengers, and 2,000-8,000 kg of equipment. Powered by an Atomic Cell, e-cars can be operated for 700 continuous hours before the fuel cell needs to be replaced.

E-cars use their antigravity mode when operating on the ground or in the air to a maximum speed of 550. Underwater, the e-car can only achieve a maximum speed of 200, but the vehicle can dive to any depth. In space, the e-car can travel to the moon and back, constantly accelerating for the first half of 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 specifications, making each e-car slightly unique. The force fields however are more standardized. The e-cars sold to the very rich and corporations have 40 point force fields. The extremely rare Presidential models 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. (ToA)

Dirigible

Code:	GIII	Value:	RANK
Armor Class:	7	Cost:	Priceless
Hit Points:	150	Power:	2x Hydrogen Cells
# Seats:	12	Range:	100 hours
Max Speed:	120	Cargo:	4000 kg

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. The large carriage house 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 of helium, it is generally not used because it is highly explosive.)

Dirigibles can float along with the wind currents at half the wind 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 travelling with the prevailing winds, adding one-half the wind speed to its propelled 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 a dirigible filled with hydrogen explodes immediately when an energy weapon or heat source breaks into the balloon (only 10 points of damage), destroying everything and everyone in the carriage at the end of the next Action Turn. (ToA)

Flit Car (Flitter)

Code:	GVI	Value:	RANK
Armor Class:	5	Cost:	Priceless
Hit Points:	60	Power:	1x Atomic Cell
# Seats:	1-6	Range:	100/200 hours
Max Speed:	250 kph	Cargo:	20-80 kg

The popular alternative to the Civilian Ground Car. Flit Cars are powered by an Atomic Energy Cell good for 200 hours hovering at ground level or 100 hours of flight. They carry 1 to 6 passengers and 20 to 80 kilograms of baggage. (BRB)

Gliders

The glider is a large two-man sailplane 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 may see the glider as a new, dangerous flying mutant that has captured two people in its talons!) (ToA)

Glider, Unpowered

Code:	BIV	Value:	1,000
Armor Class:	9	Cost:	200 ₤
Hit Points:	20	Power:	-
# Seats:	2	Range:	as wind currents
Max Speed:	75 kph	Cargo:	20 kg

The nonpowered gliders must be towed (by either a ground, air, or sea vehicle) or dropped from a height (like a running dive off a cliff or the superstructure of an Ancient skyscraper.) In either case, the nonpowered glider's ceiling is 5 km. When the glider is not in use, the owners can fold and roll the craft into a long, thin bag that can easily be carried by one person. The nonpowered glider requires a DX check every 10 minutes to maintain control. (ToA)

Glider, Powered

Code:	DIV	Value:	1,500
Armor Class:	9	Cost:	200 ₤
Hit Points:	20	Power:	1x Solar Cell
# Seats:	2	Range:	40 hours
Max Speed:	120 kph	Cargo:	20 kg

The powered units must have a running start in order to gain enough lift to rise into the air (usually requires a 50 meter runway or a short fall similar to the nonpowered version above). These gliders also have a ceiling of 5 km and can be folded and rolled into a long, thin 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 DX check every 30 minutes to maintain control.

Powered gliders operate on one rechargeable Solar Cell good for 40 hours of operation. It recharges at a rate of 4 hours power per 1 hour recharging time. (ToA)

Helicopter

Code:	EIV	Value:	RANK
Armor Class:	9	Cost:	Priceless
Hit Points:	20	Power:	1-2x Solar Cells
# Seats:	2-6	Range:	100 hours
Max Speed:	150 kph	Cargo:	200+ kg

Helicopters are rotary wing aircraft capable of verticle take-off and landing. Many varieties of helicopters are possible, from small 1 and 2-man choppers to huge transport and salvage helicopters with 2 or more rotors. Military helicopters often were given a stealth design to make them invisible to radar as well as hefty weaponry appropriate to their tasks. Suggestions include minimissile launchers, laser cannons, or even a black ray gun. (Ed)

Miner Transport

Code:	GV	Value:	RANK
Armor Class:	1	Cost:	Priceless
Hit Points:	280	Power:	Internal Hydrogen Cells
# Seats:	8	Range:	See Below
Max Speed:	1,200 kph	Cargo:	50,000 kg

Primarily used as a mining vessel and cargo/miner transport between Luna and the outer asteroid belt mining colonies. The vehicle's combat and safety capabilities have been greatly reduced, allowing it to carry more cargo than other craft of its size (35 meters in length, 25 meters wide). Huge transparent metallic bay windows line the ship's front, allowing almost a full 270° vision. Its two main thrusters are seperated from the main fuselage by thick, shielded struts which makes the ride a bit more comfortable for the passengers.

The Miner Transport does not have interplanetary flight capabilities, but the craft can travel from point to point inside the solar system (typically between the mine and the ore refinery/base on Luna or Earth). Typically the ship will accelerate for the first half of the trip, and decelerate for the second, which will allow it to make a complete trip on one refueling. The craft refuels its Hydrogen Cells by 'skimming' the upper atmosphere of Earth or at special refueling points on Luna.

The Miner Transport normally requires a crew of 4, but 8 can ride comfortably in the Transport. A total of 30 miners or other people can ride in the craft's bay. (ToA/Ed)

Fixed-Wing Aircraft

These airplanes fall into a number of different categories depending upon design and propulsion. They are roughly broken down into two sizes – Large and Small Planes. Similarly, each size of aircraft may be either subsonic or supersonic depending upon the propulsion and design of the actual aircraft. By the 23rd century, aircraft were largely powered by Hydrogen Cells or by alcohol fueled combustion engines. (Ed)

Plane, Small

Code:	EIV	Value:	2,000
Armor Class:	4	Cost:	Priceless
Hit Points:	40	Power:	1x Solar Cell
# Seats:	2-12	Range:	40 hours
Max Speed:	500 kph	Cargo:	500 kg

These are typically light, civilian aircraft. Both propeller-driven and jet varieties are common in this size. (Ed)

Plane, Large

Code:	EIV	Value:	RANK
Armor Class:	7	Cost:	Priceless
Hit Points:	75	Power:	2x Solar Cells
# Seats:	40-120	Range:	30 hours
Max Speed:	800 kph	Cargo:	10,000 kg

These are larger commercial, military, and civil aircraft. They range in size from medium passenger jets to super large military cargo planes. Again, both propeller driven and jet varieties are possible. (Ed)

Pogo Platform

Code:	DV	Value:	500
Armor Class:	10	Cost:	2,000 ₶
Hit Points:	55	Power:	3x Hydrogen Cells
# Seats:	1	Range:	200 hours
Max Speed:	120 kph	Cargo:	15 kg

The pogo platform was the flying surfboard of the Ancients. The unit is a small board, ½ meter wide, 5cm thick, and 3 meters long. On the top of the platform, a set of foot guards and a hand grip allow the user to secure himself onto the board during use. Along the narrow spine at the bottom of the platform, an antigrav unit, powered by 3 Hydrogen 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 safety guard) catapults the craft at its incredible and dangerous speeds.

The pogo platform is activated when the switch in the hand grip is turned until the small green diode lights up. Once activated, the user controls the speed of the propeller by turning the handgrip clockwise for more speed or counterclockwise for less. To control the height, dive, and climb of the platform, the user must angle his body, maneuver his feet, jerk his hips, etc. in order to change the angle of the board relative to the wind currents. Despite its use as primarily an entertainment vehicle, the platform can lift the user up to 5km in the sky.

Before the Apocalypse, the pogo platform was the newest form of extreme sports. Unfortunately, the high casualty rate led to its being banned in many parts of what is today, Gamma Meriga. This makes it a relatively rare artifact.

To emulate the danger of the pogo platform, the user must make a DX check every time a new maneuver, turn, etc. is performed. A new maneuver is one that the user has not performed successfully at least 3 times before. By definition, anything the user does the first three times on the pogo platform is a new maneuver. (ToA)

Suborbital Shuttle

Code:	GVI	Value:	2 RANKS
Armor Class:	1	Cost:	Priceless
Hit Points:	2,400	Power:	Hydrox Engine
# Seats:	80	Range:	Varies
Max Speed:	2,400 kph	Cargo:	8,000 kg

The suborbital shuttle is a rare vessel generally only found at the sites of ancient spaceports. They are powered by Hydrox, so many spaceports were situated near coastal areas with Hydrox processing facilities.

Most suborbital shuttles followed 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, or the outer mining colonies.

With a complete understanding of the suborbital shuttle's operation, a pilot can transport himself and up to 79 passengers anywhere in the world or into low-orbit. If the shuttle's operations are not completely understood, the shuttle can only be used to transport to destinations currently programmed into its navigational computer. The GM should decide which destinations are available. In addition, a Level III ID (Spaceport Command) is necessary before the craft will begin operation. (ToA)

Vest, Antigrav

Code:	BVI	Value:	1,000
Armor Class:	-	Cost:	1,250 ₶
Hit Points:	20	Power:	4x Chemical Cells
# Seats:	1	Range:	50 hours
Max Speed:	80 kph	Cargo:	100 kg

Powered by four Chemical Cells good for 50 hours of operation, this unit allows the wearer to adjust his relative gravity to allow for jumps up to 50 meters in any direction. A DX check is necessary to land on one's feet after such a leap. Failure means only embarrassment however, and no actual damage. The vest allows slow levitation at a rate of 5 meters per Action Turn, up to a ceiling of 1 km.

CHAPTER VII: MEDICAL EQUIPMENT

Ancient Pharmaceuticals & Drugs

Accelera Dose

Code:	EV	Value:	100
Weight:	100g	Cost:	100 ¢
% to Function			
PSH-	100%	MH-	40%
MA-	20%	MP-	10%

A 10 centimeter long disposable jet-spray tube of a compound developed to accelerate healing. Characters who spray the compound under their skin immediately heal 1d10 Hit Points of damage. There is a 40% chance that this compound will work on Humanoids and a 20% chance it will work on Mutated Animals. If it fails to work, the user is considered to have been exposed to 3d6 Intensity Level poison as a result of using the substance. (BRB)

Antidote, Poison

Code:	EII~IV	Value:	100
Weight:	100g	Cost:	10 ¢
% to Function			
PSH-	100%	MH-	100%
MA-	100%	MP-	100%

A 10 centimeter long disposable jet-spray tube containing an antidote for Intensity Level 3d6 poison. Roll Intensity Level once (when discovered). If used on someone within 30 seconds of exposure to poison, the Antidote may save him from damage or death. Each Intensity Level antidote always works on the same Intensity Level Poison. If an antidote is for another Intensity Level poison, it has a 50% chance of working on the poison the user was exposed to. This chance is modified by + 10% for each Intensity Level the antidote is above the poison and by -10% for each Intensity Level it is below the poison. For example, an Intensity Level 15 poison antidote would have a 60% chance of working on Intensity Level 14 poison and a 40% chance of working on Intensity Level 16 poison. Since antidotes work directly on the poisons in the body, the character's type (Pure Strain Human, Humanoid, etc.) doesn't affect the chances of the antidote working. However, characters with mutations letting them make poison attacks, must check to see if an antidote they take neutralizes their own weapon. If it does, they will be unable to use their own poison for 4 hours. (BRB)

Antiradiation Serum

Code:	EIII~IV	Value:	100
Weight:	100g	Cost:	Priceless
% to Function			
PSH-	100%	MH-	100%
MA-	100%	MP-	100%

A 10 centimeter long disposable jet-spray tube of a compound developed to accelerate healing. Characters who spray the

compound under their skin immediately heal 1d10 Hit Points of damage. There is a 40% chance that this compound will work on Humanoids and a 20% chance it will work on Mutated Animals. If it fails to work, the user is considered to have been exposed to 3d6 Intensity Level poison as a result of using the substance. (BRB)

Cur-in Dose

Code:	EV	Value:	100
Weight:	100g	Cost:	200 ¢
% to Function			
PSH-	100%	MH-	85%
MA-	25%	MP-	50%

A 10-centimeter long disposable jet spray tube of a substance that breaks down most chemicals not normally found in the human body. If taken within 30 seconds of exposure to a drug or Poison, the user experiences no effect from the drug or Poison. There is an 85% chance of this substance working on Humanoids and a 25% chance of it working on Mutated Animals. If it works on a Mutated Animal or Humanoid, special chemicals manufactured inside the user's body (as a result of some mutation letting him make poison attacks, for example) are also broken down and the user can't use his mutational ability for the next 4 hours. (BRB)

Genetic Booster

Code:	EV	Value:	400
Weight:	100g	Cost:	Priceless
% to Function			
PSH-	0%	MH-	50%
MA-	50%	MP-	50%

A 15 centimeter long disposable jet-spray tube containing a biogenetic agent that alters the genetic code of cells, causing rampant mutations. Pure Strain Humans are immune to this substance, suffering no effect from it. Other characters using it have a 50% chance (roll 50 or less on d %) of gaining a mutation of their choice. If a character doesn't succeed in gaining a mutation of his choice, he must add one new randomly selected mutation to himself instead. If the character was trying to gain a new Physical Mutation, the randomly selected mutation will be physical; if a Mental Mutation was being tried for, the new mutation will be mental. Roll d% (unmodified) and find the result on the PC MUTATION TABLE. This is the character's new mutation. It appears in one week. (BRB)

Interra Shot

Code: EIV **Value:** 100
Weight: 100g **Cost:** Priceless
% to Function
PSH- 100% **MH-** 10%
MA- 10% **MP-** 5%

A 10 centimeter long disposable jet-spray tube containing a sort of "truth serum" that opens the subconscious to direct interrogation. There is only a 5% chance that either Humanoids or Mutated Animals will be affected by it. If affected, the character answers all questions truthfully for 10 minutes and then forgets the interrogation. (BRB)

Mind Booster

Code: EV **Value:** 320
Weight: 100g **Cost:** 160 €
% to Function
PSH- 100% **MH-** 30%
MA- 5% **MP-** 0%

A 15 centimeter long disposable jet-spray tube, containing a compound that enhances mental functioning. The user's MS is increased by 3 for 1 hour after taking the compound. However, he must rest for 4 hours immediately after the drug wears off or he will permanently lose 3 points from his IN. (BRB)

Misosyn ~ PsychoDose

Code: ~IV **Value:** 450
Weight: 100g **Cost:** 75 €
% to Function
PSH- 100% **MH-** 60%
MA- 60% **MP-** 0%

Misosyn, sometimes down as PsychoDose, is a mood altering substance that causes euphoric feelings of invulnerability and aggression. When discovered in ancient installations, it is contained within a 10 centimeter long disposable jet spray tube (10 ml dose); however, many knowledgeable inhabitants of Gamma Terra have rediscovered the manufacture of this drug. In some areas, use(abuse) is rampant and its especially popular amongst the Red Death cultists and other sadomasochists. The user will often take an intramuscular injection just prior to entering combat. With small doses, the user feels "tough and ready for combat." With larger doses, the user feels invincible and has difficulty controlling aggressive urges. Users almost always feel that they did better in combat due to the drug (assuming they survived). In certain areas, use of the drug has been outlawed.

The first 10 ml injection causes the user to become consumed with inflicting damage on his foes. This aggressive desire grants the user a +4 to-hit and +2 damage bonus with melee weapons, and a -4 AC penalty for 6 Action Turns. A second dose of misosyn causes the user to enter a battle rage in which he is unaware of any wounds inflicted upon him. The character receives a +6 to-hit and a +4 damage bonus with melee weapons, and a -4 penalty to his AC for 5 Action Turns. Additionally, the character's HP total is monitored by the GM instead of the player.

A third 10 ml dose causes the user to enter a berserk rage. The user must immediately engage an opponent in melee combat. An affected individual is unaware of any wounds received in combat. The character receives a +8 to-hit, +6 damage bonus with melee weapons, and a -8 penalty to his AC for 4 Action Turns. Additionally,

the character's HP total during this time is monitored by the GM instead of the player.

Misosyn also has several possible side effects. Each 10 ml injection should be considered an intensity 5 poison hazard. The following table should be consulted for the effects if the check is unsuccessful.

Roll (1d20)	Duration	Effect
<13	None	None
13-18	6 Action Turns	Mild psychosis*
19-20	6 Action Turns	Major psychosis**

* Character will attack as long as any opponents remain, regardless of wounds or other consequences.

** Character no longer recognizes friends, foes, or innocents. He will attack randomly. (SS)

Pain Reducer

Code: EII~IV **Value:** 80
Weight: 100g **Cost:** 160 €
% to Function
PSH- 100% **MH-** 60%
MA- 60% **MP-** 0%

A 15 centimeter long disposable jet-spray tube, containing special pain reducing drugs. The user feels no pain for the next 4 hours and can sustain 1 additional Hit Point for each point of Constitution. When the drug wears off, the user loses the ability to sustain this extra damage. If, at that point, he has no Hit Points left, he is dead. (BRB)

Sensyn ~ EcstaDose

Code: ~V **Value:** 250
Weight: 100g **Cost:** 60 €
% to Function
PSH- 100% **MH-** 60%
MA- 60% **MP-** 0%

Through an unknown mechanism, this substance heightens the all the senses of the user. The effect is the same as having the *Heightened Sense* mutation for sight, hearing, touch, smell, and taste. The character will feel as though his senses are "on fire." He can focus on particular sounds, or distant/faint objects. The drug is administered via a 15 centimeter long disposable jet spray tube. The effects last 1 hour.

Sensyn does have several possible side effects. Each dose should be considered an Intensity 5 poison hazard. The following table should be consulted for the effects if unsuccessful:

Roll (1d20)	Duration	Effect
<10	None	None
11-13	20 seconds	Slight hallucinations*
14-16	40 seconds	Minor hallucinations**
17+	1 minute	Major hallucinations***

* Character sees a sinister movement from the corner of his eye

**Character sees things and hears sounds that do not exist. He may hear imagined mumbled conversations, someone hiding in the shadows, etc.

