**Gamma World 2018 – Game Books and Rules Used**

These are the two primary game books that players will use for this campaign:

* Gamma World (6th edition) Players Handbook (**GW**) – use all rules
* d20 Modern basic rules (**Modern**) – use most rules

The **Modern** rules book can be purchased online, but I will provide a PDF copy to all players via email. Both books are on the game website (courtesy of Darren). You can visit the website to download them: [www.modernfables.net/Jeff/gammaworld/Default.html](http://www.modernfables.net/Jeff/gammaworld/Default.html)

It might also be helpful to download the Character Sheet from the website.

The key thing to remember here is that both books are very much like D&D 3.5. We are all familiar with D&D 3.5, so the material in these two books will be easily assimilated.

The D&D Player’s Handbook can be used for the following purposes:

* Ability Modifiers (pp 8-10)
* Base Save & Attack Bonuses (p22, chart 3-1)
* Experience & Level-Dependent Benefits (p22, chart 3-2)
	+ Experience point chart applies to ALL characters
	+ Bonus feats apply only to the 4 Alternate classes
	+ Attribute increases apply to ALL character classes

The **GW** book and the **Modern** book generally work well together, however there are some areas of overlap. Where overlap exists, the **GW** rules will supercede.

**The following are the sections of the Modern rules that will be used.**

*(The pages referenced below are from the Modern PDF rules that I have emailed to you)*

* Basic Reference information (pp 7-9)
* Reputation (p13), modified by GW book (p58)
* Wealth (pp 14-15)
* Defense, Saving Throws, Action Points (pp 16-18) [Defense = Armor Class]
* Death Dying Healing (pp 19-20)
* Condition Summary (pp 21-22)
* Environment & Hazards (pp 23-25)
* Character basic classes (pp 26-35), modified by GW book (pp 34-39)
* Feats (pp 52-59) , modified by GW book (pp 50-53)
* Skill Basics (pp 60-62)
* Skills (pp 63-84), modified by GW book (pp 44-50)
* Kinetic weapons (pp 103-107) and Splash weapons (p111)
* Combat rules (pp 122-136)
	+ Exception: the rules on p126 about an unarmed strike provoking an attack of opportunity do not apply; I am not using that rule.
* Vehicles movement & combat (pp 137-143)
* Creatures (pp 144-179) may be used in a limited capacity, though the majority of creatures and monsters in the game will be found in the GW books
* Psionics (GW book, pp 128-134) – see separate Handout

Please read those rules to become familiar; most are used in character creation. Do not be daunted – they are basically the 3.5 D&D rules modified for a modern setting. In some cases – in my opinion – the d20 system rules in the **Modern** book are explained better than the same rules in the D&D Player’s Handbook.

**The following are the sections of the Modern rules that WILL NOT be used:**

* *Starting Occupation (pp 10-12) will not be used; instead you will use the Occupation rules in GW (pp 40-44)*
* *Advanced classes (pp 36 – 50) will not be used*
* *Special Abilities (pp 85-87) will not be used (by players)*
* *Vehicles (pp 117-121) will not be used*
* *FX (pp 180-189) will not be used; instead GW rules of Cellular Transformation (mutation, biotech, implants, grafts, nanotech, etc.) will be used*
* *Spells (pp 190-209) will not be used, because that would just be plain strange*
* *FX Items (pp 219-224) will not be used*
* *Psionics (pp 210-218) will not be used (see separate Handout: Psionics)*

Hopefully all that is clear enough. If any questions, please ask. Information on character creation (which will again reference specific sections of the game books) will appear in a separate handout. We are all very familiar with the D&D 3.5 rules, so while there is some reading involved (with these two rule books), the system should also be very familiar and easy to navigate.