

Masters of the Earth: Hazards Chart for Gamma World 3rd Ed.

by: Paul S. Williams (gammahammer@yahoo.com)

* Events Chart

Color Result	Event Table
Red	- Weather
Orange	- Omen
Yellow	- Obstacle
Green	- Hazard Event
Blue	- Encounter
White	- Nothing
Black	- Trail Found

* Each 4 hour period or turn must be accounted for. Roll the terrain's Intensity. Apply the resulting Color Result to the chart above.

Trail Found

Roll D100

Event

- 1-50 *Game Trail*
50% leads to potable water
Always will lead away from
civilized communities or dangerous
areas.
- 51-70 *Community Trail*
75% leads to a community
25% will lead potable water
- 71-85 *Wagon Path*
50% leads to a distant community
50% leads to a local community
+5 Terrain Intensity Score when
rolling for further encounters.
- 86-90 *Major Road*
as above
2Xnormal movement for terrain type
- 91-100 *Ancient Road*
75% will lead to an ancient
city location
25% will lead to a single special location
+5 Terrain Intensity Score when rolling
for further encounters
2Xnormal movement for terrain type

Weather Chart

Roll D100	Event	Roll	Event
1-2	Instant Pressure Drop	36-37	Blizzard
3	Monsoon	38-39	Snow Storm
4-6	WindBurst	40-44	HeatWave
7-8	WindStorm	45-50	Rockfall
9-12	Unusually Pleasant	51-53	Mudslide
13-14	Cold Zone	54-56	QuickSand
15-18	Radiation Zone	57-60	Flash Flood
19-22	Lightning Storm	61-63	FireBrands
23-24	Glowing Fog	64-69	Fog
25-26	Poison Gas Fog	70-73	Frost/Ice
27-30	Hail/Rock Fall	74-77	Lava Flow
31-33	FireStorm	78-85	EarthQuake
34-35	Eruption Zone	85-100	RainStorm

Omens

Roll D100	Event
1-6	BloodRed Moon
7-12	Eclipsed Sun
13-19	cloud in the shape of something
20-26	Flaming Bush
27-33	A Painted Sign Warning
33-40	Blood Stains
41-50	Errie Cries
51-56	Chared Remains
57-60	Wreckage
61-70	Dead Body
71-75	Battle Site
76-84	Wagon Wreckage
85-91	A Glint of Metal
92-96	A Monument
97-100	A Fountain

Hazard Events

Roll D100	Event
1-6	Exposure to Disease
7-13	Travel in Wrong Direction
14-20	Trip and Fall
21-27	Trap (refer to Traps Chart)
28-34	Bang Head
35-41	Weapon Goes Off
42-48	Caught in Abandoned Webs
49-55	Lost, Each Character Rolls
56-62	Killer Robot Attacks
63-69	Exploding Power Cell
70-76	Triggered Land Mine (see Explosions Chart)
77-83	Poisonous Plant (see Poison Plant Charts)
84-90	Found an Uninhabited/Abandoned Dwelling
91-97	Found an Artifact
98-100	Found and Ancient Site

Encounter Table

Roll D100	Type
1-25	Animal Chart
26-75	Creature Chart
76-100	Intelligent Chart

Obstacle

Roll D100	Type
1-5	Pit or Hole on Trail
6-10	Wall
11-15	Cliff, up
16-20	Ancient Wreck Blocking Path
21-25	Tangle of Plant Life
26-30	A Giant Dead Creature
31-35	Tree in Path
36-40	WaterFall
41-45	Stream
46-50	Landslide
51-55	River
56-60	Cliff, down
61-65	Flooded
66-70	Mudslide
71-75	Crater
76-80	Pool/Pond
81-85	LandMine (Explosion Chart)
86-90	Poison Plants(P.Plants Chart)

