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Tabletop Game / Gamma World - TV
Tropes

I got into RPGs in the early 80's when I asked my mother to pick up this new D&D game I'd been hearing about, and instead she came home with Gamma World 2nd

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edition. A few months later, I finally got my hands on the red soft-cover books of Basic Dungeons & Dragons and later the blue Expert version (Yay! Now we can adventure outside!).

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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)

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but never named.

Gamma World (1st Edition) | RPG |
RPGGeek

Gamma World is a science fantasy role-playing game, originally designed by James M. Ward and Gary Jaquet, and first published by TSR in 1978. It borrowed

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heavily from Ward's earlier product,
Metamorphosis Alpha.

Gamma World Game Rules (4e) - Wizards
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1st-4th Edition Core Rules / Boxed Sets

Gamma World 1st edition, 3rd print : Item

Code: 3002: Type: Core rules: Author:

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James M. Ward & Gary Jaquet: Published:
1981: Format: Box : 56-page book : Fold-
out map : Polyhedral dice (5) Gamma
World 2nd edition, 1st print Item Code:
7010: Type: Core rules: Author: James M.
Ward, David James Ritchie & Gary
Jaquet: Published: 1983: Format: Box :
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Why Gamma World 1st edition is still the best (or: Why ...

"Gamma World Player's Handbook: A Campaign Setting for d20 Roleplaying" is not as organized or as helpful as most other d20 Corebooks but it is what is available if you want to play Gamma

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World using familiar d20 rules.

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Since the days of 1st Edition Gamma World, Post-Apocalyptic role-playing has been my favorite genre. D&D (fantasy) is okay, Star Frontiers and Traveller (space opera) are fun, but there's something about the whole Road Warrior (Mad Max) with

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mutants idea that seems to capture the imagination of those of us old enough to have grown up in the shadow of the cold war with the spectre of nuclear ...

Gamma World - Wikipedia

Re: Why Gamma World 1st edition is still the best (or: Why hasn't anyone else done

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th GW1 is the bees knees. Punchy, dense, gonzo, fun. Everything you need to play the game, and a special feel for the setting.

Gamma World Roleplaying Game | RPG
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That edition fell victim to the most notable trend in Gamma World's long history:

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usually, only a handful of books are released before a new edition comes out and renders all the previous books obsolete. This reached its zenith with the Alternity version, which had only a single, core rulebook released before being discontinued.

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Publisher Blurb: A wacky, wily roleplaying game of post-apocalyptic peril. Earth. After the apocalypse. Never mind the radiation—you're gonna like it here. The D&D Gamma World Roleplaying Game offers hours of rollicking entertainment in a savage land of adventure, where the survivors of some

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mythical future disaster must contend with radioactive wastes, ravaged cities, and rampant lawlessness.

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thinly-written 1st edition, with expanded
mutation, equipment and NPC
descriptions

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science fantasy role-playing game, originally designed by James M. Ward and Gary Jaquet, and first published by TSR in 1978. It was the first role-playing game in the post-apocalyptic subgenre. [Template:Fact Contents\[show\]](#)
Setting Gamma World takes place in...

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