

# Gamma World GM Cheat Sheet

Level <sup>1</sup>	Hit Points Low-High (Average)					Defenses		Attack Bonus vs.		Damage Low-High (Average) <sup>6</sup>		
	Standard	Brute	Elite	Elite Brute	Solo	AC	NADs	AC <sup>2</sup>	NADs <sup>2</sup>	Basic <sup>3</sup>	Minion <sup>4</sup>	Limited <sup>5</sup>
1	22-32 (27)	40	64	80	135	14-17	11-16	6	4	5-9 (7)	4	10-14 (12)
2	29-38 (33)	47	76	88	156	14-19	12-17	7	5	6-11 (8)	5	12-16 (14)
3	36-48 (42)	60	96	120	210	15-19	12-18	8	6	7-13 (10)	6	14-20 (17)
4	39-55 (47)	66	110	132	236	15-20	12-19	9	7	8-15 (11)	7	16-22 (19)
5	47-66 (56)	76	132	165	280	17-21	15-20	10	8	9-17 (13)	8	18-26 (22)
6	53-72 (62)	86	136	168	310	18-22	16-21	11	9	10-19 (14)	9	20-28 (24)
7	63-81 (72)	98	162	197	352	19-23	15-24	12	10	11-20 (15)	10	22-30 (26)
8	70-89 (79)	106	178	222	395	20-24	16-24	13	11	12-21 (16)	11	24-32 (28)
9	77-100 (88)	113	200	245	440	21-24	17-24	14	12	13-22 (17)	12	26-34 (30)
10	81-110 (95)	129	220	275	475	22-26	20-25	15	13	14-23 (18)	13	28-39 (33)

(1) Monsters in the Gamma World books go up to level 14

(2) +2 to Artillery Ranged & Area Attacks, -2 to Skirmisher Area attacks, +2 to Solo Attacks

(3) Artillery Melee damage generally falls at the bottom of the damage range. Brute melee damage falls at the top.

Elite brutes use the mid to high values of the Limited Damage spectrum for their Basic Damage

(4) Minion damage is inconsistent in the statblocks, so is approximated at level+3

(5) Attacks that are once per encounter, attacks that recharge generally yield limited damage. Situational attacks (e.g. "when target is prone...") will generally fall at the upper end of the basic spectrum.

Level	Skill Check DCs		
	Easy	Med	Hard
1	9	13	17
2	10	14	18
3	11	15	19
4	12	16	20
5	13	17	21
6	14	18	22
7	15	19	23
8	16	20	24
9	17	21	25
10	18	22	26

(6) When figuring damage, *usually* half of the damage is expressed by the dice, while half of the damage is expressed as a flat damage bonus. For example, damage of 10 might be expressed as 2d4+5 or 1d10+5. The more dice used (in this case, 2d4 vs. 1d10), the less variance you will experience in results. Likewise, weighting damage expressions toward the flat bonus will also yield more stable results, while expressing damage in dice only will yield a greater variance in damage. Below is a table showing average results on certain dice.

	Average Dice Rolls			
	1	2	3	4
d4	2	5	7	10
d6	3	7	10	14
d8	4	9	13	18
d10	5	11	16	22
d12	6	13	19	26