91-95	Automated Defenses (see AD Chart)
96-100	Giant Webs

Explosion Chart

Roll D100	Type	Effect	Area
1-10	Photon	DF: d8+1 -Blind	Site
11-20	Plasma	DF: d20+1 -Burns	d10'
21-30	Sonic	DF: d8+1 -Stun	30'
31-40	Shrapnel	DF: d10+1	d100'
41-50	Concussion	DF: d6+1 -Stun	d20'
51-60	Chemical -Burn	DF: d8+1 -Burns	d30'
61-70	Chemical -Debilitating	DF: d8+2 -Knockout	d20'
71-80	Heat	DF:d12+1 -Burns	d20'
81-90	Spore -Debilitating	DF: d6 -Halucinagen	d20'
91-100	Gas -Debilitating	DF: d10+2 -Knockout	d20'

Poison Plants

Roll D4	Type	Area
1	Vines/Creepers	d100 _{sqr} yds
2	Bush	10' _{sqr}
3	Tree	20' _{sqr}
4	Flowers	d30 _{sqr} yds

Roll D6	Poison	Effect
1	Sicken	DF: d12+1 -1CS all
2	Progressive Dammage	DF: d8 d20 A.turns
3	Paralysis	DF: d10+3 d4 turns
4	Knockout	DF: d10+2 d6 turns
5	Delusion	DF: d10 d8 A.turns
6	Death	DF: d10+1 d20 A.turns

Traps Chart

Ro	Trap	Effects
1	Poison Gas	DF: d12+1 +progressive for d10A.turns
2	Pit	DF: 12
3	Spiked Pit	DF: 14
4	Fire Pit	DF: 14
5	Quick Sand	DF: 10
6	Snare	DF: 8
7	Net Snare	DF: 12 -paralysis
8	Dead Fall	DF: 10 -Crushing
9	Acid	DF: d10 -Burns
10	Slashing Blade	DF: d8
11	Missiles	DF: d12
12	Oil Fire	DF: d8+2 +progressive for d4 A.turns
13	Poison	see Poisons chart
14	Crushing Room	DF: 25
15	Poison Needle	see Poisons chart
16	Flooding Room	DF: 20
17	Explosive	see Explosives chart
18	Neural Snare	DF: 16 -Paralysis/Knockout
19	Sonic Snare	DF: 12 -knockout
20	Lethal Energy Beam	DF: d20
21	Audible Alarm	potential encounter
22	Inaudible Alarm	potential encounter
23	Animal Pit	DF: 4 +roll for animal
24	Pheromone Snare	DF: 10 -attraction
25	Paralysis Energy	DF: 12 -paralysis
26	Electrical	DF: d12 -shock
27	Catapult	DF: 14
28	Slide	DF: 12
29	Paralysis Gas	DF: d12
30	Boiling Water	DF: d8 +1 -Burns

Roll D10 Triggers

1	Fuse Chord
2	Trip Wire
3	Motion Sensor
4	Amonia Sensor
5	Mechanical
6	Pressure
7	PhotoElectric
8	Heat
9	Impact
10	Audio

*Automated Defenses Chart

* Note: Does not include sentient or non sentient mobile units, which can be found in the encounter tables

Roll D100	Structure	AC	HP	Damage	Notes	Range	DF
1-30	MachineGun Pillbox	8(-40)	120	8Xd4	50deg arc	55	D10
31-38	Autocannon Pillbox	8(-40)	120	25	50deg arc	100	D10
39-55	MachineGun Turret	7(-35)	100	8Xd4	360deg	55	D12
56-60	Autocannon Turret	7(-35)	100	25	360deg	100	D12
61-65	Laser Turret	7(-35)	100	20 +1RF	360deg	110	D12
66-78	StunBox	4(-20)	40	DF: 14	360deg	12	D12
79-95	Stun Turret	6(-30)	80	DF: 12	360deg	70	D20
96-100	Gatling Turret	7(-35)	90	6Xd10 +1CS	360deg	50	D12+2