

## Misc. Rules

By: Paul S. Williams(GammaHammer) for Gamma World 3<sup>rd</sup> Ed.

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### 1. Search

- a. Terrain Intensity = Column
- b. Color result of roll = DF Color
- c. Unless 'Search' skill is possessed roll on column A against the DF Color result. Equaling or exceeding the color results in a find. Consult the table below:
- d. Each 'search' attempt takes a cycle of game time to complete.

| %      | Table   |
|--------|---------|
| 1-30   | Random  |
| 31-45  | Water   |
| 46-55  | Food    |
| 56-59  | Weapons |
| 60-63  | Armor   |
| 64-69  | Medical |
| 70-100 | Random  |

- e. The 'Search' skill level may be added or subtracted to the above die roll at the players discretion.

### 2. Condition of Found Items (Pg 31 GW)

- a. Tech level of ItemX2+10 = Column to roll on or consult below.
- b. Apply color result of roll to the table below:

| Result        | Condition                       |
|---------------|---------------------------------|
| <b>Red</b>    | Item is broken and hazardous    |
| <b>Orange</b> | Item is broken and worthless    |
| <b>Yellow</b> | Item is unpowered/Missing Parts |
| <b>Green</b>  | Item is unpowered and damaged   |
| <b>Blue</b>   | Item power or ammo is depleted  |
| <b>White</b>  | Item is in good condition       |
| <b>Black</b>  | Item works, Extra value         |

| Tech       | Column |
|------------|--------|
| <b>I</b>   | 12     |
| <b>II</b>  | 14     |
| <b>III</b> | 16     |
| <b>IV</b>  | 18     |

**Or**

| D20   | DF  | Condition                        |
|-------|-----|----------------------------------|
| 1-10  | N/A | Operational: Needs power or ammo |
| 11-14 | 0   | Minor Repair                     |
| 15-17 | 5   | Significant Repair               |
| 18-19 | 10  | Major Repair                     |
| 20    | 15  | Vital Component missing          |

### 3. Water Finding

- a. Consult table below (+2 to die roll if no one in the party possesses some sort of Search, or Survival skill)

| <b>Water Find Table: D10</b>    |                   |              |                 |                      |
|---------------------------------|-------------------|--------------|-----------------|----------------------|
| <b>Terrain Type</b>             | <b>Free Water</b> | <b>Skill</b> | <b>No Water</b> | <b>Contamination</b> |
| <b>City (intact) –DF(4)</b>     | 1-3               | 4-9          | 10              | 20%                  |
| <b>City (ruins)-DF(6)</b>       | 1-3               | 4-8          | 9-10            | 45%                  |
| <b>Open Rural-DF(5)</b>         | 1-5               | 6-10         | -               | 5%                   |
| <b>Forest/Woods/Hills-DF(5)</b> | 1-6               | 7-10         | -               | 10%                  |
| <b>Desert/Arid-DF(8)</b>        | 1                 | 2-6          | 7-10            | 10%                  |
| <b>Swamp-DF(automatic)</b>      | 1-10              | -            | -               | 60%                  |

- b. If a roll of the D10 indicates a 'Skill' check is necessary to find water then roll a skill check against the color result of the DF check. Those PC's without the Water Find skill roll on column A.
- c. Roll d20 for # of cycles each 'search' attempt takes.

#### 4. Contamination of Food or Water

- a. Roll % and consult chart

1-60% = Biological : Roll on disease tables for specific type

61-100% = Chemical : Roll for Effects if consumed, otherwise, unless there is a way to distill or remove the contaminate it will remain a potential threat to the health of the consumer.

- b. Effects

- Food/Water Poisoning: DF(d20)

Roll against the results of the DF color result using PC's CN score  
 If save fails the PC is subject to illness for 1D8 cycles. –2RF on all saves or results for duration. Every cycle the PC may make another save to reduce the penalty to –1RF for the duration.

#### 5. Starvation and Dehydration

- a. A character can go a number of days without food equal to his Constitution without ill effect. Each day after that has the following effects:

1. CN –1 each day.
2. PS –1 each day.
3. Rank –1 each day.
4. Mutation score –1 each day
5. Any Skill –1 each day.
6. HP's –d10+/-CN mod each day.
7. –1 on all result factors per day.

50% chance of delusions. MS check each Turn (period).

- b. A character may go a number of days without water equal to  $\frac{1}{2}$  his CN without ill effect. Each day after that has the same effects as above.

## 6. Hero Factor

- a. After successful completion of an adventure the GM may assign (1) Hero Factor point / player.
- b. Bad or disruptive roleplaying can be penalized by NOT giving a Hero Factor, or excellent role playing can be rewarded with an additional Hero Factor.
- c. Hero Factors can be used by the players to change the result of a game action or dice roll. It allows the player to request that a dice roll be re-rolled, hopefully receiving the desired result.
- d. Hero Factors can be saved or hoarded unless abused. Policy will change at GM's discretion.

## 7. Character Improvement/Advancement

- a. A character improves by expending gained experience points at a rate of;  
100 Experience Points X Current Rank to increase Rank  
100 Experience Points X Current Mutation Score to increase MS  
100 Experience Points X Current Ability Score to increase any ability
- b. At every Rank increase the PC gains 1d6+CN Mod in Hit points and PSH's gain (3) Skill points and Mutants gain (1) point for skill advancement. These points may be used to purchase new skills or increase the skill level of an already learned skill.
- c. Experience = Vehicle or Opponents Hit Die(HD) / # of PC's – character class penalties if that system is in use.
- d. HD for PCs and some NPCs = CN+ Rank

## 8. Distance and Time

- a. Area map distance = 3km / hex
- b. Time
  - 1 turn = 10 seconds
  - 6 turns = 1 minute
  - 60 turns = 1 cycle(10 minutes)
  - 1 cycle = 10 minutes
  - 6 cycles = 1 hour
  - 1 period = 4 hours
  - 6 periods = 24 hours
- c. 4 or 3 periods may be used for marching
- d. 2 or 3 periods must be used for resting.
  - 1. if at least 2 consecutive periods are not used PC's suffer from the effects of 'fatigue'.
  - 2. If at least 2 consecutive periods are NOT used then 3 non-consecutive turns may be substituted within a 24 hour period.