***Character interacts with things that do not exist. He may believe that he is in a dangerous situation and attack without warning. (SS)

Stim Dose

Code: EIII Value: 160
Weight: 100g Cost: 30 ₶
% to Function
PSH-100% MH- 65%
MA- 65% MP- 0%

A 10 centimeter long disposable jet-spray tube containing a special stimulant that doubles the user's Speed increases his DX by 1 and increases his PS by 3 for a period of 1 hour. The user must rest for 8 hours immediately after the dose wears off or he takes a permanent loss of 3 from his CN. His Hit Point Score isn't affected by this Constitution loss. If it doesn't work, the patient undergoes immediate exposure to Intensity Level 3d6 poison. (BRB)

Suggestion Change Drug

Code: EIV Value: 100
Weight: 100g Cost: 30 ₶
% to Function
PSH- 100% MH- 5%
MA- 5% MP- 0%

A 10 centimeter long disposable jet-spray tube containing a hypnotic drug that puts the user in a trance for 10 minutes. While hypnotized, the user may be given instructions that he will follow literally for the next 4 hours, including instructions to take orders from another character. Once out of the drug's trance, the user will only subconsciously remember his instructions. (BRB)

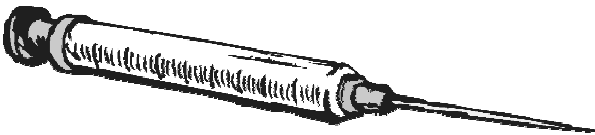
Sustak

Code: AIV Value: 150
Weight: 100g Cost: 60 ₶
% to Function
PSH-100% MH- 95%
MA- 80% MP- 0%

Only 10 ml of sustak may restore 20% of a character's base Hit Points for 24 hours. It is effective only on humans and sentient animals. It is usually administered (using a disposable jet spray tube) when treating emergency trauma situations in the field or entering a dangerous environment. Sustak does have several possible side effects. Each 10 ml injection should be considered an intensity 5 poison hazard. The following table should be consulted for the effects if unsuccessful:

Roll (1d20)	Duration	Effects
<10	None	None
11-13	1 hour	No benefit*
14-15	2 hours	2d8*
16-17	3 hours	2d8*
18-19	4 hours	4d8* and unconscious
20	-	Dead

*Sustak healing does not take effect in this case (Sammy Spade)



Sustenance Dose

Code: EV Value: 50
Weight: 100g Cost: 10 ₶
% to Function
PSH-100% MH- 95%
MA- 80% MP- 0%

A 50-centimeter cracker-like wafer that gives all needed nourishment and short-circuits hunger signals to the brain for 24 hours. Use of this substance as the sole source of nourishment for more than a month results in the atrophying of normal digestive organs making it impossible for the user to derive sustenance from anything except this substance. There is a 95% chance that it will work for a Humanoid and an 80% chance that it will work for a Mutated Animal. If it doesn't work, the user is exposed to 3d4 Intensity Level poison. (BRB)

Ancient Medical Supplies & Equipment

Autosurgeon

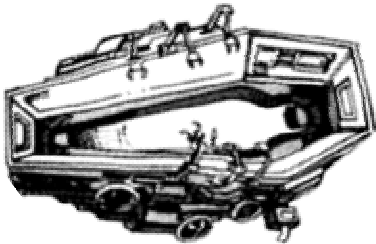
Code: EVI Value: RANK
Weight: 500kg Cost: Priceless
% to Function
PSH- 100% MH- 80%
MA- 30% MP- 0%

The autosurgeon is a large coffin-like container with a clear tubular polyurethane top. It is designed to allow a human (or human-sized mutant) to lie down inside. When the autosurgeon detects the presence of a body, parts of the walls and floor close in to fit snugly against the body. This makes the user comfortable, yet also allows the autosurgeon to complete its many tasks without the person squirming or moving 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 weapons, etc. When damage is detected the autosurgeon sends a nanoscopic probe into the spinal column near the base of the neck 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 (bullet, arrow, spear, thorns etc.) is forced out of the wound; no more than 5kg of material may be removed this way. The Autosurgeon also instructs the capillaries, veins, and arteries within the trauma area to tighten in order to halt blood loss.

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



First-Aid Kit

Code:	AIV	Value:	300
Weight:	1kg	Cost:	250 ¢
% to Function			
PSH-	100%	MH-	100%
MA-	100%	MP-	Variable

This full size Emergency First Aid Kit was still in common use at the time before the Shadow Years. Most households contained at least one or two, and they were standard issue on most civilian passenger vehicles. The standard carrying case is a white plastic box with a handle on top. There is usually a red cross emblazoned somewhere on it. Most have small stubby legs on the bottom.

When standing upright, the box has 2 hinged lids that open on either side revealing many small shelves, drawers and pouches containing healing supplies. Even the insides of the lids have small pouches inside. So that when the box is completely opened, all contents can be accessed easily at the same time.

The contents may vary, but generally they will contain at least the following items: A Basic First Aid Manual (from the red cross), sterile adhesive bandages in assorted sizes(11-20), 2-inch sterile gauze pads(4-6), 4-inch sterile gauze pads(4-6), hypoallergenic adhesive tape, triangular bandages(3), 2-inch sterile roller bandages(3 rolls), 3-inch sterile roller bandages(3 rolls), scissors, tweezers, needle, moistened towlettes, antiseptic, thermometer, tongue blades(2), tube of petroleum jelly, assorted sizes of safety pins, cleansing agent, latex gloves(2 pair), sunscreen, Several doses of "miracle cures"- Aspirin and/or other pain reliever, anti-diarrhea, antacid, laxative, activated charcoal, and syrup of ipecac(induces vomiting). (Moses Wildermuth)

Hypodermic Injector

Code:	BIV	Value:	150
Weight:	200g	Cost:	300 ¢
% to Function			
PSH-	100%	MH-	100%
MA-	100%	MP-	??

The hypodermic injector is an advanced hypodermic syringe. The main body of the injector is a plastic cylinder (usually colored white) 20 centimeters long and 5 centimeters in diameter. One end of the cylinder has a soft circular bowl (similar to a suction-cup) attached at a 45 degree angle. There are two buttons on the body (marked "ON/OFF" and "INJECT" on units not worn by time). There is also a black strip that runs along the back of the injector, opposite the suction-cup bowl.

To use the injector, a person must press the ON/OFF button and then guide the bowl attachment across a patient's body. When the injector detects that it is in the proper location for the injection, the INJECT button begins to flash with a green light. If the INJECT button is then pressed, a powerful chemical jet projects out of the center of the bowl attachment and the patient receives a standard dose of the chemical stored in the injector. The injector will shut off automatically after 5 minutes, but the user's manual recommends that the user shut off the unit manually after each use. The injector determines the correct location for the injection and the correct dosage of the medication via a simple scanner and computer chip. When a new chemical is loaded (via a trapdoor on the bottom of the unit), the injector should be programmed with the correct treatment and storage information for the chemical. This programming is accomplished using the unit's infrared port (the black strip). The injector's storage unit may hold a maximum of 90 ml.

The injector may be loaded with, but is not limited to, the following drugs: accelera dose, antiradiation serum, cur-in dose, interra shot, mind booster, misosyn, pain reducer, stim dose, suggestion change drug, and sustenance dose. Additionally, the hypodermic injector requires little power. It will run indefinitely using its built-in solar battery (which receives its power from the unit's black strip). (Kerry Jordan)

Life Chamber

Code:	FVI	Value:	2 RANKS
Weight:	50 kg	Cost:	Priceless
% to Function			
PSH-	100%	MH-	100%
MA-	100%	MP-	100%

The life chamber was an experimental device introduced shortly before the beginning of the Shadow Years. Since it was not officially approved by any government health organizations, it existed only in limited quantities in certain special medical and military installations. Most governments wanted documented proof that the equipment worked safely before introducing the device for public use. Unfortunately, this confirmation did not come before the Apocalypse.

Life Chambers look like plexiglass shower stalls lying on their side. When a dead character is placed inside 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 says-"revitalized".

The dead character has only one chance to recover. If the attempt fails, all hope is lost for the deceased. When delivered from death, the character has a 25% chance of permanently losing one point from each of their Ability Scores. Be sure to roll separately for each statistic. The character retains all mutations and memories up to the time of death.

Life Chambers work on all characters with equal efficiency. The character operating the life chamber must first completely understand the use of the item. Life Chambers are powered by 2 Atomic Power Cells (good for 5 uses) or Broadcast Power (unlimited uses) when available. (ToA)

Medikit, Personal

Code:	EIV	Value:	800
Weight:	1 kg	Cost:	300 ¢
% to Function			
PSH-	100%	MH-	45%
MA-	25%	MP-	0%

A 5x10x15 centimeter metal and plastic box that can be hung on a belt for transportation. A micro- computer in the unit controls sensors that analyze medical problems in any subject it scans. The unit is held next to the skin when a scan is desired. If a character wants the kit to heal a wound, he holds it over the trauma area. The kit automatically sutures wounds, injects anti-toxins and antibiotics (where needed) and even gives simple instructions on how to perform operations. It will also spray antiseptic dressings on treated wounds. Kits are powered by a Chemical Energy Cell and keep functioning as long as their drug banks are full. There are about 4 treatments per drug bank for each type of problem the kit is designed to handle. Replacement banks (with built-in power cells) will be found in military depots and chemical plants. Medi-kits will never inject anyone with a substance (Accelera Dose, for example) poisonous to the patient. They heal 1d10+20 Hit Points of damage

to Pure Strain Humans per use and (if they work on the patient) 1d10+10 Hit Points of damage to Humanoids and Mutated Animals. The average Medi-kit heals 2d20+200 points of damage before exhausting its Drug Banks. (BRB)

Rejuv-chamber

Code: EVI Value: RANK
Weight: 400 kg Cost: Priceless
% to Function
PSH- 100% MH- 100%
MA- 100% MP- 100%

The Rejuv Chamber is a special horizontal chamber that looks like a 20th century iron lung. They were in common use before the holocaust in urban hospitals to heal injuries, and used in MASH units in war to rehabilitate injured soldiers. Rejuv-chambers operate exclusively on Broadcast Power and must be fully understood before they can be operated in any way.

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 the decrease in efficiency. If the die roll fails, the user regains only one-half of the lost hit points. If the character uses the Rejuv-chamber more than once in a four week period, they must make a CN check, failure means death from systemic shock. (ToA)

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



Stasis Chamber

Code: EV Value: RANK
Weight: 600 kg Cost: Priceless
% to Function
PSH- 100% MH- 100%
MA- 100% MP- 100%

The Stasis Chamber creates a stasis field that preserves a living body indefinitely as long as Broadcast Power or solar radiation for its Solar Cells is available. Stasis Chambers can only be used if fully understood by the user. The person contained within exists in a state of sleep-like suspended animation and is unaware of all events. If the power fails, the character in the chamber will die within 4 hours. The only way to save the person is to reactivate the device.

Sasis 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 coming Apocalypse. There is a 30% chance that a Stasis Chamber will be occupied when found. Ninety-nine percent of the time, they will be occupied by Pure Strain Humans. These Ancients are survivors of the Shadow Years, and will have no memory of the intervening centuries. (ToA)

Toxin Neutralizer

Code: EII~VI Value: 100
Duration: 1 month Avg. Cost: 10 ¢
Weight: - Power: Internal Chemical cell

This strange little device looks like a clear pill capsule with micromachinery inside. It is meant to be swallowed. Once in the stomach, it attaches itself to the organ's inner lining. It can completely neutralize any ingested poison, drug, chemical, or alcohol. Unfortunately, this includes beneficial drugs. Any toxins that are injected directly into the bloodstream are harder for it to neutralize. It reduces the intensity of such poisons by 10. Injected beneficial drugs have only a 50% chance of working properly. This includes the contents of a medikit. The power cell for the neutralizer is built into the device and cannot be replaced. It works for a month before detaching and being passed from the body. This device will not work on plants.

Herbal Medicines & Equipment

Gamma Merigans don't often have access to Ancient miracle cures. In many cases these Artifact medicines and equipment are unknown outside of the Healer's or other Cryptic Alliances with access to them. And, when in the few instances they are used these are often ineffective in treating the new physiologies of mutant humanoids, animals, and plants. Survivors in Gamma Terra have out of necessity learned to depend on locally available herbs and other natural pharmaceuticals to cure their ills. Healers and village doctors often carry a variety of common local herbs in a bag or sack. Listed below are a sampling of some of these medicines and drugs. The GM is encouraged to develop his or her own varieties to add flavor to their own campaigns. (Ed)

Healer's Bag

Code: ~III Value: 50
Duration: variable Avg. Cost: 20 ¢
Weight: 2kg Power: -

The typical Healer's Bag is made of leather or heavy canvas. A complete bag contains 30 rolled bandages of various sizes, 6m of rolled gauze, tiny metal mixing bowl, ceramic mortar and pestle, 10 jars to hold herbs, 3 curved needles(often made of gold to prevent rusting), a spool of white or black thread, and 6 ceramic vials to hold clean water, or other fluids. Herbs are extra, see below. (MW)



Herbal Medicines (MW)

Name	Wt	Cost	Usage
Golden Leaf Gum	1g	100 ¢	Heals 6hps in 2 mins(up to 1/4 total per day) for any creature with digestive system
Perth Powder	1g	25 ¢	Heals d6 hp in 1 hr any creature
Glow Powder	10g	150 ¢	Intensity 16 Poison Antidote
Rismish Potion	10g	200 ¢	Heals d12 hp in 2 mins any creature
Parn Embryo Fluid	10g	400 ¢	Heals 3d6 hp immediately any creature
Boomerth Berries	1g	300 ¢	Heals d10hp immediately any creature
Ed Ep Acorn	5g	1,750 ¢	Total Healing immediately any creature
Ed Ep Pecan	5g	200 ¢	Heals d10 hp to any except radiation damage
Ed Ep Butternut	1g	200 ¢	Immunity to Radiation 24 hrs
Ed Ep Pine Nut	10g	500 ¢	24 hr Pain Reducer
Maroon Healing Berries	5g	250 ¢	Heals 2d4 in 2 mins any creature
In'l'xon Powder	1g	10 ¢	Make into Poultice use as Antiseptic
In'l'xon Vapor	10g	100 ¢	Breathed- Cures all Poisons, Infections, Disease, etc.
Blue Herb Powder	10g	40 ¢	Antibiotic- Also Cures Shivering Fits
Purple Spore Powder	10g	200 ¢	Antibiotic- Also Cures Dry Rot
Silver Bark Tea	10g	35 ¢	2 hr Pain Reducer- Also Cures Lathering Madness
White Berry Juice	10g	85 ¢	4 hr Pain Reducer- Also Cures Grey Palsy
Yellow Petal Powder	10g	20 ¢	No Sleep needed for 24 hrs. If 50kg used in same week, fall into coma d6 days

Miscellaneous and Rarely Seen Herbs

Death Moss Fruit	Doubles all senses for 1 hr, then decreases them by 50% for 1 hr.
Gr'l'xon Spice	Very expensive and Addictive Food Spice, made from the remains of 5 Gr'l'xon boiled down and combined with butter.
Ash'l'xon	If eaten within 1 day of killing, make a save versus vomiting as the GM sees fit. This Should be a difficult save to make based on CN and IN scores, as the appearance, taste and smell are quite nauseous, If successful, the character receives a permanent +4 to Health vs.

	Radiation.
Wed'l'xon Smoked	Dry Wed'l'xon 2 days in the sun, and smoke it mixed with a little tobacco if desired, Gives resistance to I9 or less Gas/Spore attacks for 24 hrs.
Cyn'l'xon Tea	Dry Cyn'l'xon 2 days in the sun, mix with tea and drink, Gives resistance to I9 or less Poison for 48 hrs.
Nog'l'xon Oil	Keep a dead Nog'l'xon in an airtight container for one month and it will turn into 1 liter of slippery oil that will cover 10 sq. m of floor.
Fhot'l'xon Acid	Keep a dead Fhot'l'xon sealed for 2 months and it will turn into one liter of I9 Corrosive Acid.
Red Pears	Prized by Radioactivist horticulturalists, eating one requires save versus I11 radiation.

CHAPTER VIII: ROBOTS

Robot Design Rules

This chapter contains an introductory section on robots and their use and generation in Gamma World™. This section also introduces rules converted from *GW9 Epsilon Cyborg* which allow the GM to design new robots and cyborgs and also adds totally optional rules for creating Player Character robots and cyborgs. Finally, there is a comprehensive list of the robots most commonly found in post-apocalypse Gamma Meriga. (Ed)

Designing Robots

The process of designing a player character robot (hereafter also referred to as a PCbot) is different from designing a non-player character robot (hereafter referred to as an NPCbot). NPCbots are custom built by the GM, who picks the robot's options to fulfill a specific need. PCbots are built randomly by the player, with game balancing decisions made by the GM. The PCbot usually is a cyborg or, if enough parts have been added, an ultraborg. The history of how the character came about is up to the GM.

Robot's Original Design

ULTRABORG

01-03	Athletic Competitor
04-06	Computer Specialist
07-09	Craftsman
10-12	Entertainer
13-15	Instructor
16-18	Scholar
19-21	Scientist
22-24	Supervisor
25-27	Warrior
28-30	Worker

CYBORG

31-35	Athletic Competitor
36-40	Explorer
41-45	Hunter
46-50	Law Enforcement Officer
51-55	Tracker
56-60	Warrior
61-65	Worker
66-70	No special design purpose

Specific Design Steps for NPCbots

- 1- Decide the robot's type, size, general purpose and duties.
- 2- Decide how the robot is controlled and the type of ID to which it will respond.
- 3- Select average scores for the robot. Borgs and ultraborgs will have high MS (12 + 1d4) and IN (12 + 1d10). Intelligent robots will have high IN (12 + 1d6) and DX (12 + 1d12) and may possess PS in the range of 12 to 125 (depending on size and function). Programmed machines will have high PS (25 + 10d10), low MS (1d6),

and low IN (1d6).

- 4- Select Hit Dice for the robot. Begin by assigning 1 Hit Dice per 2 PS points. If the model type is built to last (like construction or exploration), the amount should be 1 Hit Dice per PS point. Hit Dice are also used to indicate the robot's CN.

