

REFEREE'S SCREEN

and Mini-Module

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

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WEAPON DAMAGE TABLE

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

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

CHARISMA TABLE

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

CHARISMA TABLE MODIFIERS

Non-Player Character Type

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

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

COMMON ITEMS - TRADE VALUES

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

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

FATIGUE FACTORS MATRIX

	Aelee T	um							
Weapons	11	12	13	14	15	16	17	18	19
Any Axe				-1	-2	-3	-4	-5	-6
Any Bow					-1	-2	-3	-4	-5
Club					-1	-2	-3	-4	-5
Dagger								-1	-2
Flail		-1	-2	-3	-4	-5	-6	-7	-8
Javelin						-1	-2	-3	-4
Lance				-1	-2	-3	-4	-5	-6
Mace				-1	-2	-3	-4	-5	-6
Morning Star			-1	-2	-3	-4	-5	-6	-7
Pole Arms		-1	-2	-3	-4	-5	-6	-7	-8
Sling			-					-1	-2
Spear						-1	-2	-3	-4
Sword, Long or Sho	ort			-1	-2	-3	-4	-5	-6
Sword, Two-hander	d -1	-2	-3	-4	-5	-6	-7	-8	-9

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

ARMOR



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

PHYSICAL MUTATIONS

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

Human	Animal	Mutation
01%	01%	Absorption
02%	02%	Anti-Reflection (D)
03-06%	03-04%	Complete Mental Block (D)
07%	05%	Cryokinesis
08%	06%	Death Field Generation
09-10%	07-09%	De-Evolution
11%	10%	Density Control (Others)
12%	11-13%	Directional Sense
13%	14%	Dual Brain
14%	15%	Empathy
15-18%	16-18%	Epilepsy (D)
19-22%	19-20%	Fear Impulse (D)
23-25%	21-24%	Force Field Generation
26%	25%	Genius Capability
27-31%	26-28%	Heightened Brain Talent
32-41%	29-43%	Heightened Intelligence
42-45%	44%	Hostility Field (D)
46%	45%	Illusion Generation
47%	46-49%	Intuition
48-52%	50-52%	Life Leech
53%	53%	Light Wave Manipulation
54%	54%	Magnetic Control
55%	55%	Mass Mind
56-58%	56%	Mental Blast
59%	57%	Mental Control
60%	58%	Mental Control Over Physical State
04 0000	EO C10/	Mantal Defenselessness (D)
61-62%	59-61%	Mental Defenselessness (D)
63%	62-66%	Mental Defense Shield
63% 64%	62-66% 67%	Mental Defense Shield Molecular Disruption
63% 64% 65-66%	62-66% 67% 68%	Mental Defense Shield Molecular Disruption Molecular Understanding
63% 64% 65-66% 67-69%	62-66% 67% 68% 69-71%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D)
63% 64% 65-66% 67-69% 70%	62-66% 67% 68% 69-71% 72%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel
63% 64% 65-66% 67-69% 70% 71-73%	62-66% 67% 68% 69-71% 72% 73-75%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D)
63% 64% 65-66% 67-69% 70% 71-73% 74%	62-66% 67% 68% 69-71% 72% 73-75% 76%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition
63% 64% 65-66% 67-69% 70% 71-73% 74% 75%	62-66% 67% 68% 69-71% 72% 73-75% 76% 77%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis
63% 64% 65-66% 67-69% 70% 71-73% 74% 75% 76%	62-66% 67% 68% 69-71% 72% 73-75% 76% 77% 78%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar
63% 64% 65-66% 67-69% 70% 71-73% 74% 75% 76% 77%	62-66% 67% 68% 69-71% 72% 73-75% 76% 76% 77% 78% 78%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection
63% 64% 65-66% 70% 71-73% 74% 75% 76% 76% 77% 78%	62-66% 67% 68% 69-71% 72% 73-75% 76% 76% 77% 78% 78% 79% 80%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field
63% 64% 65-66% 70% 71-73% 74% 75% 76% 77% 78% 79%	62-66% 67% 68% 69-71% 72% 73-75% 76% 76% 77% 78% 78% 79% 80%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field Sound Imitation
63% 64% 65-66% 70% 71-73% 74% 75% 76% 76% 77% 78% 79% 80-82%	62-66% 67% 68% 69-71% 72% 73-75% 76% 77% 78% 79% 80% 81% 81%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field Sound Imitation Telekinesis
63% 64% 65-66% 70% 71-73% 74% 75% 76% 76% 77% 78% 79% 80-82% 83%	62-66% 67% 68% 69-71% 72% 73-75% 76% 77% 78% 78% 79% 80% 81% 81% 82%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field Sound Imitation Telekinesis Telekinetic Arm
63% 64% 65-66% 70% 71-73% 74% 75% 76% 76% 77% 78% 80-82% 83% 84%	62-66% 67% 68% 69-71% 72% 73-75% 76% 77% 78% 79% 80% 81% 82% 83% 83%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field Sound Imitation Telekinesis Telekinetic Arm Telekinetic Flight
63% 64% 65-66% 70% 71-73% 74% 75% 76% 77% 78% 79% 80-82% 83% 83% 84%	62-66% 67% 68% 69-71% 72% 73-75% 76% 78% 77% 78% 80% 80% 81% 82% 83% 83% 84%	Mental Defense Shield Molecular Disruption Molecular Understanding Multiple Damage (D) Planar Travel Poor Dual Brain (D) Precognition Pyrokinesis Radar/Sonar Reflection Repulsion Field Sound Imitation Telekinesis Telekinetic Arm Telekinetic Flight
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63% 64% 65-66% 70% 71-73% 74% 75% 76% 78% 80-82% 83% 83% 84% 85% 86% 86% 86% 87% 88% 90%	62-66% 67% 68% 72% 72% 73-75% 76% 78% 78% 80% 80% 81% 82% 83% 84% 85% 85% 86% 86% 86% 88% 88%	Mental Defense ShieldMolecular DisruptionMolecular UnderstandingMultiple Damage (D)Planar TravelPoor Dual Brain (D)PrecognitionPyrokinesisRadar/SonarReflectionRepulsion FieldSound ImitationTelekinesisTelekinetic FlightTelepathyTeleportationThought ImitationTime Field ManipulationTotal HearingWeather Manipulation

