

GammaWorld Combat Rules

By: Paul S. Williams(GammaHammer) for Gamma World 3rd Ed.

Makes use of my excellent house rules for skills system

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- Note:
1. Natural Attack forms of PC's (i.e. Claw/horns, etc.) use column C as the starting attack or defense column.
 2. NPC's use their HD level as the column in all attacks or defenses when rank is not assigned.
 3. A 'skilled' attack or defense uses the skill level as the column.

1. Mental Attacks

- A. Mental attacks use the Mutation Score not Rank as the column to roll on.
1. Mutation Score + MS Modifier + Rank - Opponents MS Modifier + Rank
 2. +/- Range Modifiers
 3. Metal Helmets -1CS
 4. Metal Shielding 1/2damage and -2CS
 5. +/- For Drugged states or Devices of either attacker or opponent (at GM's discretion).

2. Unarmed Combat

Note: * = Denotes attack forms that require 'skill'. Any attacker or defender who does not have a 'skill' level in the attack or defense form he is attempting to use cannot add 'Rank' to his action checks and his attacks are on column A+Ability Mods.

Note: -Saves against damage or special effects are done with appropriate Ability against the color result of the attack.

- A. *Brawling: Skill Level+PS or DX Mod+Rank - Opponents PS or DX Mod+Rank+Skill
1. Damage = $\frac{1}{4}$ PS +1RF
 2. Red = KnockOut save CNx1/2
 3. -2RS if opponent is wearing rigid armor
- B. Charging/Grappling: Rank+DX or PS Mod - Opponents DX or PS Mod+Rank
1. Damage = PSx $\frac{1}{4}$
 2. Orange/Red = Slam
 3. -1RS if opponent is wearing rigid armor
- C. *Wrestling/Grappling: Skill Level+DX and PS Mod+Rank - Opponents DX and PS Mod+Skill+Rank
1. Once a hold is successful, Opponent can perform no physical actions until he/she/it can break free in subsequent attempts. The Difficulty Factor(DF) is = original color result of first successful hold attempt. The attacker may opt to improve his hold every round by re-rolling as for an attack, keeping the result if it is better or keeping the previous result, whichever is greater.
 2. An Orange/Red result = Slam
- D. *Distracting: Skill Level + DX or IN Mod + Rank - Opponents DX or IN Mod+Rank+Skill
1. If successful Opponent loses current attack if after defender *and* next attack turn (stunned/surprised).
- E. *Defending: Rank + DX or IN Mod+Rank - Opponents DX or IN Mod+Rank
1. A defender always goes on the 1st initiative segment.
 2. Opponent = -1CS/RF to hit in next attack
 3. Dam = -1RS/RF
 4. Defender may add any appropriate skill to his defend attempt (ie. Dodge)
- F. *Martial Arts: Skill Level+PS or DX Mod+Rank - Opponents PS or DX Mod+Rank+Skill(1/2XBrawl)
1. Damage = $\frac{1}{2}$ PS +1RF
 2. Damage = -1 RF off Opponents melee damage to attacker
 3. -2RS if opponent is wearing rigid armor.
 4. Save = KnockOut

3. Armed Combat

- A. Melee Combat: Skill Level+PS Mod+Rank – DX Mod+Rank
 - 1. Damage = Weapon type + PS Mod
 - 2. Apply Special Effects of weapon type.
- B. Ranged Weapons: Skill Level+Ability Mod for weapon type+Rank – DX Mod+Rank
 - 1. Factors Effecting Range and Damage: See Weapon and Ammo charts unless otherwise told
 - a. Weapon Type
 - b. Ammo Type
 - c. Range Modifiers (Ammo type/Scopes/Auto Fire)
 - d. Cover
 - e. Auto Fire
 - f. Aiming (Against assigned DF) *See Detailed Modifiers
 - g. Condition of Attacker/Defender *See Detailed Modifiers
 - h. Target Size *See Detailed Modifiers
 - i. Defender/Attacker Position *See Detailed Modifiers
 - j. Armor Type *See Armor and Shield Tables
 - k. Glare

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