Programmed Machine

(artificial intelligence if desired by the GM)

71	Cargo Lifter
72	Cargo Transport
73	Agricultural
74	Arctic Exploration
75	Desert Exploration
76	General Exploration
77	Jungle Exploration
78	Mining
79	Mountain Exploration
80	Timberer
81	Waterways Maintenance
82	Wilderness
83	Wildlife Preservation
84	Construction
85	Demolition
86	Maintenance
87	Repair
88	Firefighting
89-90	Medibot
91	Veterinary
92	Military Guard
93	Military Heavy Assault
94	Military Scout
95-96	Military Trooper
97	Security Guard
98	Security Tracker
99-00	Security Trooper

- 5- Roll on or select from the *Locomotion Table* for the robot's type of movement.
- 6- Refer to the *Armor* section in the *Robotics Glossary* to determine the base type of armor for the robot's type. Then roll on or select from the *Armor Table* for modification of that armor. If unusual armor is indicated, refer to it in the *Robotics Glossary*.
- 7- All robots are considered to have broadcast power receptors. Roll on or select from the *Power Source Table* for any additional power sources the robot may have. Cyborgs must have at least one power source for their bionic parts.
- 8- Roll on or select from the *Limb Table* for the robot's manipulative members.
- 9- All robots have sensor type H (human visual and audio). Roll on or select from the *Sensors Table* for any additional sensors the robot might have.
- 10- The GM must decide if a robot has built-in weapons or tools used as weapons. Then he must decide on the number based on the robot's type and size. These weapons should be rolled on or selected from the

Weapons Table.

- 11- Roll on or select from the *Robot Enhancement Table* for any enhancements that might have been designed into the robot.
- 12- Roll on or select from the *Miscellaneous Robot Addition Table*. The GM should decide what the base number of miscellaneous additions the robot would have before rolling. Cyborgs usually have only one addition, while ultraborgs have two or three. Artificial intelligence machines and programmed machines could have many, many more, depending on their function and size. Refer to any type chosen or rolled in the *Robotics Glossary*.
- 13- The GM should select a range for the number of NPCbots that may be encountered together.
- 14- The GM should list any program limits and traits peculiar to this type of robot. He should also now change any facet of the robot that does not fit in with the overall image and function of the robot.
- 15- Write a description of the robot using the same format as that found in this section's robot listings.
- 16- Determine the mode status (programmed, wild or controlled) for each robot encountered.

Specific Design Steps for PCBots (Borgs)

Player character robots must be designed differently and very carefully, as a PC will hopefully be around a lot longer than an encounter. The best type of PCbot to play is a cyborg or an ultraborg. If the player wishes to play another type of artificial intelligence robot or programmed machine, the GM should remind him that the robot he is playing is not considered a life form by most societies and Cryptic Alliances, but a possession, and unless the robot is artificial life or intelligence, it cannot progress to higher experience ranks. If the player still wishes to run a robot that is not an ultraborg or cyborg, then he should create the PCbot as described above in the *Specific Design Steps for NPCbots*.

All PCbots are considered to be in the wild mode for purposes of control. Non-cyborg, wild mode PCbots are referred to as rogues or roguebots and are often hunted by bounty hunters who are paid to bring them back to their original owners. Non-cyborg PCbots will have no memory of who they belonged to or where they came from. Their memory begins with their first adventure. Cyborg PCbots should have at least some knowledge of who they are and how they became cybernetic.

The GM and players should use the following steps for generating a PCbot cyborg. If, after the generation is complete, the GM believes more than 75% of the PCbot's body is bionic, then the PCbot is considered an ultraborg.

- 1- Refer to the section on How to Create a Character on page 4 of the *GAMMA WORLD Basic Rules Booklet*. The character must first be created in its natural form. Plant characters may not become cyborgs or ultraborgs. Modify step 7 to accept only two physical mutations at most, and these can only be simple body changes (multiple limbs, new organs, antlers, etc.) Any other type of physical mutation will disappear with the cybernetic process, so as not to make the character too powerful. The PCbot's Tech Level will always begin as III. Save the equipping phase of the character creation until after these steps.
- 2- Roll on the *Locomotion Table* to see if the cyborg has bionic locomotion. The GM should decide how many

poles, hoverfans, etc. the borg would have. Refer to the locomotion type in the *Robotics Glossary*.

- 3- Roll on the *Armor Table* for possible bionic armor modification. If unusual armor is indicated, refer to it in the *Robotics Glossary*.
- 4- Cyborgs do not have broadcast power receptors. However, if it becomes an ultraborg there is a 50% chance that broadcast power receptors were incorporated. Cyborgs must have at least one power source for their bionic parts, ultraborgs at least two sources.
- 5- Roll on the *Limb Table* for possible bionic manipulative members replacement. The GM should decide how many different types of limbs a cyborg or ultraborg would have based on the creature's original structure. Refer to the limb type in the *Robotics Glossary*.
- 6- All cyborgs and ultraborgs have sensor type H (human visual and audio). Roll on the *Sensors Table* for any additional sensors the PCbot may have.
- 7- Roll on the *Weapons Table* to see if the cyborg or ultraborg has any built-in weapons.
- 8- Roll on the *Robot Enhancement Table* for any enhancements the cyborg or ultraborg may have been designed with. Refer to any enhancements rolled in the *Robotics Glossary*.
- 9- Roll on the *Miscellaneous Robot Addition Table*. Player character cyborgs usually have a base of one miscellaneous addition, ultraborgs have two. For every additional bionic part over three that the PCbot has thus far rolled, the character can add another miscellaneous addition. A player character robot should never have more than six miscellaneous additions. Refer to any type chosen or rolled in the *Robotics Glossary*.
- 10- The GM should now work with the player to balance the character. If he is too powerful, he can be adjusted down or mental mutations can be dropped or altered. If he does not have enough punch to keep up with the rest of the party, the GM can add more devices to bring him up to par. Equipping the character should be done with the aid of the cost lists found in the GAMMA WORLD Basic Rules Book.
- 11- The GM should reread the *cyborg* or *ultraborg* entry in the *Robotics Glossary*, whichever is pertinent, and add those bonuses or penalties to the character. Final personality traits and peculiarities should be added. The Created Cryptic Alliance is the most logical one for the PCbot to join, but others are available depending on what the character's personality is.
- 12- Talents and skills are chosen. Repairing cyborgs and ultraborgs is not a common talent or skill, but the character can elect to take them as his normal talents. The talent of attaching bionic parts only could be taken after special Repair Bionics and Medical Surgery talents have been taken. These are not included in the normal talents and skills listings, but should be specials added by the GM if a character wishes to go into this area.

PCbot note: The GM should remind the player that he must consume some type of nutrition on a regular basis if he is a cyborg, even protein fluid if he has no mouth, while also keeping his power supply up for his bionic parts. Ultraborgs need no nutrition, but use up power faster as their entire life support depends on it.

Robotic Components

Most parts and programs listed below on the tables are explained in the *Robotics Glossary* at the end of this section. Those not listed included are considered self explanatory.

Locomotion

NPCBot Roll	PCBot Roll	Locomotion Type
-	01-35	Character has lost no legs, has no bionic limbs.
-	36-50	Character has one bionic leg (+10 to Speed).
-	51-00	Character lost both legs, roll 1d100 and consult the rest of the table.
01-10	01-15	Hoverfans
11-35	16-45	Legs (Bipedal)
36-45	46-65	Antigrav Pods
46-55	-	Rotors
56-75	66-85	Treads
76-85	-	Water Locomotion
86-00	86-00	Wheels

Armor

NPCBot Roll	PCBot Roll	Armor Type
-	01-30	Character has no armor additions.
-	31-70	Character is covered with bionic armor at base AC 7.
-	71-00	Character is covered with bionic armor at base AC 7 plus roll 1d6 and consult rest of table.
01-25	-	Normal AC for robot type
26-40	-	-1 AC to this robot type base
41-50	-	-2 AC to this robot type base
51-55	1	Camouflage Armor
56-60	2	Energy Dampening Field
61-70	3	Energy Field Generator
71-75	4	Neutralizing Pigment Armor
76-95	5	Sealed Armor
96-00	6	Zilch Armor

Power Source

NPCBot Roll	PCBot Roll	Backup Source (GM determines how many and how long each source lasts)
01-07	01-15	Atomic Energy Cell
08-22	16-30	Chemical Energy Cell
23-34	31-45	Hydrogen Energy Cell
35-37	46-53	Minipower Plant
38-42	54-63	Nuclear Power Plant
43-55	64-80	Solar Energy Cell
56-70	81-88	Solar Collectors
71-75	89-93	Universal Coupler
76-90	94-98	Robot has an additional backup source, roll twice
91-00	99-00	Robot has more additional backup sources, roll three times

Limbs

If a cyborg or ultraborg has more than two arms, roll separately for every additional arm.

NPCBot Roll	PCBot Roll	Limb Type
-	01-35	Character has lost no arms, has no bionic limbs.
-	36-50	Character has one bionic arm (player's choice as to which type of replacement).
-	51-00	Character lost both arms, roll 1d100 and consult the rest of the table for each arm.
01-30	01-50	Humanoid Arm/Limb
31-60	51-60	Special Arm
61-90	61-90	Tentacle
91-00	91-00	Tool Arm

Sensors

All robots have sensor type H (human visual and audio).

NPCBot Roll	PCBot Roll	Sensor Type
-	01-35	Character suffers no sensory damage, no bionic sensors added.
-	36-65	Character has additional sensory implant, roll 1d100 and consult the rest of the table.
-	66-90	Character has two additional sensory implants, roll 1d100 and consult the rest of the table for each sensor.
-	91-00	Character has lost most of head, roll 1d100 for four sensory implants and consult the rest of the table for each, reduce CH by 10.
01-08	01-05	A – Audio
09-16	-	B – Broadcast
17-30	06-15	C – Communications: Radiowaves
31-38	16-20	EM – Electromagnetic
39-46	21-35	F – Feeling
47-62	36-55	I – Infrared
63-66	56-60	M – Magnetic
67-80	61-80	R – Radar/Sonar
81-85	81-85	S – Microscopic
86-90	86-90	T – Telescopic
91-95	91-95	U – Ultraviolet
96-00	96-00	V – Vibrational

Weapons

Base number of weapons for robot type

NPCBot Roll	PCBot Roll	Weapon Type
-	01-60	Character has no bionic weapon.
-	61-00	Character has one bionic weapon. (add one more bionic weapon for every bionic arm the character has). Roll 1d100 and consult the rest of the table for each weapon.
01-04	01-10	Blaster I (Pistol)
05-08	11-15	Blaster II (Rifle)
09-12	16-20	Defoliator
13-16	21-25	Electric Field
17-20	-	Gamma Emitter
21-24	26-35	Gas Emitter
25-28	-	Grenade Launcher
29-32	36-40	Heat Field
33-36	41-50	Laser I (Pistol)
37-40	51-55	Laser II (Rifle)
41-44	56-60	Light Emitter
45-48	-	Metal Spikes
49-52	-	Micromissile
53-56	-	Mine
57-60	-	Minimissile
61-64	61-68	Needler
65-68	69-74	Paralysis Rod
69-72	75-82	Slicer
73-76	83-88	Slug Pistol
77-80	89-91	Sonic Emitter
81-84	92-96	Stun Ray I (Pistol)
85-88	97-98	Stun Ray II (Rifle)
89-95	99-00	Robot has 2 more weapons
96-00	-	Robot has 3 more weapons

Robotic Enhancement

NPCBot Roll	PCBot Roll	Robot Enhancements
01-50	01-60	No enhancements.
51-95	61-90	1 Enhancements
96-00	91-00	2 Enhancements
01-10	01-10	Enhanced DX
11-20	11-20	Enhanced Endurance
21-28	21-30	Enhanced MS
29-35	31-40	Enhanced Multiple Actions
36-45	41-50	Enhanced IN
46-70	51-60	Enhanced PS
71-80	61-70	Enhanced Speed
81-00	71-80	Expanded Memory Bank
-	81-00	Bionic Organ (GM's choice)

Miscellaneous Robotic Additions

NPCBot Roll	PCBot Roll	Miscellaneous Addition
01-02	01-02	Base Spray
03	-	Code ID (GM's choice of type)
04-05	03-04	Communications Sender
06-08	05-15	Communicator
09-12	16-20	Fire Extinguisher
13-14	21-25	Fire Hose

15-21	26-30	Flare Gun
22-25	31-35	Liquid Sprayer
26-30	36-45	Miscellaneous Equipment
43-45	61-67	Portent
46-50	68-77	Repair Program
51-52	-	Robot Command
53-54	-	Robot Summoning
55	-	Robot Summoning/Command
56-70	78-92	Tools
71-80	93	Tractor/Pressor Beam
82-90	94-97	+2 additional items
91-96	98-00	+3 additional items
97-00	-	+4 additional items

Robotic Glossary

The following items are used extensively when dealing with robots. Most of the entries are potential parts for these machines, but some others are general items used constantly in the GAMMA WORLD™ game.

Android. GAMMA WORLD™ androids are different from the usual science fiction android robot. They are included in the Creatures Section that came with the game. They are a unique form of artificial life that are all but extinct. The process of creating them is almost completely forgotten. They are relatively excluded from consideration here because they do not fit in with the normal precepts of robotics and may possibly even be alien in design.

Armor. When referring to a robot's armor, the players and GM must realize this includes the material strength of the body, not it is put together and the angles of the body for reflection of attacks. As a frame of reference the following armor guide is provided for the aspiring robot builder. The intent of the function of a robot determines how much armor it should have.

Robot Type	Armor Class
Countertop Appliance	10
Servant, Household Worker	9
Normal Worker type	8
Humanoid-shaped Robots	7
Partly humanoid robots with obvious robotic parts	6
Med-, Eco-, and Engineering Bots that are designed for complex work	5
Med-, Eco-, Engineering, Industrial and Transport Bots	4
Most security and warrior bots	2
Most heavy duty destructive warmachines	1

Artificial Intelligence. One of the categories of robots, artificial intelligence machines include any machines with the limited capability to analyze, be taught and reason. Artificial intelligence usually implies robots that are less mentally sophisticated than a cyborg or ultraborg, but are still able to interpret and respond to a given set of circumstances such as a human's desires. Certain advanced computers also fall in the artificial intelligence category.

Artificial Life. Another of the categories of robots, it encompasses ultraborgs and cyborgs (see those listings). These robots can learn, think creatively and/or abstractly, and adapt to situations on their own.

Base Spray. The robot is equipped with tiny nozzles all over its body. When acid strikes the robot, the nozzles spray down the robot with liquid base which acts to negate the acid Intensity by reducing its Intensity by 10.

Bionics. The science of duplicating bioform functions with a

robotic replacement is called bionics. Bionic also refers to a robotic replacement apparatus itself, such as a bionic eye, a bionic leg or a bionic heart. The use of bionics before the fall of civilization was widespread and there are still many machines available in Gamma World™ that can supply and fit these bionic parts to unfortunates. A character can have a few bionic parts and not be considered a cyborg.

Blaster I. This is a robotic version of the normal blaster pistol

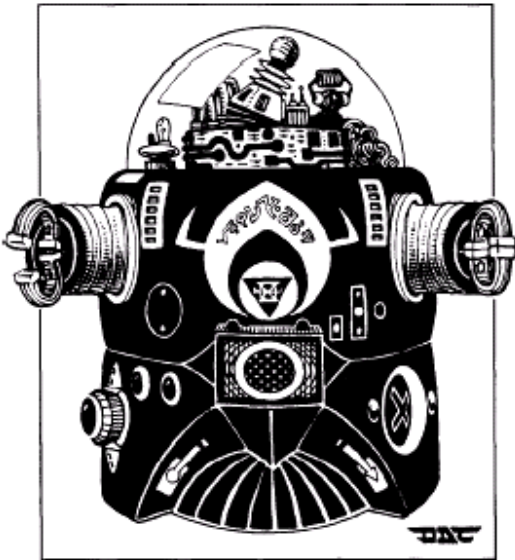
Blaster II. This is a robotic version of the normal blaster rifle

Borg. Abbreviated form of cyborg.

Broadcast Power Receiver. All ancient built robots are equipped with broadcast power receivers. These receivers allow a robot to operate at full strength with no need to call on its stored reserves if operating within 1d6 x 100 kilometers of an operating main broadcast power station. Once the robot is outside of broadcast range it must rely on its backup sources. All ancient robots has at least one backup power source, usually a solar collector.

Camouflage Armor. This armor is extremely rare. It has special pigments bonded into the armor that automatically change to match the surrounding are. This gives the robot the equivalent of the physical mutation *Chameleon Power*.

Code ID. The Code IDs as explained on page 56 of the *GAMMA WORLD™ Basic Rules Booklet* are complete as written, however some robots may have been programmed to ignore all ID's except one, only commands from another bot, or none at all. Some robots that do not have ID Code transponders are equipped with built-in identity medallions.



Communications Sender. This is the robotic version of the device with the same name. It derives its power from the robot's power sources.

Communicator. This is the robotic version of the device with the same name. It derives its power from the robot's power sources.

Cyborg. A cybernetic organism is primarily a bioform that has more than 40% of his body covered or replaced with bionic apparatus. Some ultraborgs are mistaken for cyborgs, as many of their artificial parts may be internal or have a natural appearance. The Defense and Supervisory Borgs are actually ultraborgs. The Cyborg listing in the rules is a simplified version, cyborgs can

even be mutated animals which have bionic parts implanted in their bodies (see Scar in GW11). Cyborgs are usually called borgs.

Defoliator. The robot is equipped with a special, small limb. This limb emits special high frequency sonics that give the robot the equivalency of the physical mutation *Hands of Power-Withering* (Variant vs. plants only). The robotic version has a range of four meters and can be used once every five turns.

Electric Field. The robot can generate an electrical field that is the equivalent of the physical mutation *Electrical Generation*, except the range for the robot's field is a two-meter radius and it is available to the robot every three Action Turns.

Energy Cells. These are the robotic versions of the batteries with the same names. Robotic versions tend to be larger, hold more power, and last five times longer than the normal type. Robots also may have Broadcast Power Receivers, Mini-power Plants, Solar Collectors, and Universal Couplers to help them in their power needs.

Energy Dampening Field. The robot is equipped with a field that dampens the energy flow through devices. The GM is instrumental in defining what type of field, because numerous types exist.

Energy Field Generator. The robot is equipped with a device (usually called a force field) that protects it by reducing damage before it is inflicted on the device.

Enhanced DX. The robot is built for maneuverability. Its Dexterity score is double the score that already has been determined.

Enhanced Endurance. The robot is extremely well built. It has 20 more hit points plus a number of bonus points equal to its Hit Dice.

Enhanced MS. The robot is designed to resist mental attacks. Its Mental Strength is +3 to the score that already has been determined.