Vehicles

1	venie	cies	1950
	1.	Civilian Internal Combustion	Ar
1	2.	Military Alcohol Combustion	
	3.	Turbine Car	
	4.	Hover Car	1
	5.	Flit Car	100
1	6.	Environmental Car	
	7.	Bubble Car	
2	8.	Others	
1	Armo	or	
2	1.	Sheath Armor	
	2.	Powered Plate Armor	Art
	3.	Powered Alloyed Plate Armor	
5	4.	Plastic Armor (unpowered)	(
	5.	Energized Armor	
	6.	Inertia Armor	
	7.	Powered Scout Armor	1
2	8.	Powered Battle Armor	
1	9.	Powered Attack Armor	1
1	10.	Powered Assault Armor	
	Pisto	ls	
1	1.	Slug Thrower	9
1	2.	Needler	1.12.7
1	3.	Stun Ray	
	4.	Laser Pistol	
	5.	Mark V Blaster	
2	6.	Black Ray Gun	
	Rifle		
2	1.	Stun Rifle	
1	2.	Laser Rifle	
	3.	Mark VII Rifle	
1	4.	Fusion Rifle	
	Gren	ades	
1	1.	Gas	
1	2.	Chemical Explosive	-
125	3.	Fragmentation	
1	4.	Energy	
	5.	Photon	
1111	6.	Torc	
	Othe	r Energy Weapons	
	1.	Vibro Dagger	
		Million Diada	

ARTIFACT TABLES

tifact Condition

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

tifact Category

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

Robotic Units

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

Medical Equipment

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

Miscellaneous Energy Devices

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

Bombs and Missiles

2.Concentrated Damage Pack3.Fission Bomb4.Fusion Bomb5.Concussion Bomb6.Matter Bomb7.Negation Bomb8.Neutron Bomb9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile16.Fission Missile	1.	Small Damage Pack
4.Fusion Bomb5.Concussion Bomb6.Matter Bomb7.Negation Bomb8.Neutron Bomb9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	2.	Concentrated Damage
5.Concussion Bomb6.Matter Bomb7.Negation Bomb8.Neutron Bomb9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	3.	Fission Bomb
 6. Matter Bomb 7. Negation Bomb 8. Neutron Bomb 9. Trek Bomb 10. Mutation Bomb 11. Micro-Missile 12. Mini-Missile 13. Surface Missile 14. Neutron Missile 15. Negation Missile 	4.	Fusion Bomb
7.Negation Bomb8.Neutron Bomb9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	5.	Concussion Bomb
8.Neutron Bomb9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	6.	Matter Bomb
9.Trek Bomb10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	7.	Negation Bomb
10.Mutation Bomb11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	8.	Neutron Bomb
11.Micro-Missile12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	9.	Trek Bomb
12.Mini-Missile13.Surface Missile14.Neutron Missile15.Negation Missile	10.	Mutation Bomb
13.Surface Missile14.Neutron Missile15.Negation Missile	11.	Micro-Missile
14.Neutron Missile15.Negation Missile	12.	Mini-Missile
15. Negation Missile	13.	Surface Missile
	14.	Neutron Missile
16. Fission Missile	15.	
	16.	Fission Missile

Creating Non-Player Character Mutations

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

Choose an animal or plant type. 1.

