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Gamma world modules pdf printable worksheets printable grade

1978 promotional poster for Gamma World FVI, just about forty years after they were originally released, the original Gamma World rules, now known as the first edition or 1E, are now available on Drive Thru RPG in both PDF (\$10), Print-On-Demand (\$20), or both (\$22) --- Gamma World 1E on Drive Thru RPG (link includes affiliate number) Gamma World, by James Ward and Gary Jaquet, was first published in 1978 and was developed from Ward's earlier Metamorphosis Alpha RPG (1976). As the co-authors wrote in Dragon #18, "The creation of the boxed game of Gamma World was brought about when the need for a planet based version of Metamorphosis Alpha presented itself. The distances and possibilities presenting themselves on a planet were far more vast than those of a star ship. Also, through the course of playing MA, many new concepts were created and old ideas evolved into things far different from what was given" (from "GAMMA WORLD: First Report; Setting Up 'The Campaign'" in the column From the Sorcerer's Scroll in Dragon #18, Sep 1978). The PDF is of the third printing from 1981, with a TSR Face Logo. Earlier printings had the Lizard Logo or the Wizard Logo (August 1978). I've checked the 2nd and 3rd printing against each other and didn't note any rules differences, just some slight differences to the logos, copyright info and product listings. I don't have access to a 1st printing, so I don't know whether any corrections were made from 1st to 2nd. A Gamma World "Sneak Preview" appeared in Dragon #8, July 1977, the same month that Holmes Basic was first available at Origins 77. It was titled "Introduction to: Gamma World", and was an early draft of the Introduction that later appeared in the rulebook. It was attributed as an "Excerpt from "The Black Years" --- Hald Servin, 2562", with no further explanation. However, based on a further article "More Excerpts from the Journals of Hald Sevrin" by Gary Jaquet in Dragon #19, it appears that he is "Hald Sevrin". In Dragon #15 (June 1978), an advertisement on page 18 announces two new TSR releases for Origins 78, Gamma World and the AD&D Players Handbook. This was repeated in Dragon #16 (July 1978), and the next two issues have, "This is Gamma World" advertisements that use the same artwork as the poster shown above, and specifically mention the poster as being available. The back of the original Gamma World boxed set stated that "The GAMMA WORLD" rules are also suitable for use with the ADVANCED DUNGEONS & DRAGONS" rules." This compatibility can be seen by looking at a stat block from the "Monster & Treasure Listings" in the back of the Gamma World 1E rulebook -- 07. Yexil (2) HP: 42, 35; AC: 6, Move: 4/15; AT: bite does 3d6 damage, laser eye beam does 5d6 damage (25m range); MU: totally resistant to cold attacks. They left HD out of these listings (similar to the OD&D M&TA listings, although those have a "To Hit AC9" score), but it can be found elsewhere in the write-up (10 in this case). It'd be trivial to just throw this at a (AD&D party as an encounter. In 1979, the AD&D Dungeon Masters Guide included a section, "Mutants & Magic" (pg 113-114), on conducting cross-over campaigns between the two rulesets in either direction. It took a few years, but the original rules were eventually supported by several products, including the sandbox module GW1 Legion of Gold (1981) by Gary Gygax, Luke Gygax and Paul Reiche III, the module GW2 Famine in Far-go (1982) by Michael Price, and a Referee's Screen with a mini-module, The Albuquerque Starport, also by Reiche. None of these are available on Drive Thru RPG yet, but hopefully will eventually appear. There was also a module in Dragon #52 (August 1981, Cavern of the Sub-Train, by the original co-author, Gary Jaquet. I must note that they still haven't released Holmes Basic in PDF or POD.....!!! Update: I saw some pics on FB of the POD product. Since the file format puts the box cover on top, it results in a booklet with a color cover - a nice touch. The original booklet cover is the first page on the inside. The blue map from the box is also included in the interior, across two pages. The Gamma World 3e RPG released in 1986, and the rules were completely changed from the prior GW iterations. I'll quote my own RPG reference site: Where 1st and 2nd editions were loosely based on D&D, 3rd edition adapted the Universal Table from Marvel Super Heroes RPG, except for Gamma World 3e it's called the Action Table (ACT). This version introduced Mutated Plants as a character type, character level advancement, and organized equipment and weapons by tech level... and