Enhanced Multiple Actions. The robot is designed with a better motor function coordinating computer. It is allowed two more actions per Action Turn. These actions can be attacks if the robot deems them necessary.

Enhanced IN. The robot has a greater computer brain processing capacity. Its Intelligence is double the score that has already been determined.

Enhanced PS. The robot is built for physical labor and/or stress. Its Physical Strength is double the score that already has been determined.

Enhanced Speed. The robot is designed to go at high speeds. Its speed factor is double the distance that is assigned to his type of locomotion (listed separately in this Glossary under the specific name of the locomotion). If the robot has more than one type of locomotion, all of them are doubled.

Expanded Memory Bank. This tiny but powerful computer memory extension allows the robot's memory storage the equivalency of a small library with almost instant cross-reference and accessing. This makes the robot the equivalent of a Tech Level IV base in a specific area of information (history, agriculture, machinery repair, etc.) The GM must assign the robot at least four benefits in this area arising from its knowledge, such as increased bartering capacity, shorter duration of repairing something, instant identification of all Tech Level IV and lower items that pertain to the area, etc.

Fire Extinguisher. This is a robotic version of the normal item with the same name.

Fire Hose. This is a robotic version of a high pressure apparatus that acts as a fire hose. The robot can carry only enough water for a certain amount of blasts.

Flamethrower. This is a robotic version of the normal weapon of the same name.

Flare Gun. This is a robotic version of the normal weapon of the same name.

Gamma Emitter. The robot is equipped with a small, swivel-mounted tube on the top of his head. This tube releases deadly radiation as a beam, giving the robot the equivalent of the physical mutation *Hands of Power- Gamma Hands*. the robot's range, however, is four meters and can be used once every 30 minutes.

Gas Emitter. The robot is equipped with internal tanks full of liquefied gas, with the gas outlet located randomly on the robot's body. This gives the robot the equivalent of the physical mutation *Gas Generation*. A robot usually only carries one type of gas, but multiple minitanks have been known to be used by robots with only an application or two in each one.

Grenade Launcher. This robotic weapon holds up to six grenades (GM's choice) and can launch them, one per Action Turn, at a range of 350 meters. It is usually located on the top or back of a robot, while the grenades are stored inside the robot's body.

Heat Field. The robot can generate a heat field that is the equivalent of the physical mutation *Heat Generation*, except that the range of the robot's field is a two meter radius.

Hoverfans. The robot is equipped with either one or two hoverfans for locomotion. These "float" the robot up to a meter above the ground or water by creating a cushion of air underneath it. The metal hoverfans can sustain 120 points of damage each, plastic hoverfans only sustain 65 points of damage each, but are not subject to rusting. The speed factor for hoverfans is figured as $4d6 \times 12$.

Humanoid Arm / Limb. The robot is equipped with arms that are humanoid in their mechanics, with touch-sensitive pads on the ends of the digits.

Laser I. This is a robotic version of the normal laser pistol. It is almost always located in the end of a robot's limb.

Laser II. This is a robotic version of the normal laser rifle. It is almost always located in the end of a robot's trunk.

Legs. The robot is equipped with $1d4 \times 2$ legs for locomotion. These articulated limbs are used for walking upright. Steel legs can sustain 50 points of damage each, plastic legs only sustain 30 points of damage each. The speed factor for legs is figured as $1d10 \times 12$.

Light Emitter. The robot is equipped with a small, silver dish on the front of his head. This dish is a high powered light source, giving the robot the equivalent of the physical mutation *Light Generation*. The robot's version, however, can be used once every 15 minutes.

Liquid Sprayer. The robot is equipped with a pressurized holding tank and sprayer nozzle. The sprayer is used to hold a liquid which may be of many types available. Some possibilities include corrosives, poison, fungicide, liquid defoliant, base liquid (see base sprayer), detergent, fertilizer, and so on.

Metal Spikes. The robot is equipped with a total of $1d100$ metal spikes on its body which act as the physical mutation *Quills/ Spines*. If the robot is not attacking or defending, the spikes fold into recesses in the robot's body.

Micromissile. This is a robotic version of the normal micromissile launcher. The robotic version has a 400 meter base range with the missile having a five meter blast radius.

Mines. Mines are slightly different versions of the grenades. The effect of the mine is identical to the similar type of grenade, except for the blast radius which is listed below.

Chemex - six meters
Energy - five meters
Fragmentation - six meters
Gas, Poison - six meters
Gas, Tear - seven meters
Photon - five meters
Stun - five meters
Torc - seven meters

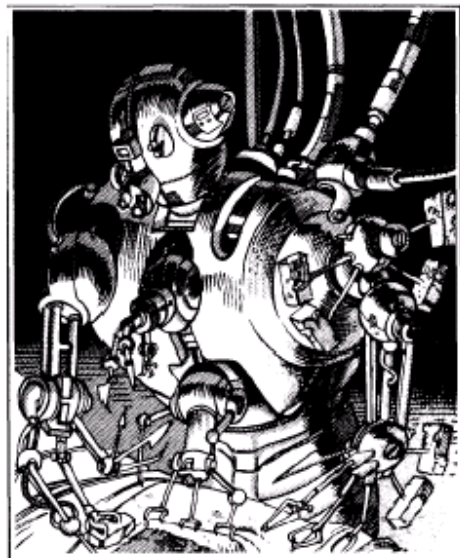
Minimissile. This is a robotic version of the normal minimissile. The robotic version has a 700 meter base range with the missile having a seven- meter blast radius. The minimissile launcher is usually built into the robot's trunk or is attached to its back. If within the trunk, it only can be seen when the robot opens a hatch to fire. The missile is secured within the robot in either launching methods.

Minipower Plant. This is an extremely rare Tech Level V device that is occasionally found in ancient robots, apparently experimental models. The plant is completely sealed and is a cylinder about one meter tall and 30 centimeters across. It has two crystal cables running from it to various robotic systems. This plant seems to use no fuel, produce no waste, and have no duration. A robot with a power plant can run forever.

Miscellaneous Equipment. All robots are equipped with miscellaneous equipment that cannot be considered tools, weapons or armor. Every time this entry is rolled, the GM or player should add three miscellaneous items to the robots. The following items are suggestions. An asterisk behind the item indicates that the item is explained in this supplement.

A floodlight (75 meter range)
A pneumo-jack
A winch (50 meter cable and claw)
A liter of Kinetic Nullifier Fluid *
A water purifier
Antigrav pods *
Insect Repellent *
A grappling gun (with 100 meters of line)
Glow Cube *
A few liters of oil, alcohol, or other flammable liquids.

See other standard robots for other possibilities.



Needler. This is a robotic version of the normal needler. It is usually located at the end of one of the robot's limbs.

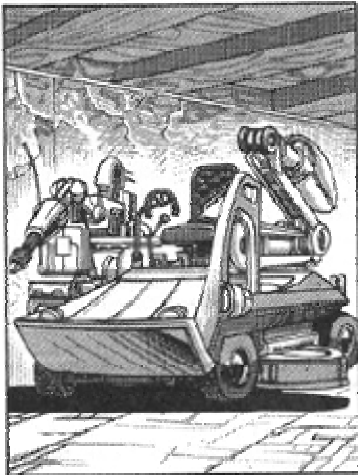
Neutralizing Pigment Armor. The robot has a specific type of neutralizing pigment incorporated into its armor. This is the same pigment as listed elsewhere. The robotic version, however, does not wear off. Pigments in the armor are available in black (negates lasers), white (negates kinetic damage), yellow (negates concussive damage from a grenade, bomb or missile), and blue (negates the effects of an energy mace, vibro weapons, and a slicer).

Paralysis Rod. This is a robotic version of the normal paralysis rod, except that it is constructed like a separate limb for the robot and is two and a half meters long.

Pods. The robot is equipped with spherical, built-in, anti-gravity pods for locomotion. These pods allow the robot to fly at an elevation of 30 meters. All pods are made of plasteel and each can sustain 150 points of damage. The speed factor for pods is figured as $1d6 \times 40$. Pods allow the robot to maintain its speed no matter what the terrain, but certain weather conditions such as high winds can effect this.

Portent. An inflating, polyvinyl shelter is folded inside the robot, taking up a very small space. Once erected, the shelter is powered from the unit's power source. This shelter creates an Inertia Field to protect the robot from the elements.

Programmed Machines. One of the categories of robotics, it includes vehicles and machines that can repeat a programmed



list of limited actions, but that cannot learn independently or reason. There were innumerable programmed machines in the human civilization that existed before the Shadow Years, and many of them still remain attempting to complete their programming.

Programmed machines are always powered by broadcast power if they are in an installation or energy cell of batteries if they are in a remote area.

Repair Program. Most programmed machines

and higher forms of robots (not including cyborgs) have to return to an installation to be repaired after battle. The repair program gives the knowledge to these robots about how to fix themselves.

Robots. Robot is an inclusive term for (a) artificial life forms (androids and cyborgs), (b) artificial intelligence machines (normal robots and advanced computers), and (c) programmed machines (simple robots, vehicles, and machines which can be programmed with a set of limited actions). The Gamma World™ universe uses the term robot quite loosely to include our usual idea of robots, PLUS androids and cyborgs. Lesser robots, not androids or cyborgs, adhere fully to the ID display ranking. Robots are usually referred to as bots in Gamma World™.

Robot Command. A robot equipped with robot command has special circuitry and a special program which allows it to command any other robot within 50 meters. While this "command" does not allow direct control over every action of other robots, it does allow the commanding robot to direct another robot's intent, such as attack a character, ram through the wall,

heal an animal, etc. No robot can use robot command on a higher form of robotic intelligence: e.g., programmed machines cannot control artificial intelligence machines are artificial life. Artificial intelligence machines can command each other and programmed machines, but not artificial life forms such as androids, and so on. In any case, an attempt to control a wild robot requires a Command roll by the commanding robot. A robot with this program can control one other robot per two IN points.

Robot Summoning. A robot equipped with robot summoning has special circuitry and a special program which allows it to summon other robots. The range of this summoning is usually a kilometer, though the GM can increase or decrease this range due to obstacles to the broadcast, specialization of the robot, etc. No robot can summon another robot of a higher level: e.g., programmed machines cannot summon artificial intelligence machines or artificial life forms, and so on. In any case, an attempt to summon a wild robot requires a Control roll by the commanding robot. A robot with this program can summon one other robot per two IN points.

Robot Summing/Command. This expanded circuitry and program acts as the robot command and the robot summoning program combined, with the exception that once a robot has responded to summons, it is automatically under the summoning robots command.

Rotors. The robot is equipped with a few small horizontal propellers, which it uses for lift and one or more large vertical propellers it uses for flying. These larger propellers usually come affixed to the robot's back. They are collapsible and can be folded out of sight. Steel rotors can sustain 75 points of damage each, hard plastic rotors only sustain 30 points of damage each. The air speed factor for rotors is figured as $4d4 \times 12$, unless the robot is huge, in which case they can go up to 600. Flying means that the robot does not lose any movement due to ground terrain, but high winds can slow it down or even force it to land (GM's choice). The rotor combination does not allow the robot to hover in the air, unless it is also equipped with hoverfans or pods.

Sealed Armor. The robot's armor has been chemically treated and provided with special seals. The robot is completely sealed against a specific condition, up to Intensity level 20. Roll $1d8$ and consult the table below to find out what the robot is sealed against.

- 1 **Heat** (including fire)
- 2 **Cold** (natural and unnatural)
- 3 **Water** (sprayed or submerged)
- 4 **Corrosives** (this includes protection against the elements as well)
- 5 **Electricity** (weapons, lightning, electrical traps, etc.)
- 6 **Sonics** (device or animal)
- 7 **Radiation** (device or natural)
- 8 **Microwave** (blasters, devices, or natural)

If this option is being rolled randomly and already has been rolled once, then the GM (for an NPCbot) or player (for a PCbot) may select a new type of seal.

Sensors, A. Audio sensors allow robots expanded audio receiver capability. With them, robots hear three times the distance and clarity of human hearing. A robot so equipped cannot be fooled by sound imitation or any other form of audio mimicry of a voice of which he has already heard the original. This sensor will be instantly turned off for $1d10 + 5$ minutes if it was operational during a sonic attack which caused more than 20 points of damage.

Sensors, B. Broadcast sensors allow robots to detect the faint

-source of a broadcast power base hundreds of kilometers away. It also allows them to tune in to the correct frequency of the broadcast power automatically when they are within broadcast range.

Sensors, C. Communications/Radiowaves sensors allow robots to pick up transmissions from communicators, radios, homing beacons, and other devices that use radiowaves or similar alternate methods to communicate over distances. The sensor also allows the robot a chance to tap into those frequencies, jamming them for 1d20 minutes at a time. Use the robot's HD as normal to attack. A successful sonic attack directed at a robot using this sensor will shut the sensor down for 1d6 hours. The GM should roll 1d100 to determine the number of kilometers radius of the sensor.

Sensors, EM. Electro-magnetic sensors allow robots to detect force fields in use. This sensor is always used in conjunction with human standard visual sensors. A robot can see a force field in use within the robot's range and line of sight. It also grants the robot a +1 to-hit with any attack against an operational force field it can see.

The electro-magnetic sensors also grant the robot the ability to detect the electro-magnetic lines of force around the world, thus the robot never will be lost. It will always know where it is in relationship to its home base.

Sensors, F. Feeling sensors allow robots heightened versions of the human senses of touch and smell. The effect is equal to five times the human ability to feel things. The heightened touch allows the robot the equivalent of the physical mutation *Heightened Sense- Touch*. The heightened smell allows the robot the equivalent of the physical mutation *Heightened Sense- Smell*. The sensor also allows the robot to detect the electronic aura around another robot, thus being able to track robots as per the Tracking skill (optional rule).

Sensors, H. Human Visual and Audio sensors allow robots the ability to see and hear at human ranges. This is the most common type of robotic sensor, few robots exist without it. Sonic and blinding attacks are against the robot as they normally would against a human, except in the case of unconsciousness, which means the robot simply loses the use of that sensor for 1d12 + 8 hours.

Sensors, I. Infrared sensors allow robots the equivalency of the physical mutation *Infravision*.

Sensors, M. Magnetic sensors allow robots the ability to detect any mass of ferrous metal more than five kilograms in weight, and to instantly recognize the object if it is within the robot's programmed memory or experience. The range for this detection and identification is one kilometer. The sensor also allows the robot to detect a tractor/pressor beam at work within two kilometers, and to determine the direction of the beam's location.

Finally, the magnetic sensors allow the robot to scan a metal object within 500 meters for flaws. The robot then has a +1 to-hit on any attack made against the successfully scanned metal entity (vehicle, another robot, a character in metal armor, etc.)

Sensors, R. Radar/Sonar sensors allow the robot the equivalency of the physical mutation *Radar/Sonar*.

Sensors, S. Microscopic sensors allow the robot the ability to focus its optics on the microscopic world. These sensors are usually used by ecology or med bots that are seeking to eliminate harmful microscopic organisms. A robot with this sensor automatically will have either a short range, low-power, finely tuned laser or a low-emission sonic device which it uses to kill the offending organism. Some of the technical bots also were equipped with this sensor so they could scan computer chips and

cards and faults. These robots are automatically equipped with minute devices designed to fix such intricate technological items.

Sensors, T. Telescopic sensors allow the robot the equivalency of the physical mutation *Heightened Precision*.

Sensors, U. Ultraviolet sensors allow the robot the equivalency of the physical mutation *Ultravision*.

Sensors, V. Vibrational sensors allow the robot to detect motion in a 50 meter radius. The motion must be more than a few inches of movement to be detected, and must be made by a creature or object larger than a ten-centimeter cube. In addition, there cannot be an unusual amount of motion around the robot, such as a strong wind or a factory working at high gear, of the sensors will not work properly.

Slicer. This is a robotic version of the normal slicer.

Slug Thrower. This is a robotic version of the normal slug thrower C.

Solar Collector. Many of the advanced ancient robots were equipped with solar collectors. These act as power sources for the robot, drawing the energy directly from the sun's rays. As long as there is sunlight the robot can function normally. On heavily overcast days, all the robot's functions, scores, speed and so on are halved. If the sky is darker than this, there is insufficient light to power the robot, and it must use another source of power. These solar collectors were not meant to act as a primary source of power, only as a relief source when sunlight is available. They also can repower any solar energy cells the robot has.

Sonic Emitter. The robot is equipped with a small band of little dishes around the middle of its trunk. These dishes emit high frequency sonics, giving the robot the equivalent of the physical mutation *Sonic Blast*. The emitter's frequency of use, however, is once every four Action Turns.

Special Limb. The robot is equipped with a specialized limb that the GM or player defines. It could be an intricate and miniature limb used for delicate work, a huge crane for lifting, or any other type of limb that does not fall in the other limb categories. This limb likely will have a DX or PS that is different from the normal robot's scores, and these statistics also should be defined at this time.

Stun Ray I. This is a robotic version of the normal stun ray pistol.

Stun Ray II. This is a robotic version of the normal stun ray rifle.

Tentacles. The robot is equipped with 2 + 1d4 tentacles. The tentacles telescopically collapse into the robot's body, but can extend out to a range of up to double the robot's height. This should be determined by the GM. There is only a 25% chance for any tentacle to have a fully-manipulative human-like hand on the end. Otherwise, the tentacle is equipped with a simple maneuverable claw that can slash at a target, grasp things, and perform only the simplest tasks requiring little dexterity.

Tool Arm. This robotic limb is a combination multi-jointed lever arm and tool. The tool is always attached at the end. Unlike the simple tools entry below, these tools cannot be taken from the robot without the removal of a whole arm. Tool arms are only available on highly specialized robots.

Tools. After the GM, and player if the robot is a player character, decides what function the robot was created for, this option allows for a complete set of tools on board the robot which will assist it in its function. Most tools are usable only by other robots unless the robot they were designed for has manipulative, human-like digits. The GM must define the function and limits for any tools, including any appropriate scores.

Tractor/Pressor Beam. The robot is equipped with an

electro-magnetic beam which acts as an invisible ray, lifting and moving objects. The range of the beam is 1d10 x 6 meters. The amount of weight that can be lifted by a single beam is 1d20 + 4 x 100 kilograms. Huge robots may have two identical tractor/pressor beams on board.

