

A Creature and A Weapon for Gamma World 2nd Edition

By zirra_scrohunter@yahoo

New Creature

A note from the author: While looking for something in my 2nd edition Gamma World boxed set, I came across a half sheet of paper. On this paper was an unfinished set of stats for a mutated German Shepherd, which I had written nearly 20 years ago.

At first, I thought to just update the stats for the GW game I'm working on now (basically 4th edition, with several variant rules, some found on the web, others of my own creation. But then I thought I may as well finish the 2nd edition stats since they were nearly complete. Then, I could share this with the 2nd editionists on the web.

And so, without any further a-doo-doo (I know it's a bad pun, but I couldn't think of a good pun for this), I give you the Zayshin.

Zayshin (2nd Edition Stats) (by zirra_scrohunter@yahoo)

Number: 2d6

Morale: 1d4+3

Hit Dice: 6d6

Armor: 5

Size: 120 centimeters at the shoulder

Speed: 24/1800/36

MS: 1d10+2

IN: 1d4+4

DX: 3d6

CH: 1d12

CN: 1d10+8

PS: 1d10+11

Attacks: 1 bite (1d8)

Original Stock: German Shepherd (Alsatian)

Mutations: Confusion; Gas Generation; Sonic Blast; Speed Increase; Total Healing

Habitat: Any non-arid temperate or subarctic

Diet: Carnivore

Description: This mutated descendant of the German Shepherd (Alsatian) looks like an oversized version of its ancestor. Domesticated zayshins are often used as guard animals.

In combat, zayshins will nearly always use their *confusion* mutation before any other actions. Zayshins prefer to surround an opponent, allowing the ones behind the opponent to attack from behind. The ones in front of an opponent will use their *sonic blast* to weaken the target for the zayshins attacking from behind. If the battle seems to be going against them, they will flee, using their *gas generation* (causing paralysis for 1d20 minutes) and *heightened speed* mutations to aid in their escape.

Wild zayshins hunt in packs, much like pre-apocalypse wolves or feral dogs. In these situations, the GM will need to determine which one is the Alpha. If the PCs are able to defeat the alpha, the rest will automatically check morale, fleeing if the check is failed. Domesticated zayshins view their "master" as their alpha.

New Equipment

Blue-Green Laser Guns (For 2nd Edition)

Blue-Green (BG) laser weapons have less range than standard lasers, but can be used underwater without penalty. Standard laser weapons can fire underwater, but have only 10% of their normal (above water) range.

Type	WC	Code	Range	Damage	Cost	kg	Value
Blue-Green Laser Pistol	13	D-III	45	5d6	750	0.5	1000
Blue-Green Laser Rifle	13	D-III	150	6d6	1100	2.0	Rank