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

Vibro Blade **Energy Mace**

Stun Whip

1. 2.

3

А

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

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

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

ID DEVICES

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

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

RADIATION MATRIX

Radiation Intensity Level

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

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

MOVEMENT TABLE

1 meter/6 meters

Search

Indoor/Outdoor

Combat

Normal Movement **Trot Movement** Charge Movement Armored Movement Mounted Movement **Creature Movement Robotic Movement**

12 meters/round 16 meters/round* 24 meters/round* Half speed Referee's decision Up to 5 times normal Meters/round = km per hour × 2.8

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

POISON MATRIX

Strength of Poison

		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	18				•		*	•		•	1	*	*	1	2	3	D	
	17	*	*		*.								1	2	3	D	D	
C	16											1	2	3	D	D	D	ł
0	15						•				1	2	3	D	D	D	D	8
N	14	•		•	•					1	2	3	D	D	D	D	D	
S	13	*		•	*				1	2	3	D	D	D	D	D	D	
т	12	100	0.50					1	2	3	D	D	D	D	D	D	D	į.
1	11						1	2	3	D	D	D	D	D	D	D	D	ł
т	10	•	•	•	. *	1	2	3	D	D	D	D	D	D	D	D	D	2
U	9	•			1	2	3	D	D	D	D	D	D	D	D	D	D	
т	8	100	1225		2	3	D	D	D	D	D	D	D	D	D	D	D	i
1	7			2	3	D	D	D	D	D	D	D	D	D	D	D	D	8
0	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	
N	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	é
	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	ł

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

REACTION TABLE

Dice Score 2

	Reactio	n
Lutra	mahu haatil	

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

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

ENCOUNTERS TABLE

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

Vehicles

1	venic	cies	1.1
	1.	Civilian Internal Combustion	Arti
	2.	Military Alcohol Combustion	1 ~~~
1	3.	Turbine Car	D
1	4.	Hover Car	R
	5.	Flit Car	2
2	6.	Environmental Car	6
	7.	Bubble Car Others	8
1			1
	Armo	or and a second s	1
	1.	Sheath Armor	
9	2.	Powered Plate Armor	Arti
1	3.	Powered Alloyed Plate Armor	
1	4.	Plastic Armor (unpowered)	0
1	5.	Energized Armor	1
	6. 7.	Inertia Armor Powered Scout Armor	2 3
ŝ	8	Powered Battle Armor	4
	9.	Powered Attack Armor	5
1	10.	Powered Assault Armor	6
1	Pisto	le	7
1	FISIO		8
	1.	Slug Thrower	91-
1	2.	Needler	
	3.	Stun Ray	
	4 . 5.	Laser Pistol Mark V Blaster	
	6.	Black Ray Gun	
1	Rifle		-
1	1.	Stun Rifle	
	2.	Laser Rifle	
1	3. 4	Mark VII Rifle Fusion Rifle	
	Gren		
8	Gren	auca	
1	1.	Gas	1
	2.	Chemical Explosive	
1000	3.	Fragmentation	
	4. 5.	Energy Photon	24
	5. 6.	Torc	
1		r Energy Weapons	
	Ottle	Lineigy weapons	
	1.	Vibro Dagger	
	2	Vibro Blada	

ARTIFACT TABLES

ifact Condition

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

ifact Category

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

Robotic Units

	1.	Light Cargo Lifter
	2.	Heavy Cargo Lifter
	3.	Small Cargo Transport
	4.	Large Cargo Transport
	5.	Ecology Bot (Agricultural)
None of the other	6.	Ecology Bot (Wilderness)
	7.	Engineering Bot (Standard)
	8.	Engineering Bot (Light Duty)
	9.	Engineering (Heavy Duty)
	10.	Medical Robotoid
	11.	General Household Robotoid
12-22	12.	Security Robotoid
	13.	Supervisory Borg
	14.	Defense/Attack Borg
	15.	Warbot
	16.	Death Machine
	17.	Permanent Cybernetic Installation
	18.	Think Tank

Medical Equipment

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

Miscellaneous Energy Devices

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

Bombs and Missiles

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

Creating Non-Player Character Mutations

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

Choose an animal or plant type. 1.

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

Vibro Blade

Stun Whip

Energy Mace

2.

3.

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

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

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

ID DEVICES

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

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