Treads. The robot is equipped with either rubber or steel tractor treads for locomotion. These usually come in two forms for the average size machine: a) one wide tread in the middle of the bottom of the robot or b) multiple narrower treads situated to the right and the left of the bottom of the robot. Steel treads can sustain 100 points of damage each, rubber treads only sustain 60 points of damage each, but are much quieter. The speed factor for treads is figured as 2d8 x 10.

Ultraborg. This is a being of artificial life formed by deliberate manipulation of the generic code of a bioform's brain that is then placed in an entirely mechanical body. This body can be in a typically robotic shape or can be manufactured in a humanoid form. Some advanced ultraborgs can even pass for humanoids or Pure Strain Humans. Ultraborgs view themselves as living and superior to naturally-generated life forms. While an ultraborg's brain can be affected by mental attacks, he has devices that act as sensing organs, filtered respiratory apparatus and so on. An ultraborg, therefore, is immune to the affects of most gases, poisons, illusions, diseases and any other "weaknesses of the flesh". Ultraborgs usually contain at least two power sources. When they are in their base they usually are powered by broadcast power. They also have a back-up source in case they move out of the broadcast's range or in case it fails. The back-up is usually in the form of a powerful energy cell, such as an atomic energy cell, or a constantly rechargeable power source, such as solar panels.

Ultraborgs are not considered to have artificial intelligence, they have a bioform's intelligence, which is considered to be superior to the artificial intelligence of a normal robot or computer. Ultraborgs do not automatically obey IDs, as normal robots do. They do not automatically respect the wishes of a human. Ultraborgs are more aware of the world around them and realize enemies exist. However, a Code V ID overrides all of an ultraborg's logic circuits and makes him obey the commands of the PSH using the ID.

Universal Coupler. A robot equipped with a universal coupler can attach any type of energy cell or battery to itself. Further, it can use recharging stations and recharge any type of cell it has on board. A robot thus equipped can even plug itself into a live electrical socket and run off that power. Universal couplers are difficulty G to remove. A character with the Mechanics skill (optional variant) is allowed to attempt to remove it.

Water Locomotion. If the robot has no form of land locomotion the GM or player should roll again on the locomotion table until it has one. Water locomotion means the robot is equipped with a form of locomotion that allows it to travel on water or underwater. If underwater, the robot is completely adapted for deep submersion. The GM decides what form of locomotion this is: submerged propellers, inboard jet motors, rolling airtight inboard jet motors, rolling airtight canisters allowing the robot to float and travel over the water, long legs to walk on the bed of the lake, etc. The GM must then determine how much damage the propulsion system can take before it is inoperable. Finally, he must assign a speed factor (1d10 x 12 is ideal). Water locomotion apparatus is only suitable for moving the robot in water.

Wheels. The robot is equipped with either rubber or steel spring wheels for locomotion. Steel wheels can sustain 80 points of damage each, rubber wheels, which are much quieter

can only sustain 45 points of damage each. The robot can be equipped with 3d4 wheels, the size of which are determined by the GM according to the size of the robot. The speed factor for wheels is figured as 2d10 x 12. Wheels are only effective over flat, hilly or paved terrain unless specifically adapted balloon tires are used, and then the robot loses half speed on packed terrain. Wheels lose half their speed in sand, snow, mud or other similar terrains.

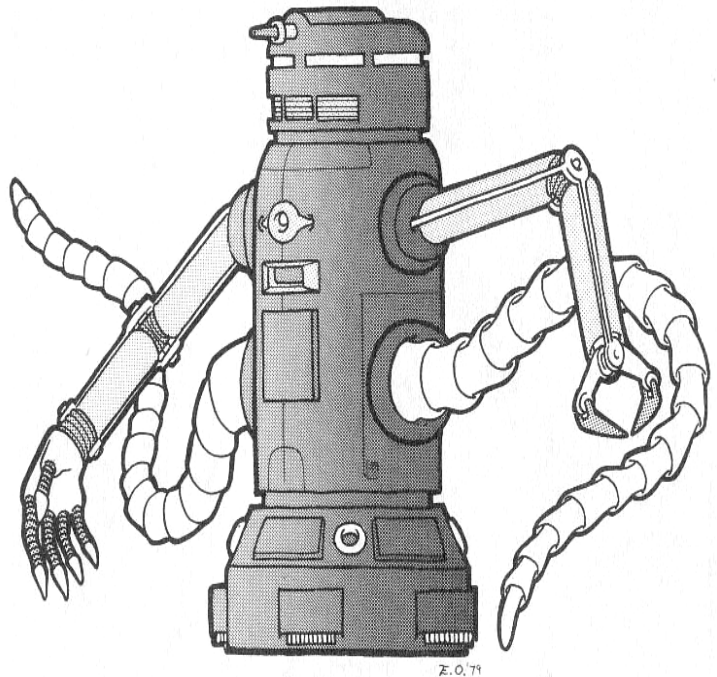
Zilch Armor. The robot has certain properties added to its armor which make it impossible to detect in one specific fashion. Sometimes this means the armor has a certain alloy, chemicals or circuits interlaced throughout it. Other times, it means the robot was an experimental model with Tech Level V technology added to it. The following subtypes of zilch armor are only a few examples.

IR Resistant Armor. The robot cannot be detected by IR scanners, no matter how hot it glows.

Stealth Armor. This rare armor can be turned on or off at the robot's desire. When it is on, not only does it prevent any type of scanning, it also acts as the physical mutation *Invisibility*. Of course, the robot still can be heard crashing through terrain and the robot still leaves a trail if it is on the ground. Stealth armor is best used with flying robots. The robot cannot use any of its offensive systems when this armor is on.

Anti-Magnetic Armor. The robot's armor coats all of its ferrous metal parts and prevents the robot from being detected by magnetic sensors or metallic homing devices. In addition, it prevents robots from being effected by large magnets.

Non-Reflective Armor. This armor prevents the robot from being detected by radar or sonar. It also makes the robot almost impossible to see with normal optics.



AATAAV

Airborne All-Terrain
Armored Attack Vehicle

Number:	1d4	Value:	2 RANKS
Hit Dice:	30d10 (300)	Armor:	1
Sensors:	A/B/C/+	Control:	E
MS: Nil	DX: 18	Power:	B
IN: Nil	PS: 250	Move:	Antigrav Pods/ Feet
			200/9000/160 Pods
			100/4500/80 Feet
			65/2900/50 Swimming

The AATAAV is a gigantic, manlike war machine, standing 90 m tall and 36 m wide. The body is composed of energy-resistant collaplastic with a duralloy underbase. It must be piloted by a trained driver/gunner with a Stage V I.D.; the pilot controls all functions of the vehicle, including flight, hover, and walking capabilities, and all gunnery. Intensive training is necessary to operate the device at full efficiency, and such training is only available from certain military bases controlled by certain Cryptic Alliances.

The AATAAV has standard, infrared, and ultraviolet sensors effective out to 10 km, and has radar good out to 200 km. It can walk over light terrain at 25 kph, or use its hover thrusters to move over all terrain at twice that speed, for 120 minutes every 24-hour period (being limited by power and cooling considerations). For long-range travel, the AATAAV can reconfigure itself into a more aerodynamic form and fly normally, using antigravity pods and jet engines. The reconfiguration process takes only one minute, but during that time the machine's weapons cannot be operated. In full flight configuration, the vehicle can reach speeds of up to 830 kph. Streamlining is provided by shaping the force field around the vehicle. Because of the force field, no weapons can be used while the vehicle is in flight.

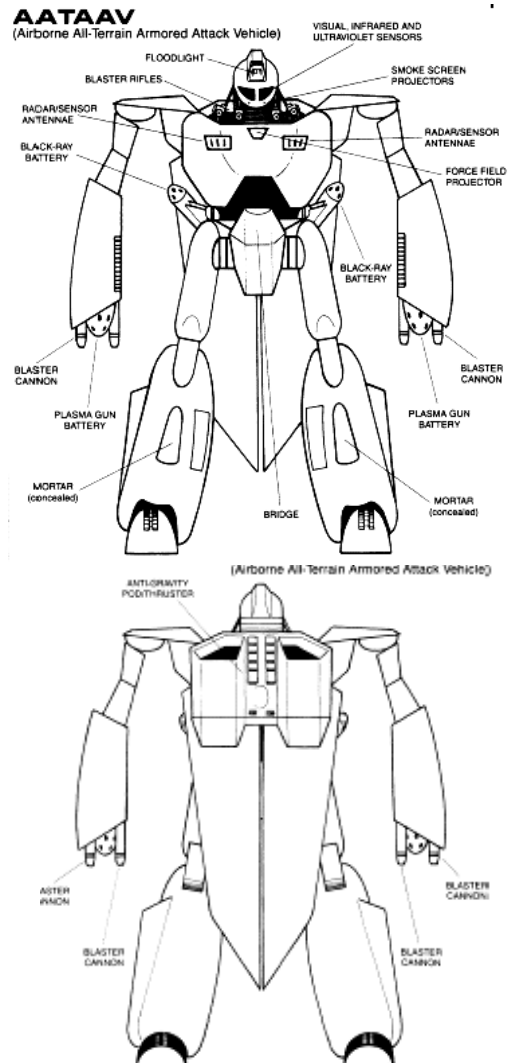
The AATAAV has a force-field energy screen capable of absorbing 300 points of damage. A high-intensity floodlight mounted on the vehicle's head has a 1km range and projects a 30° cone-shaped beam. The floodlight will cause temporary blindness in most light-sensitive or nocturnal creatures within 300 m of the beam's source.

Two smoke-screen projectors, mounted just below the visual sensors, are together capable of creating a cylindrical cloud of smoke or gas 30 m wide and 250 m long within 10 seconds. The smoke negates all laser attacks, ruins line-of-sight optical and infrared sensing, and can be mixed with a poison gas (intensity 3-18, as desired) useful against ground troops.

The AATAAV is heavily equipped and was intended for use as a shock force against massed troop concentrations. Two black-ray batteries, each holding six black-ray guns with a 600-m range, are mounted on the left and right hips of the vehicle. Each battery has a firing arc of 180° to its respective side. Each shin of the vehicle has a mortar, concealed internally but hanging out for firing. The left mortar is usually rigged for firing negation bombs, and the right one launches matter bombs (type beta). Each mortar has a 2-km range and may fire two bombs per action turn, with a supply of 40 bombs for the matter-bomb mortar and 80 for the negation-bomb mortar. The AATAAVs' arms are each able to present a universal firing arc, quickly directing attacks in any direction. Each arm mounts three blaster cannon, doing 20d6 damage each at a 2km range. These guns are mounted around a massive central plasma-gun battery, with eight plasma guns per arm. The plasma weapons cannot be removed from the vehicle's arms without destroying them. Because

the plasma weapons use so much power, the AATAAV cannot do anything else while these weapons fire and must stand perfectly still. Finally, four standard Mark VII blasters rifles are mounted under the vehicle's chin. These weapons have standard ranges and powers, and have a 90° firing arc to the AATAAV's front.

The AATAAV is powered by a fusion power plant with a ten-year life span. The machine is rigged to automatically self-destruct (regardless of the pilot's wishes) from a remote location, usually A Military Installation. (This is an excellent way of keeping these devices out of the hands of the players.) However, the self-destruct mechanism and circuitry are considered secret knowledge, and no pilots are aware that these devices have been implanted in their vehicles. Because of the onboard guidance and fire-control systems, it is impossible for the pilot of a AATAAV to accidentally shoot his own vehicle in combat. An AATAAV will always remain upright unless it is depowered or purposefully made to sit down. Very few AATAAVs are in service, perhaps less than ten; only three to six of them would be in operation in North America. AATAAVs usually travel in small groups to provide fire support to one another. (DM101)



Aquabot	Value:	RANK
Number: 1	Armor:	1
Hit Dice: 40d10 (400)	Control:	E
Sensors: A/B/C	Power:	B
MS: Nil	Move:	Antigrav Pods
IN: Nil	PS: 250	240/10200/180 Land
		160/6800/120 Water
		Support Fighter 240/10200/180 Pods

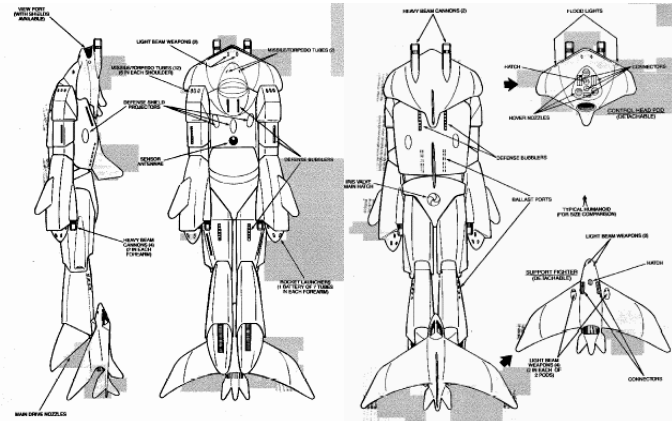
The Aquabot was designed to attack and destroy military installations along coasts or underwater. Twelve aquabots were originally produced, and one industrial complex (location undisclosed) was designed to mass-produce them. It is a 3-man unit with 2 operators in the forward control room and one aft in the support fighter.

The Aquabot is equipped with an array of weapons systems. Four batteries of missile/torpedo tubes (6 in each shoulder, 2 in the chest) fire either underwater torpedoes (range 10km) or airborne missiles (range 200km). These are explosive, armor piercing Action Turns which cause 50d10 damage in a 300m radius. Each battery normally carries 50 missiles & 50 torpedoes. 2 Batteries of 7 rocket launchers are mounted in the units forearms. These rockets have a range of 100km (underwater) or 1,000km (air). Each causes 10d10 damage in a 150m radius. Each battery normally carries 150 rockets. Also mounted in each hand are 3 heavy beam cannons. Each cannon has a range of 2km (underwater) or 10km (air). These cannons cause 50d10 damage to structural targets or 10d10 to soft targets. Finally, the Aquabot carries 2 batteries of 4 light beam cannons. These have a range of 1km in any terrain. They cause 10d10 damage to structural targets or 5d10 versus soft targets.

Mounted in two hardpoints on the units chest are defensive shield projectors which absorb 500 points of damage each, and can completely renew themselves every 20 minutes. These projectors are also linked to a defensive bubble system which allows the shields to envelope the unit underwater and allow it to move absolutely undetected by all known sensory equipment.

In the event that the unit suffers extreme damage, the control head functions as a detachable pod and may move away from the field of battle. The pod may only detach when all other systems have been destroyed. The pod may automatically detach if control personnel are incapacitated for any reason.

Docked at the tail of the Aquabot is an independently maneuverable support fighter for land-based warfare. When detached the support fighter mounts 8 small beam-cannons and has 100 Hit Points. It is equipped with a 50-point shield generator which renews itself every 40 minutes. (PO86)



Autobot	Value:	1,000
Number: 1d4	AC:	10
Hit Dice: 10d8	Control:	A
Sensors: A/B	Power:	A/E 4hrs
MS: 12	DX: 15	Move: 3x Wheels or 3x Feet
IN: 14	PS: 25	Speed: 8/400/4

The robot is a 1 and 1/2 meter tall hard plastic shell body with hydraulic muscles and fibrous circuitry. They may either possess 3 legs or 3 wheeled struts that are used for locomotion or balance. Each unit is equipped with plug-in power tools pertinent to its task in compartments in its midsection. These tools can be attached by the robot and are powered by its personal power supply. Such tools include vacuum hoses, flame throwers, drills, water and wax jests, buffers, vibrosaws, infant changing stations, etc.

The autobot is a personal server robotoid that is 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 Ancients. Due to their fragile nature, few Autobots survived the Black Years, and those that did have exhausted their batteries (unless replaced) since then. In spite of their rarity, the deactivated and powerless Autobot is the most commonly seen revered artifact in the temples of the Archivists. (ToA)

Automaton	Status:	RANK
Number: 1	Armor:	3
Hit Dice: 12d10	Control:	A
Sensors: A/B	Power:	A/E 4 hrs.
MS: 8	DX: 15	Move: Feet
IN: 4	PS: 35	Speed: 12

Automatons are 2m tall robots made of metal and plastic. Automatons were given human features to make the students and owners more comfortable. An Automaton possesses the equivalent of a small library of information in its crystalline memory housed in its leg and chest units. It may be questioned for information as complex as Tech Level 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 5 hit points per day. If the robot is at half-damage or greater, the healing rate is reduced to 1 point per day. The automaton has the following pieces of equipment built-in and may be used as long as the unit is powered and functioning: searchlight, loudspeaker, 50m of plastic line on an automatic reel, an electromagnet capable of lifting 200kg, a laser scanner/printer, an electronics repair kit with 5-universal jacks for connecting to other computers and machines, an electric lighter, 5 doses of Adhesive, and a half-strength Medikit.

The Automaton is designed to be a companion and a tutor for humans. If a security bot is not present they can also serve as body guards. An automaton is usually programmed with a strong motivation for self-survival so long as this does not endanger 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. (ToA)

Battlebot

Number: 1
Hit Dice: 35d10 (350)
Sensors: A/B/C
MS: 12 **DX:** 25
IN: 18 **PS:** 35

Status: 2 RANKS
Armor: 2
Control: G
Power: A/D/E 8hrs
Move: Antigrav Pods
Speed: 45

Description: The battlebot looks like an iridescent diamond with rounded corners, but it seems to change shape, hue, and brightness constantly. It floats on antigrav pods. 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.

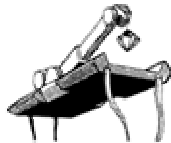
The battlebot comes with two blaster cannons (short/medium/long ranges and damages: 500m/2d10x7, 1,000m/2d10x5, 2,000m/2d10x2); 2 black ray cannons (300m range); 4 batteries of four mk VII blasters (400m range); 2 batteries of four mk XII masterblasters (500m range); two trek guns (damage as the bomb with a 200m range); ten laser batteries of five guns each (short/medium/long ranges and damages: 750m/2d6x12, 1,500m/2d6x9, 3,000m/2d6x6); 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 (if the robot has a force field, the field takes 10 points of damage every Action Turn).

