

First Edition Gamma World Core Rulebook

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Gamma World was the first in the long running Gamma World franchise. The setting was inspired by Brian Aldiss's Hothouse, Andre Norton's Star Man's Son (also published as Daybreak - 2250 A.D.), Sterling E. Lanier's Hiero's Journey, Ralph Bakshi's Wizards, and some comic books that was eluded to by the author (s) but never named.

Gamma World First Edition | Gamma World Wiki | Fandom

First Edition of Gamma World was published in 1978. Runner up of the 1978 Charles S. Roberts Award for Best Fantasy/Futuristic Game at Origins '79.

Gamma World (1st Edition) | RPG | RPGGeek

Title: Gamma World (original Rules) Author: The Master of Toon Fu Created Date: 0-01-01T00:00:00Z

Gamma World (original Rules)

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First Edition (1978) The original Gamma World boxed set (containing a 56-page rulebook, a map of a devastated North America, and dice) was released in 1978. TSR went on to publish three accessories for the 1st edition of the game: GW1, Legion of Gold by Gary Gygax, Luke Gygax, and Paul Reiche III.

Gamma World - Wikipedia

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GW - Gamma World Modules | Series | RPGGeek

It depends on what you want out of the game. If you want to have the REAL "Gamma World" experience, then 2e. is best- it just cleaned up a few ambiguous spots in the 1e. rules but was obviously the same game.If you want a "balleced" Gamma World, go with the actual 4e.- not the new game.If you want a game that ISN'T about superheroes after the bomb, but more flesh-and-blood people, go with the ...

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MUTATIONS Mutations are the core of Gamma World. Most players will want to play mutants of some sort and the GM will use these charts to create enemies and allies for the players. Mutations are random and about 20% are actually hideous defects, such as Carnivore Attraction Odor, Complete Mental Block, and Poor Dual Brain which can periodically take over the character.

Review of Gamma World - RPGnet RPG Game Index

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TLDR: Gamma world 1st edition was 50 pages of loose rules with awesome powers in a world of ray-guns and weird creatures. It made things gritty and difficult, yet there was a lot of fun and wackiness trying to get things done.