Wow! So much more equipment to drool over. More developed races, cryptic alliances, and background information in general. Following this set are 5 linked modules forming a campaign. Gamma World 3rd edition detailed at Wayne's Books RPG Reference I GM'd GW3e back in the old days. The ACT table had a learning curve, but once you got the hang of it, and memorizing the differences between RF (Result Factor), RS (Result Shift), and CS (Column Shift? I believe)... I recall it was a slick system with degrees of success or failure. The ACT table system had some bugs, but I think overall ACT was an intriguing rules set. Even if you have no taste for the different rules baked into GW3e, this set has a lot of cool elements begging to be imported into other editions of Gamma World. And the box art is perhaps second only to GW1e cover, in my opinion. Who's that menacing pair on the cover of 3e? Gamma World: Nort and Scar See my photoblog posts on prior sets: GAMMA WORLD 1st ed (1978-82): The Original Post-Apoc RPG GAMMA WORLD 2nd edition (1983-84): 1st ed gets a revision Gamma World 3rd edition [BOX SET] 1986 ... James M. Ward & David James Ritchie & Gary Jaquet ... TSR 7010 ... ISBN 0880383305 BOX CONTENTS:• 21"x33" two-sided color mapsheet, containing three maps. • Rule Book. • Adventure Book. • Reference Book. • Game Master's Screen. • Players Screen, with equipment charts and sample characters. Check Wayne's Books Inventory eBay | Amazon (Box) | Amazon (Book only) | DriveThruRPG (PDF / Reprint) Note a lot of the eBay listings will be the just the original rulebook, or one of the new reprints. Read descriptions carefully. The box set is now a collector item, with collector prices. The GW3e PDF is only \$10 at DTRPG, and reprint paperback \$16. These are your ticket if you just want to play or mine for ideas the Gamma World 3e RPG. 64 pages. TSR 7010XXX1901 James M. Ward is solely-credited with GW3e "New Design". The Rulebook is almost entirely given over to the rules set, little background or extras here. The accompanying Adventure Book and Reference Book go some way toward filling in the setting with monsters and a sample adventure. But you could feel that some things were missing from the rules. TSR felt the same way, and soon after launch released a 16-page Rules Supplement booklet. More on that later. Given how unfamiliar the Action Table was for Gamma World players, I feel gameplay with the ACT could have been summarized much more clearly and succinctly, and defined all the jargon in one place in the Rule Book. The addition of Mutated Plants as a playable character I enjoyed. Being a plant is a whole different play style: How you eat, whether you sleep, how you move and communicate, all requires some thought and explanation on the part of the player. 32 pages. TSR 7010XXX2001 32 pages. TSR 7010XXX1902 All the mutants and monsters get a Larry Elmore sketch (these come from GW2e). 3-panel screens. TSR 7010XXX1401 / TSR 7010XXX1402 The Wilderness Map on the Player Screen looked familiar... and I found it on Dungeons & Dragons module CM5 Mystery of the Snow Pearls. TSR was infamous for their incessant recycling of maps and art, and here we go again. Except... CM5 (1985) was first, not GW3e! The GM Screen has all of the weapons and equipment sorted into Tech levels I through V. All the familiar weapons (Vibro Daggers, Torc Grenades, Mark V Blaster, etc) are here. Then at Tech level V comes the awesome. The coolest weapon in the original game, bar none, was the Black Ray Pistol. In GW3e, they made the BRP the flagship of Tech VI! New, alien weapons follow, like the Harmonic Disrupter and the Slither Helix. They are mostly unexplained and mysterious here. TSR 7010XXX0701 The poster map is essentially identical to the map in GW2e. Though I did see the date was updated to 1986, so the map got reprinted. Some dice from current and past sets. Looks like the early days of GW3e were the waning days of the original TSR dice. 16 pages. TSR 7010XXX0501 The Rules Supplement isn't in all GW3e sets, but most of them I've seen had it. Cryptic Alliances, Plant Mutations (errata and additions), Robots (skills and movement), money & barter, Price Lists, ID Codes, vehicles, general equipment, fixed machinery, and structural hit points. Those Tech V wonder weapons get more description here in the Rules Supplement. Check Wayne's Books Inventory See Also: GAMMA WORLD 1st ed (1978-82): The Original Post-Apoc RPG GAMMA WORLD 2nd edition (1983-84): 1st ed gets a light revision Gamma World (1992): TSR preproduction cover (plus some pics of the final poster map) Gamma World colored map Aliens and the Cryptic Alliances (GAMMA WORLD)

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