Though never found dormant or in storage, only the highest command ID card can give it instructions. Maintenance ID cards work normally but under extreme scrutiny from the battlebot, assuming they 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 itself, the battlebot does whatever it must to drive off or destroy the attacker. (GK)

Cargo Lifter, Heavy

Number: 1d4-1
Hit Dice: 60d8
Sensors: A/B
MS: 8 **DX:** 12
IN: 4 **PS:** 1000

Status: 3000
Armor: 3
Control: A
Power: A/E8
Move: Treads/Antigrav Pods
Speed: 60/3000/60 Pods
 30/3000/90 Treads

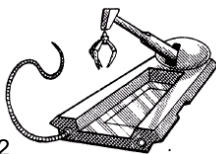


This 6 meter wide, 3 meter tall, 12 meter long unit has a 12 meter long crane with a 3 pronged claw mounting that can lift 4000 kilograms. It also has four 6 meter tentacles that can lift 500 kilograms each and a tractor/pressor beam that can lift 1800 kilograms at a 30 meter range. A 6 meter square platform is used to carry cargo. (BRB)

Cargo Lifter, Light

Number: 1d4-1
Hit Dice: 18d8
Sensors: A/B
MS: 8 **DX:** 12
IN: 4 **PS:** 600

Status: 2000
Armor: 3
Control: B/F
Power: A/E12
Move: Antigrav Pods/Treads
Speed: 160/6800/120 Pods
 120/6000/120 Treads



This 6 x 3 x 1 meter (tall) unit has a front-mounted 1 meter by 3 meter equipment platform carrying the following: a 6 meter crane with a 3 pronged claw able to lift 900 kilograms, four 6 meter tentacles able to lift 500 kilograms each and a tractor/pressor beam able to lift 1800 kilograms at a 30-meter range. (BRB)

Cargo Transport Large

Number: 1d4-2
Hit Dice: 60d8
Sensors: A/B
MS: 8 **DX:** 12
IN: 4 **PS:** 1000

Status: 3000
Armor: 3
Control: A
Power: A/D/E8
Move: Antigrav Pods/Treads
Speed: 60/3000/60 Pods
 60/3000/90 Treads

This unit is the same size and shape as the Heavy Cargo Lifter and carries the following on a front-mounted, 3 meter by 6 meter platform: four 6 meter tentacles that can lift 500 kilograms each and a tractor/pressor beam that can lift 1800 kilograms at a 30 meter range. Each unit can be electronically coupled to other units of the same type for convoy movement. (BRB)

Cargo Transport, Small

Number: 1d4-2
Hit Dice: 60d8
Sensors: A/B
MS: 8 **DX:** 12
IN: 4 **PS:** 600

Status: 2000
Armor: 3
Control: A
Power: A/D
Move: Antigrav Pods/Treads
Speed: 160/6800/120 Pods
 120/6000/120 Treads

This unit is the same size and shape as the Light Cargo Lifter. It has a two 6 meter tentacles, each able to lift 100 kilograms and a tractor/pressor beam able to lift 1800 kilograms at a 12 meter range. Each can be electronically coupled to other units of the same type for convoy movement. (BRB)

Centurion

Number: 1d6
Hit Dice: 10d6
Sensors: A/B
MS: 12 **DX:** 15
IN: 14 **PS:** 15

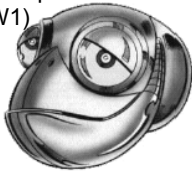
Status: 5,000
Armor: 3
Control: E
Power: A/D
Move: Feet
Speed: 12

Two meters tall, humanoid shape. This unit is a re-design of a general household robotoid. It moves by walking at a rate of twelve meters per turn. It has been equipped with a mini- grenade launcher in its left arm and a laser pistol operating off leads from the solar energy cell, which normally allows five shots before requiring a one-minute recharging period, after which the firing cycle can begin again. In other than direct sunlight conditions, a five- minute recharging period is necessary. When no sunlight is present (very cloudy, night, indoors, etc.) recharging is not possible. The metal plating of this unit makes it appear to be a human encased in power armor. There is a force screen and directional antennae on the "helmet". Broadcast power allows on energy screen to be generated around the centurion and up to twelve other units or creatures in a 15 meter radius of the centurion which absorbs virtually any amount of damage or deflect it. Each unit thus protected can withstand up to 50 hit points of damage per Action Turn on the screen before taking any actual unit damage. Because of the tremendous energy required, there is always a one-second interval during any Action Turn when power is weak. If more than 10 points of damage are inflicted on the screen of any unit or creature during this period, damage in excess of 10 points are inflicted through the screen to the unit or creature. Mini-grenades are loaded/unloaded through a small access plate in the centurion's shoulder in the back. Removing the launcher intact is impossible, though if the characters should make the attempt there is a 15% chance the device detonates 1-3 of the remaining grenades (randomly determine what type of grenade).

The solar energy cell is directly under a clear hemisphere atop the "helmet" area of the unit's head. The cell is extremely difficult to remove as the power leads to the laser pistol are easily broken. There is only a 5% chance that even the most competent character can remove the device in perfect condition. (GW1)

Companion Unit

Number:	1	Status:	2000
Hit Dice:	10d8 (80)	Armor:	4
Sensors:	A/B	Control:	A
MS:	14	Power:	A/B
DX:	14	Move:	Antigrav Pods
IN:	14	Speed:	24/1200/18



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 (allowing for the primary laws of robotics) and are able to verbally communicate with their masters (programmed or freely). The device is a small, one meter tall, blue oval with a set of lenses mounted to the front, a tentacle projecting from the center, and two little domes (lights) on either side of the tentacle. The unit is activated by the sound of its owner's voice, or by a new voice if the unit has been left idle for a period longer than 30 days.

Tractor/pressor beams are able to lift 30 kilos at a range of 3 meters. A micromanipulator scalpel and a manipulative tentacle (with a 2 meter extension) permit this unit to perform tasks of the most delicate nature and on the smallest of scales. Special anti-grav devices allow the Companion Unit to float in place. There are two rotating light sources attached that each have a variance of 90 candle power. Informational linkage to all normal computer terminals along with this unit's own self-awareness circuits give the Companion the ability to converse with its owner or user. (GW2)

Death Machine

Number:	1d4-2	Status:	2 Ranks
Hit Dice:	150d8 (1200)	Armor:	1
Sensors:	A/B/C	Control:	G
MS:	12	Power:	B
DX:	21	Move:	Antigrav-Pods
IN:	18	Speed:	240/10200/180

This 15 meter long, 9 meter wide, 3 meter high killing machine is covered with knobby projections housing sensors and weapons. Its main weapons are 2 Blaster Cannons that do 25d6 damage at a 1500 meter range. For close defense it has 6 Black Ray Guns with a 300-meter range. 4 Trek Guns that do the same damage as Trek Bombs and have a range of 180 meters, and 16 Mark VII Blaster Batteries of 4 guns each. These weapons can all fire at the same time. Other weapons include 8 Laser Batteries (15 guns each) that do 20d6 damage per Battery at a 1500 meter range and can fire simultaneously, 6 Mini-missile Launchers with 5d20 missiles fired individually and a Fusion Bomb Launcher with 5d10 Fusion Bombs. Both the missiles and the Fusion Bombs have a 3000 meter range. An Energy Damping Field fuses the circuits of Robots coming within 60 meters of the Death Machine and does 200 points of damage to all Energy Screens except its own within that range. The Death Machine's own Energy Screen can take 400 points of damage. Death Machines are very rare and will only be found near C.I.'s that they are assigned to defend and from which they take orders. They almost always attack those who can't show Stage V I.D. (BRB)

Defense Borg

Number:	1d4-2	Status:	RANK
Hit Dice:	50d4 (200)	Armor:	1
Sensors:	A/B/C	Control:	G
MS:	12	Power:	B
DX:	18	Move:	Antigrav Pods
IN:	18	Speed:	160/6800/120

This 3 meter diameter sphere has a 1 meter turret on top and two 6 meter long tentacles. It also has a 100 Hit Point Energy Screen and twin tractor/pressor beams that can move 500 kilograms at a 60-meter range. Its main weapons are 3 batteries of 5 Lasers each. All 3 batteries can be fired at once and they have a 900 meter range and do 20d6 damage per battery. Other weapons include 3 Grenade Launchers with 4d10 Grenades each of mixed types (all launchers can be fired simultaneously) and 2 Micro-missile Launchers with 2d20 missiles apiece (which must be fired separately). Grenade Launchers have a 300 meter range and Micro-missiles have a 3000 meter range. Defense Borks are Robots with organic brains and will almost always be assigned to defend an Installation under the supervision of a Cybernetic Unit or Supervisory Borg. They are nearly as rare as Death Machines. (BRB)

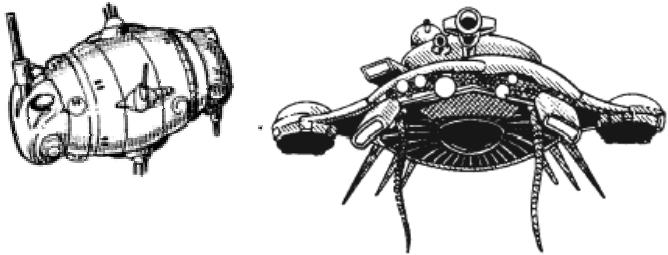
Devastator

Number:	1	Status:	RANK
Hit Dice:	35d6	Armor:	3
Sensors:	A/B/C	Control:	G
MS:	21	Power:	B
DX:	20	Move:	Antigrav Pods
IN:	21	Speed:	50/2500/

The devastator 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, anything warmer (or colder) than the air around it, or anything that produces its own power.

The devastator comes with two blaster cannons (short/medium/long ranges and damages: 500m/2d10x7, 1,000m/2d10x5, 2,000m/2d10x2); 4 batteries of four mk VII blasters (400m range); 2 batteries of four mk XII masterblasters (500m range); five laser batteries of five guns each (short/medium/long ranges and damages: 750m/2d6x5, 1,500m/2d6x4, 3,000m/2d6x3); 5d4 fusion or fission bombs with a 3,000m launcher.

When encountered without an objective, dormant, or in storage, a military common ID card can be used to move it from place to place and have it perform menial duties. Only a supervisor's card can give it a military objective. 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. Only a security card can do that. Devastators completely ignore civil authority cards. In the event of an attack upon its base or upon itself, the devastator fully activates and does whatever it can 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 (which can be difficult in the midst of battle). (GK)



Disasterbot

Number: 1d4
Hit Dice: 20d6
Sensors: A/B/C
MS: 12 **DX:** 15
IN: 18 **PS:** 25

Status: RANK
Armor: 4
Control: G
Power: A/B
Move: Antigrav Pods
Speed: 50

This Civil Authority bot was usually attached to fire and disaster response stations. It is programmed to save human lives and prevent or minimize property damage in the event of a natural disaster, such as fire, flood, earthquake, industrial accident, explosion, plane crash, etc.

The top of this oval robot looks like a serving plate. A smooth mass of metal hangs down a full meter below this concave area. Two 2-meter-long retractable arms with hands (DX 15, PS 15) and two 4-meter-long retractable tentacles (DX 10, PS 25) are mounted along the edges. It floats on antigrav pods. It uses a calm, soothing female voice for victims, and a bold, authoritative male voice for bystanders.

It has telescopic cameras, IR cameras, four directional spotlights, a life force detector, a communicator, an envirolyzer, a Geiger counter, a medikit V, a remote hand (DX 10, PS 10), four fire extinguishers, air filters, oxygen tanks, a stun ray pistol, an IR laser pistol, a screamer, and a chainsaw.

Common I.D. cards can only be used to direct a disaster robot to the disaster scene or away from it once its job is done. This ability includes limiting the robot's activities to a particular portion of the disaster (under the assumption that other robots or people are handling the rest). The robot is required to respond to a civil authority card, which can make it stop rendering aid or direct it to a new quadrant. Security cards are obeyed even if the orders endanger property and human life.

Upon arriving at the scene, the robot spends a few rounds questioning observers, if any, while searching for signs of life. It then determines the most effective course of action to save the most lives. Only after all lives are accounted for will it concern itself with preventing property damage. Each person located is placed on the robot's upper surface and a weak force field encloses them. Fresh air is pumped in and emergency medical treatment is rendered if necessary. The robot carries each rescued individual to safety and then goes and gets the next one. Medical care is not given once the victim is safe from the disaster scene. The robot will politely, but forcibly, remove looters or other dangerous individuals from the scene, using its stun ray or screamer. (4GW)

Ecology Bot Agricultural **Status:** 2000
Number: 1d8
Hit Dice: 12d6
Sensors: A/B/D/F
MS: 1d4+4 **DX:** 1d10+13
IN: 1d4 **PS:** 6d20+120

Armor: 3
Control: B
Power: A/D/E72
Move: Antigrav Pods
Speed: 80/3600/60

These 3 x 6 x 1 meter ovoids have 1d4+2 tentacles, each 6 meters long and tipped with touch sensors and 3 pronged manipulative claws. There is a 50% chance that each tentacle will have an electronic stun device (works by touch with the same effect as a Stun Grenade) in the end as well. Special devices that retract into the Robot's body include a soil analysis lab, plow, disc, rake, mower, flame gun, vibro saw and nozzles with a 9 meter range containing water, herbicides, fungicides, fertilizers and insecticides. None of these devices can be used as weapons. If the player wants a Robot reprogrammed to use them in this role, the GM must

decide what damage they do and how effective they are. These Robots are common in rural areas. (BRB)

Ecology Bot, Timber Cruiser

Number: 1
Hit Dice: 50d12 (600)
Sensors: A/B/E
MS: 8 **DX:** 18
IN: 4 **PS:** 1200

Status: 3000
Armor: 3
Control: G
Power: D
Move: Bipedal Feet
Speed: 12/900/18

This gigantic robot was designed to move through the forest marking selected trees with a huge paint gun for future tree thinning. The marked trees are cut down, lifted, and stacked on it's rear mounted flat platform. The unit is equipped with a long 25m crane arm that can cut down trees (3d10 damage) and lift up to 25 tons. The unit also is equipped with a large paint gun that is capable of doing 1d10 damage from impact and permanently staining whatever it hits. (GW3)

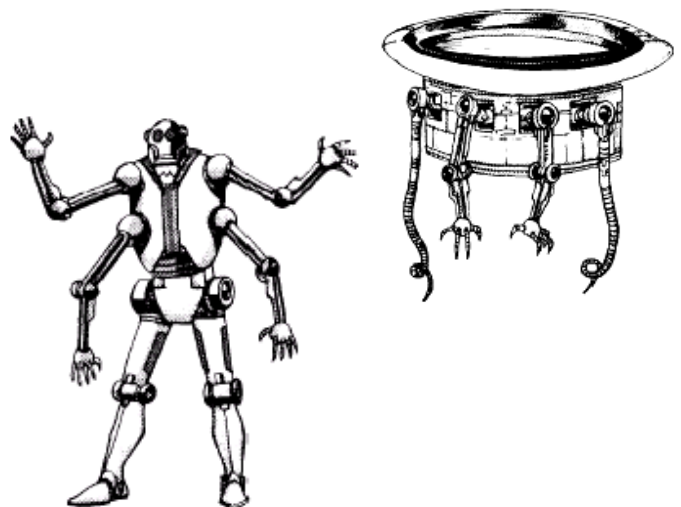
Ecology Bot, Wilderness

Number: 1d4
Hit Dice: 16d6
Sensors: A/B/C/D/E
MS: 8 **DX:** 18
IN: 4 **PS:** 320

Status: 3000
Armor: 3
Control: B
Power: A/D
Move: Antigrav Pods
Speed: 160/6800/120

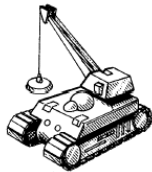


This mechanical Forest Ranger is about the same size and shape as the Ecology Bot-Agricultural. It has two 6 meter long tentacles and four 3 meter long tentacles. All are equipped the same as the tentacles on the Ecology Bot - Agricultural (but there is an 80% chance they have electrical stun). All have soil, air and water analysis labs, nozzles for spraying the same liquids as Ecology Bots - Agricultural, (but with defoliants in addition), a sonic torch, laser torch, flame gun and vibro saw. Each has capture equipment including a paralysis field with a 30 meter range (works like a Stun Grenade), a net launcher with 3 weighted throwing nets and a 20 meter range, and a collapsible man-sized duralloy cage. A veterinary Medi-kit will be included that works on Mutated Animals the way a normal Medi-kit does on Pure Strain Humans. The kit also has surgical tools for the Robot's use. This Robot is usually found in forests or mountains in a Programmed state. (BRB)



Engineering Bot, Heavy Status: 4000
Number: 1d4-1 **Armor:** 2
Hit Dice: 40d6 (240) **Control:** B
Sensors: A/B/D **Power:** A/C90
MS: 5 **DX:** 14 **Move:** Treads/Antigrav Pods
IN: 4 **PS:** 200 **Speed:** 60/300/90 Treads
 60/3000/60 Pods

This cigar-shaped unit is 18 meters long and 6 meters in diameter. Its 4 retracting 12 meter long cranes can lift 2000 kilograms each and its 8 heavy duty 18-meter long tentacles can handle 800 kilograms each. The Robot also has four 6-meter tentacles for handling human equipment. A tractor/pressor beam can lift 2000 kilograms at a 30-meter range. Special equipment includes batteries of 2d4 sonic torches, lasers, atomic torches and power tools. Most units also have 6d12 triangular duralloy sheets and a supply of assorted rivets, plates, bolts, etc. plus the special tools needed to use them. All units are sealed for underwater use. (BRB)



Engineering Bot, Light Status: 2000
Number: 1d6 **Armor:** 3
Hit Dice: 6d8 (48) **Control:** B
Sensors: A/B/C **Power:** A/C18
MS: 8 **DX:** 18 **Move:** Antigrav Pods
IN: 4 **PS:** 128 **Speed:** 160/6800/120

This 1 meter high, 1 meter wide, 2 meters long unit has 2d4 3-meter long tentacles, each of which can lift 100 kilograms and use human tools. It has a tractor/pressor beam that can move 500 kilograms at a 12-meter range. Special equipment includes a sonic torch, micro-laser, power winches and power tools. Small numbers of replacement parts are stored inside its steel hull. It can operate underwater and in near-vacuum. (BRB)

Exterminator Status: 3500
Number: 1 **Armor:** 3/1*
Hit Dice: 8d8/15d10* **Control:** --
Sensors: A/B **Power:** B
MS: 21 **DX:** 21 **Move:** Feet
IN: 21 **PS:** 25 **Speed:** 12/900/36

An Exterminator is an upright-walking, 2-meter-tall robot. An improved structural design and synthetic-skin covering makes it completely identical to a Pure Strain Human. Its internal skeleton is made entirely of strengthened duralloy, and all vital mechanisms are encased in strengthened duralloy shells, making the Exterminator impregnable to all non-energy attacks. (See note on armor classes.) Due to structural limitations, it is slightly vulnerable to high explosives. Although the Exterminator's sensors are limited for tracking, its high intelligence allowing complex deductive reasoning and social insight for quick adaptability in an environment – easily compensates for any such limitation. The Exterminator's high intelligence must be stressed. It was one of the most advanced robots ever created.

The Exterminator can communicate with CIs and Think Tanks, but only to further its own purposes. It will take orders from no one, except possibly its creators (see below). The Exterminator will communicate with beings only when necessary. Any attempt at undesired communication will prompt a sudden, but concise,

response, ending all conversation. The Exterminator never asks for help and always works alone. Due to the 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 by the Apocalypse to insure the complete destruction of mankind. Others believe they were placed by pre-holocaust military and scientific leaders to help establish a new order. Still others feel they were created solely to eradicate mutational strains, since most of their targets are mutants. Their function appears to be the elimination of selected targets. This target selection is apparently at random, although the majority of targets is comprised of mutants. It should be noted that anyone or anything obstructing an Exterminator from completion of its functions will be eliminated.

An Exterminator will attack only at the most advantageous time, and will never attack when the opposing force is too powerful. If necessary, it will make use of any weapons available to it. The Exterminator will never stop pursuing its target until it has eliminated it. If damaged, the Exterminator is capable of limited self-repair. No Exterminator has been destroyed so far.

An Exterminator has dual armor class and hit dice. The first set (AC3, HD 8d8) represents the synthetic-skin and clothing covering the Exterminator. This outer covering is vulnerable to all forms of physical attack. The second set (AC1, HD 15d10) represents the internal duralloy structure. This is impervious to any non-energy/non-explosive attack (swords, bullets, etc.), and can only be damaged after the outer layer is destroyed. An Exterminator will function normally if its outer covering is destroyed. (DM104)

Exterminator Robots have no integral weaponry, but they do carry the extremely powerful Plasma Rifle (see Weapons) which they use to devastating effect.

Because of their mysterious origins, Exterminators may be the tools of, or in fact members of, the Created cryptic alliance. This is a terrifying concept to many, especially the Iron Society, who has a standing bounty on Exterminators, who have been responsible for several assassinations within their leadership ranks. (Ed).



Eyeball Drone Status: 250
Number: 2d20+10 **Armor:** see below
Hit Dice: 2d4 (8) **Control:** G
Sensors: A/B/C **Power:** A
MS: 4 **DX:** 18 **Move:** Antigrav Pods
IN: 4 **PS:** 4 **Speed:** .720/30/.5

Eyeballs are light-duty audio-visual monitoring units. Their outer shells are light-plastic spheres, 1m in diameter. Eyeballs weigh only 1 and ½ kilograms. Their size and weight gives them a

high air-resistance, so they move (and fall if their anti-grav pods fail) quite slowly.

The surface of an eyeball has three distinct zones. The underside houses the antigrav pods. This zone has an AC of 6. There is a 10cm wide stabilizer zone around the middle of the unit. This zone has tiny low-power pods which keep the eyeball from drifting and can move it slowly from place to place. The sensor zone has audio and video sensors that can scan a circle on the ground with a diameter equal to the eyeball's altitude. Eyeballs can only escape damage by moving out of the way. They have no other defense mechanisms.

Eyeballs are controlled entirely by a cybernetic installation and cannot function properly without direction. They form a network tuned to a particular controller and cannot be moved to a different system. An eyeball will fall if it suffers 50% damage. Eyeballs take an additional point of damage for every 10m they fall. There is a 10% with random tinkering in the works of a downed eyeball with one or more hit points left will short out the entire network for 1d4 turns. (GW4)

Household Bot

Status:	1000
Number:	1d10
Hit Dice:	5d6
Sensors:	A/B
MS: 8	DX: 14
IN: 4	PS: 18
Armor:	4
Control:	A
Power:	A/E4
Move:	Feet
Speed:	12/900/18

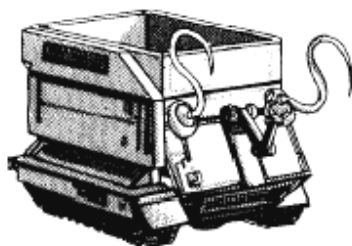
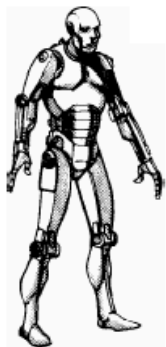
These 2-meter tall humanoid-shaped Robots have two short grippers and two 1-meter tentacles. Each has some or all of the following: cleaning and polishing attachments, maintenance tools, a trash compacter, a vacuum unit (with hose), an incinerator, a storage bin and a spray nozzle attached to small tanks of cleaning liquids, disinfectants and insecticides. (BRB)

Industrial Bot

Standard Engineering Bot

Status:	3000
Number:	1d4
Hit Dice:	9d8
Sensors:	A/B/D
MS: 8	DX: 18
IN: 4	PS: 400
Armor:	3
Control:	B
Power:	A/C12
Move:	Antigrav Pods
Speed:	120/6000/120

This unit is a 30-meter cube. It has 2 retractable 6-meter Cranes able to lift 1000 kilograms each. Its four 6-meter tentacles can each lift 250 kilograms and its tractor/pressor beam can lift 500 kilograms at a 10-meter range. The unit has the same special features and materials as the Engineering Bot-Light and is sealed for underwater operations. (BRB)



Medibot

Status:	5000
Number:	1d4-2
Hit Dice:	9d6
Sensors:	A/B/D
MS: 10	DX: 18
IN: 14	PS: 80
Armor:	3
Control:	C/F
Power:	A/C24
Move:	Antigrav Pods/Feet
Speed:	160/6800/120 Pods 12/900/18 Feet

This upright-walking, 2 meter tall unit is humanoid in shape. It has two arms and two 1 meter tentacles, each of which is equipped for handling precision instruments. Special equipment includes all normal Medi-kit tools and materials (in 5 times the quantity found in a Medi-kit) plus more extensive medical labs than are in the Medi-kit. A Medical Robot can perform complex surgery, if necessary. It heals characters at the same rate as a Medi-kit (1d10+20 hit points of damage to Pure Strain Humans and 1d10+10 hit points of damage to Humanoids and Mutated Animals). (BRB)

Military Combat Tank

Status:	RANK
Number:	1d4
Hit Dice:	40d8 (320)
Sensors:	B/C
MS: 12	DX: 15
IN: 8	PS: 400
Armor:	1
Control:	B
Power:	A/D
Move:	Treads
Speed:	175

The military combat tank was a standard army vehicle used frequently throughout the Shadow Years in large-scale battles. It was often pitted against other combat tanks or various military robots. A combat tank will be highly prized and will be heavily guarded. A combat tank is generally operated by a crew of three. One of the crew members drives the tank, one controls the main gun(s), and the third controls the other weapons systems. Combat tanks look much like those in use in the twentieth century. The following example describes one unusual combat tank, the Win Hammer, that has two main guns on the turret. Numerous small weapons mounts are spread over the Twin Hammer, containing an assortment of lethal weapons. The tank is made of duralloy and has small openings in the sides (covered by duralloy shutters) which contain steel-reinforced glass.

The two main guns each fire a laser bolt causing 10d6 points of damage; the main guns share the same target. Two batteries of micro-missile launchers (each with a clip of 35 missiles), four batteries of grenade launchers each with 2-12 grenades of mixed types), two batteries of fusion rifles, and four batteries of stun guns complete this tank's armament. The laser cannons are mounted on a revolving turret and have a 360° field of fire. The micro-missile battery is mounted on the top of the Twin Hammer's turret and may rotate 90° to the left or right, having a 180° field of fire. (Note that the field of fire moves as the turret rotates.) One battery each of 4 grenade launchers is mounted on the front, rear, and sides of the tank, each with a 180° field of fire. The fusion and stun rifles are mounted on rotating platforms with 180° fields of fire at the front and rear of the tank. All batteries contain 4 weapons. (DM97)

Police Bot	Status:	2,000
Number: 1d3	Armor:	3
Hit Dice: 30d6	Control:	D/F
Sensors: A/B/C	Power:	A/B
MS: 18 DX: 18	Move:	Antigrav Pods
IN: 16 PS: 250	Speed:	75

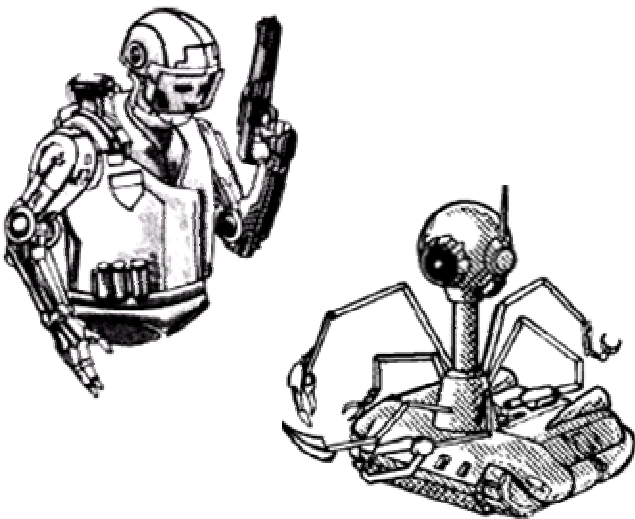
Originally designed to maintain law and order, apprehend known criminals, and assist law-abiding citizenry when possible, a police robot looks like a motorcycle cop without the motorcycle or the legs. It is a floating torso (antigrav pods) with a pair of arms and a head (complete with facial features). Many of the heads were molded to look like they are wearing helmets with sun visors. The idea is to present an authoritative appearance without being frightening. A police robot has a deep, confident male voice.

A police robot can extrude a padded seat behind it to carry one passenger or a small amount of cargo. Restraint straps are used to secure prisoners to the seat.

The police robot includes a telescopic camera, motion detector, IR camera, communicator, loud speaker, spotlight, lexicon, video recorder, stun ray pistol, tangler, UV laser pistol, grenade launcher with three tear gas grenades (Intensity 12), and handcuffs. The force field is linked to the weapons, allowing it to blink when they are fired.

A common I.D. card is only used to direct an idle police robot to a particular beat or to the scene of a crime or accident. Once on the scene, it is smart enough to be able to use its own judgment. The supervisor's card can direct the robot away from a crime or accident scene, but only if there are other personnel or robots there to attend it. Programmer's cards are permanently identified with a voice and retinal print. Unlike other cards, which can be used by anyone, a programmer's card must be custom-made for each owner. Civil authority cards work just like supervisor's cards. The police robot will obey all the orders, even destructive ones, of a security card.

A police robot will do whatever it takes to prevent a crime. It uses the minimal force necessary. If the criminals are armed with assault rifles, minimal force can be deadly. The police robot will treat people engaged in noncriminal activities with respect and courtesy. It will even offer aid and assistance occasionally. (4GW)



Repair Bot	Status:	2,500
Number: 1	Armor:	2
Hit Dice: 10d8	Control:	A/B
Sensors: A/B/C/D	Power:	B
MS: 8 DX: 30	Move:	Wheels/Fans
IN: 4 PS: 75	Speed:	48

This robot was specifically designed to repair small household devices, appliances, weapons, and any other small item it can grasp and hold. The robot does not care who owns the item, only that it must be fixed. However, these units are programmed to defend themselves from an attack. The repair bot is 2 meters tall, resting on either a wheeled chassis (if an installation model) or hover fan units (if a field variety).

The repair bot bristles with dozens of small arm tools. 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 unaware of its environment). It has an enhanced Dexterity, an expanded memory bank on small devices and weapons repair, and hundreds of tools 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 causing 4d6 points of damage. They can attack with all four weapons in a single Action Turn. (ToA)

Robot Vehicle	Status:	2,000
Number: 1	Armor:	As Vehicle Type
Hit Dice: 12d6	Control:	B
Sensors: A/B	Power:	B
MS: 8 DX: 10	Move:	As Vehicle Type
IN: 4 PS: 15	Speed:	As Vehicle Type

A robotic vehicle is a normal vehicle with a robotic brain. There is no limit to the variety of these types of vehicles. They can be anything from a small compact wheeled vehicle to a large liner. Most of the suborbital shuttles are classified as robotic vehicles as well.

Robotic vehicles possess booster jets that allow them to move at 4x normal speed or leap 5 meters into the air for one Action Turn increments. The booster jets are only used to avoid collisions or other incidences that would put the vehicle or its passengers in jeopardy. It takes 10 minutes to recharge the jets when used.

Robotic vehicles possess two 3 meter long tentacles, searchlights, sound synthesizers (that can produce any sound), and an analytical onboard computer. Many are sealed airtight with a 30 minute air supply to avoid poisonous gasses or hard radiation. They may be equipped with two front mounted one rear mounted weapon at the GM's discretion, however, generally robotic vehicles were unarmed when manufactured.

Anyone who possesses the knowledge or necessary ID can activate the in-dash computer system (and can speak in a language understood by the robot) is able to control the vehicle. Knowing how to activate the computer and control it is only half the battle, though. The vehicle needs fuel to fulfill any orders. Typically robotic vehicles operated on Atomic or Hydrogen Cells. (ToA)

Security Bot

Number: 1d4-1	Status: RANK
Hit Dice: 12d8	Armor: 2
Sensors: A/B/C	Control: D/G
MS: 10	Power: A/B
DX: 18	Move: Antigrav Pods/Feet
IN: 14	Speed: 160/6800/120 Pods 12/900/18 Feet

Incendiary grenades) and a Laser Rifle unit on a rotating turret. They were protected by a 75 hit point power shield, and could make 50 meter jumps using a limited V.T.O.L. system. They had a full array of Infrared, U.V., and radar scanners and a built in comlink. Soldier Bots were powered by three Atomic Cells that operated in tandem, and their C.P.U.'s were shielded against Radiation and Environmental Extremes. (BJJ)

These units look like Medical Robots, but each of their 2 tentacles can lift 200 kilograms and each Robot has a pair of tractor/pressor beams that can lift 200 kilograms apiece at a 30 meter range. Weapons include: 4 Paralysis Rods (each with a 3-meter extension), a Slug Thrower A (with 10 clips of ammunition) and a Grenade Launcher (60-meter range) with 2d4 Tear Gas Grenades and 3d4 Stun Grenades. These units will usually be programmed to subdue all life forms acting violently or entering restricted areas. They have command circuits that allow them to summon Medical Robots and Engineering Bots as necessary. (BRB)

Security Bot, Heavy

Number: 1d4-1	Status: RANK
Hit Dice: 12d8 (Armor: 2
Sensors: A/B/C	Control: D/G
MS: 10	Power: A/B
DX: 18	Move: Antigrav Pods/Feet
IN: 14	Speed: 160/6800/120 Pods 12/900/18 Feet

The heavy security bot was designed to prevent the unlawful entry of persons onto corporate land and buildings. Secondly, they were usually programmed to prevent damage to company property and to assist employees whenever possible. These units are AI robots usually directed to protect a single area, installation, or executive.

Heavy security bots are roughly humanoid in shape. In addition to two arms, it also has four retractable 3 meter long tentacles. It has a pair of tractor/pressor beams that can lift 350 kg at a 45 meter range. The bot is sealed against water and corrosives, has enhanced multiple actions, and robotic command and summoning abilities over all security robots within a 4 km radius. It also has a communications sender, a repair program, and miscellaneous equipment that allows it to secure captured opponents.

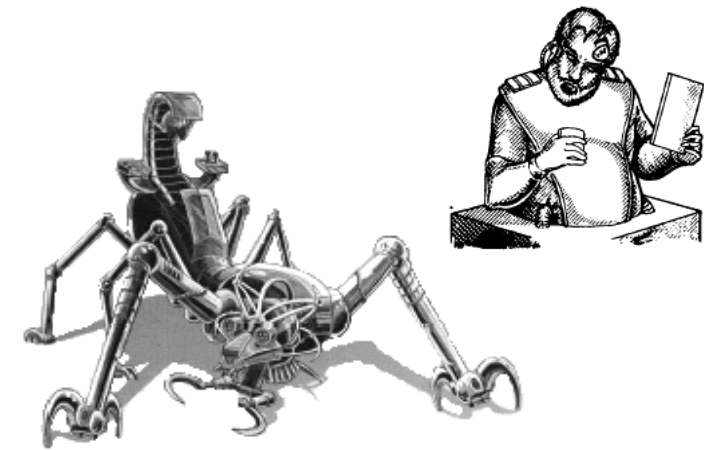
The heavy security bot is armed with the following weapons: UV laser rifle, Mark XII Blaster, Stun Ray rifle, Grenade Launcher (with 12 random grenades) and a mine layer (with 4 random bombs).

Unlike the standard issue security robots, these are not programmed to carefully subdue people. They often use lethal force when protecting their charges, be it an individual, an installation, or another building. (ToA)

Soldier Bot

Number: 1d4-1	Status: 2,000
Hit Dice: 15d6 (90)	Armor: 2
Sensors: A/B	Control: D
MS: 16	Power: 3xF
DX: 18	Move: 8x Feet
IN: 18	Speed: 36

Description: These were the basic style of combat robot used in ground combat, usually in support of armored infantry. They were roughly 2 meters long, and could move on six to eight legs. They were equipped with two 20 shot grenade launchers (usually



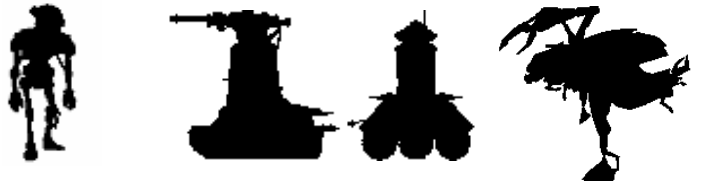
Stalker		Status:	RANK
Number:	1d4	Armor:	3
Hit Dice:	12d6 (72)	Control:	D/G
Sensors:	A/B/C/E/F-Scent	Power:	A/C72
MS: 18	DX: 20	Move:	Antigrav Pods/Feet (4)
IN: 18	PS: 30	Speed:	160/6800/120 Pods 36/2700/54 Feet

Robot stalkers are a type of security robot used to track down fugitives. They track things by using many different sensors. Robot stalkers look like 3 meter long mechanical ants. They are 1 and ½ meters tall. Two lenses in their heads, their primary optical sensors, glow red when they are active. Stalkers can be preprogrammed to track things, to patrol an area, or they can be used as a means of transportation.

Trackers are equipped with Optical Sensors (500m), Infrared Heat Sensors (25km), Residual Heat Sensors (1m in 2hrs), Telescopic Imaging Sensors (L-o-S), Voiceprint Analyzers (200m) Chemical Trace Analysis/Scents (800m in 36hrs). These tracking sensors are best used in combination. The ranges given are for the primary sensors in the unit's head. They operate in a cone 38° wide. Other sensors, on the body, allow 360° of tracking over a range of 25km. These ranges already take into account obstructions/visibility/ background noise/ temperature/ etc.

Stalkers can be ridden. There is a rider's saddle and helmet on the robot's back. Stalkers track just as well with or without a rider. Characters riding the stalker receive tracking information through a helmet equipped with a heads-up display. Riders can control stalkers manually and can use any of the stalkers' systems or weaponry.

Stalker's feet can climb slopes of up to 60 degrees. They use their pods to cross steeper slopes and places too rough for their feet. Two laser rifles and two stun guns are mounted on their heads. Each gun has an independent power source that supplies 100 shots. All stalkers have a 100-point energy screen. Their weapons will not work while their screen is on. There is a set of pincer-jaws attached to their heads. These jaws can reach out to 4m to grab things. The jaws pincers are ½ m long and have retractable blades inside. (GW4)



Supervisory Borg		Status:	RANK
Number:	1d4-2	Armor:	2
Hit Dice:	15d8 (220)	Control:	E
Sensors:	A/B	Power:	B
MS: 12	DX: 18	Move:	Antigrav Pods
IN: 18	PS: 50	Speed:	160/6800/120

This unit's 1 meter tall humanoid trunk rests on a 1 meter square base. It has 2 humanoid arms able to manipulate any tools or equipment designed for human use. Supervisory Borgs have radio circuits that allow them to control all other Robots as if they had a Stage IV I.D. They can communicate with Think Tanks and CI's on whose behalf they will usually function. (BRB)

Tankbot		Status:	RANK
Number:	1d4-2	Armor:	1
Hit Dice:	40d8 (360)	Control:	E
Sensors:	A/B/C	Power:	B
MS: 18	DX: 18	Move:	Feet (8)
IN: 14	PS: 250	Speed:	

These nightmarish machines came in a lot of shapes, but a common variety moved about on 6-8 legs. Some other types moved on hover fans or treads. It comes armed with twin Heavy Machine Guns mounted on a headlike mobile appendage, each capable of 10 minutes continuous fire. It was also armed with a Heavy Laser Cannon powered by it's central reactor, which could fire 10 shots for 9d6 damage at a 200 meter range, before undergoing a 10 minute recharge period. Finally, it was equipped with two seperately operable Missile Launchers, each with a 12 shot capacity. This fearsome device was protected by a 200 point Force Field and were shielded against all forms of Radiation, E.M.P., and Climate extremes. (BJJ)

Think Tank		Status:	2 RANKS
Number:	1	Armor:	2~4
Hit Dice:	15~40d10	Control:	G
Sensors:	A/B	Power:	see below
MS: 25	DX: -	Move:	Immobile
IN: 25	PS: -	Speed:	nil

Usually building-sized units, Think Tanks have only one purpose - to plan for all possible contingencies and answer questions about the information they correlate. They were located only in very high-security areas such as space ports, secret military bases etc. Each is defended by its own permanent cybernetic installation regardless of the existence of another such installation which runs the base on which the think tank is located. Persons with Stage IV and V I.D.'s can communicate with (not control) a think tank, as can supervisory borgs and permanent cybernetic installations. (1GW)

Each Think Tank was individually designed and built, so no two are exactly alike. In general, they were powered by 2 or more nuclear power plans, including backup systems. In practice, most of them will still operate limited to one power plant. Think Tanks depend on the organic "brains" that power the bulk of their cognitive abilities. If the Think Tank is totally without power for any amount of time, these "brains" will die and the Think Tank will be rendered useless. In many cases, still-functioning Think Tanks have developed severe personality quirks and some are outright insane due to lack of regular maintenance or spare parts (i.e. new "brains"). (Ed)

Valet Bot

Number: 1d3
Hit Dice: 15d8 (75)
Sensors: A/B/C/F
MS: DX: 14
IN: PS: 80

Status: 3,500
Armor: 2
Control: A
Power: B
Move: Antigrav Pods
Speed: 12/900/18

These robots were designed to be a refined roboservant, acting as a valet, cook, companion, caretaker, watchdog, etc. The Valet Bot 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 (which is most certainly a long-dead Ancient, unless the bot is reprogrammed). It has the capacity to learn up to 4 languages, and only takes a week to have a working vocabulary in a new one. Once a new language is learned, the Valet Bot can act as an interpreter.

Each Valet Bot has miscellaneous equipment to assist it in the fulfillment of its duties., including a floodlight, a medikit, a fire-extinguisher, a communicator, and a tractor/pressor beam that can lift 100 kg at a range of 6 meters. To protect its owner, the Valet Bot is armed with a stun ray pistol and a sonic emitter (same as the *Sonic Blast* mutation and causes 3d6+4 points of damage).

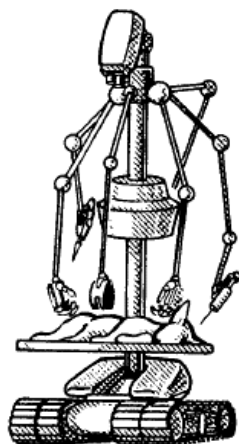
The Valet Bot was created to be a servant to its owner. It can learn to clean a character's weapon, cook food, wash clothing, and observe manners. When ownership is first established, the Valet Bot talks to the new owner, and observes him for hours, collecting detailed data about their habits. Once the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

Veterinary Bot

Number: 1d4
Hit Dice: 20d8 (160)
Sensors: A/B/D
MS: DX: 14
IN: PS: 80

Status: 3000
Armor: 4
Control: C/F
Power: A/C24
Move: Antigrav Pods
Speed: 120/6000/120

This unit is composed of two parts:the 3 meter tall operations/ analyzing front section and the lower rear platform area capable of life support functions for creatures being operated on.The unit was designed to treat field animals in the wild and to better take care of animals in contained areas when a veterinarian was not immediately available.These Veterinary Bots have been programmed to treat only non-mutated animals.If they happen to come across a mutant, there is a 10%chance for each of the creature's mutations that any treatment will result in the mutant's death (a creature with a total of 4 mutations has a 40%chance of being killed by the bot).If the GM determines that the mutant survives the Veterinary Bot's treatment,then it must be discovered whether or not the treatment succeeds in aiding the ailing creature.The chance for successfully curing a mutant is equal to 100% minus the chance that the mutant had of dying from the treatment (in this example 100%-40%=60%chance of being



cured).All normal non- mutated animals have close to or equal to a 100%chance of being cured by a Veterinary Bot,if it is within the bot's ability to treat the creature's malady.

Tractor/pressor beams can move 200 kilos at a 15 meter range,and one powered tentacle has the capacity to lift 900 kilos.Complete medical operations unit available: including drugs,instruments,analyzing equipment,and medical library and memory systems for case histories and anesthetizing injectors accurate up to 100 meters (with a fire rate of 3 darts per second). (BRB)

Warbot

Number: 1d4-2
Hit Dice: 60d10
Sensors: A/B/C
MS: 12
IN: 14

Status: 2 RANKS
Armor: 1
Control: G
Power: B
Move: Antigrav Pods
Speed: 240/10200/180

This vaguely turtle-shaped unit is 9 meters long by 6 meters wide by 3 meters tall. It has 4 Micro-missile Launchers, 6 Torc Grenade Launchers (500 meter range and 5d20 Torc Grenades), 4 Black Ray Guns (200 meter range), 8 Mark VII Blaster Batteries of 3 guns each, 1 Matter Bomb Launcher 1200 meter range and 6d6 Matter Bombs) and 6 Laser Batteries of 5 guns each (1500-meter range and 15d6 damage per battery). All Warbots have a 200 Hit Point Energy Screen. They can use all weapons simultaneously. (BRB)

Warbot 'R:25 Bot-killer'

Number: 1d4-1
Hit Dice: 20d10 (200)
Sensors: A/B/C
MS: 16
IN: 18

Status: RANK
Armor: 1
Control: E/G
Power: B/C/F
Move: Antigrav Pods
Speed: 150/5000/100

This helicopter like robot was built to take out mechanized and A.I. units. It's capable of cruising at up to 150kph, or hovering completely still. On the ground it can move up to 100 kph on eight legs. It's armed with two heavy laser cannons linked directly to it's reactor, that work in tandem to avoid down time from recharge, and two missile launchers. It can transmit an E.M.P. burst that will disable all non shielded powered equipment in a 50 meter radius by draining their batteries, and instantly destroys unshielded A. I. cores. It's protected by a 200 point Force Field. (BJJ)

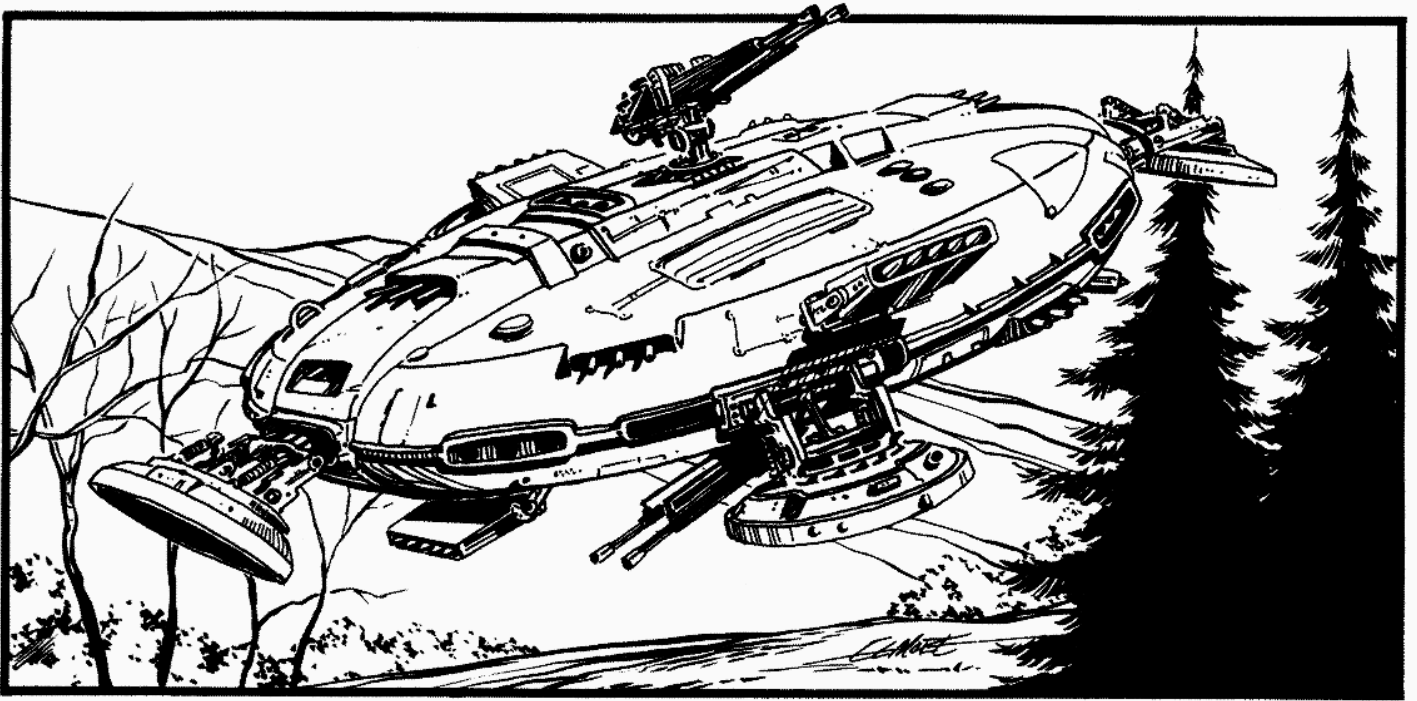
Warbot 'R:50 AOD'

Number: 1d4-1
Hit Dice: 25d10
Sensors: A/B/C
MS: 14
IN: 16

Status: 2 RANKS
Armor: 1
Control: G
Power: B/C/F
Move: Antigrav Pods (AOD)
Speed: 150/5000/100

This warbot is designated the AOD, which stands for Antigravity Oscillation Drive, a experimental antigravity system first used on these units. Some soldiers thought A.O.D. should more appropriately stand for Angel Of Death. There were only 20 known units of this highly experimental type built. Each was assigned to a certain Top Security installation. These units are 50 feet long and 20 feet wide, yet hover ominously without a sound on their antigravity generators. They can cruise at 150 Kph. They are armed with four Heavy Laser Cannons, four batteries of three heavy machine guns each capable of firing for 15 minutes, four batteries of Lasers

Cannons of two units each, capable of unlimited tandem firing and four micromissile launchers, each with a 40 missile clip. They are shielded by a 400 Hit Point Force Field, and can generate an E.M.P. field out to 100 meters that will kill all unshielded armor and robotic units. They also are equipped with a special beam device that can punch through force fields, negating half their damage taking potential. It is unknown how many of these machines survived the Big One. (BJJ)



APPENDIX II: Tables

UNITS OF MEASUREMENT

All units of measurement are in SI or the metric system.
The following conversions are provided to ease the lot
of those players unfamiliar with SI.

Length & Distance

1 kilometre (km)	0.621 miles
1 meter (m)	1.094 yards
1 meter (m)	3.281 feet
1 centimetre (cm)	0.394 inches
1 millimetre (mm)	0.0394 inches
1 mile	1.610 km
1 yard	0.915 in
1 foot	0.305 in
1 inch	2.54 cm
1 inch	25.4 mm
1 light year	.946 x 10 ¹² km (9,460,000,000,000 km)
1 light year	5.88 x 10 ¹² mi (5,880,000,000,000 mi)
1 light second	300,000 km (186,000 mi)

Area

1 square kilometre (km ²)	0.3861 square miles
1 square meter (m ²)	1.1960 square yards
1 square meter (m ²)	10.7639 square feet
1 square centimetre (cm ²)	0.1550 square inches
1 square kilometre	247.1 acres
1 hectare (ha = 100 m ²)	2.471 acres
100 hectares	1 square kilometre
640 acres	1 square mile
1 square mile	2.590 km ²
1 square yard	0.8361 m ²
1 square foot	0.0929 m ²
1 square inch	6.4516 cm ²
1 acre	0.0040 km ²
1 acre	0.4047 ha

Volume

1 cubic kilometre (km ³)	0.2395 cubic miles
1 cubic meter (m ³)	1.3080 cubic yards
1 cubic meter (m ³)	35.315 cubic feet
1 litre (L) 1000 (cc)	0.2642 gallons (U.S.)
1 litre (L)	1.0566 quarts (U.S.)
1 litre (L)	2.1133 pints (U.S.)
1 cubic centimetre (cc)	0.0338 fluid ounces
1 millilitre (ml)	0.0338 fluid ounces
1 cubic mile	
1 cubic yard	0.7646 m ³
1 cubic foot	0.0283 m ³
1 gallon (U.S.)	3.785 L
1 quart (U.S.)	0.9464 L
1 pint (U.S.)	0.4732 L
1 ounce (U.S.)	29.573 cc
1 ounce (U.S.)	29.573 ml

Mass & Weight

1 tonne (t — 1000 kg)	2200 pounds/1.1 tons
1 kilogram (kg)	2.2 pounds
1 gram (g)	0.035 ounces
1 ton	0.9090 t (909 kg)
1 pound	0.4536 kg
1 pound	454g

Velocity & Speed

1 kilometre/hour (km/h)	0.62 miles/hour
1 meter/second (m/s)	3.6 km/h
1 meter/second (m/s)	.2.2356 mph
1 mile/hour	1.610 km/h
1 foot/second	0.305 m/s
1 foot/second	0.6818 mph
1 foot/second	1.0977 km/s
1 G (Earth Gravity)	32 feet/sec/sec acceleration
	9.76 meters/sec
1 PSOO (% speed of light)	3000 km/sec
	1860 m/s
1 LS (light second)	300000 km/800 sec
	3000 km/sec.

Temperature

Degrees Celsius (°C) = (F - 32) x 5/9
 Degrees Fahrenheit (°F) = (1.8 °C) + 32
 Degrees Kelvin (°K) = Celsius Temp. + 273.15

APPENDIX I: Blank Templates

General Equipment Template

Name

Code: Value:
Duration: Cost:
Weight: Power:

Weapon Template

Name

Code: Value:
WC: Cost:
Range: Power:
Damage: Weight:
RoF: Ammo:

Explosive Template

Name

Code: Value:
WC: Cost:
Damage: Blast Radius:
Weight:

Normal Armor Template

Name

Code: Value:
Armor: Cost:
Weight: Power:



Transportation Template

Name

Code: Value:
Armor Class: Cost:
Hit Points: Power:
Seats: Range:
Max Speed: Cargo:

Medical Supplies Template

Name

Code: Value:
Weight: Cost:
% to Function
PSH- 0% MH- 0%
MA- 0% MP- 0%

Robot Template

TYPE

Number: Value:
Hit Dice: AC:
Sensors: Control:
MS: DX: Power:
IN: PS: Move:
Speed:

Powered Armor Template

Name

Code: Value:
Armor: Cost:
Slots: Power:
Move: Weight:
Size:

Left Arm: Helmet: Right Arm:
Front plate:
Back Plate:
Left Leg: Right Leg:

Total Slots Currently Used:
Locomotion Provided:
Force Field:
Defenses Included:
Sensors Included:
Weapons Included:
System Power Usage Location

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