

GAMMA PATROL

A MUTATED FUTURE PLAYSET FOR POCKET DANGER PATROL

1000 years ago, the Social Wars ended the storied Ages of Wonder.

Today, your village is a point of light in Gamma Terra. Its laws and diversity have made it peaceful and prosperous. Despite all its success, its survival is tenuous, for it is beset on all sides by vicious marauders, sinister robots, and terrible leviathans.

These times are perilous, but if you are bold and wise, your adventures may herald the dawn of a new Age of Wonder!

GAMMA PATROL is played exactly like **POCKET DANGER PATROL**, with the following additions and exceptions:

THE VILLAGE: When setting up the Threats, make a **VILLAGE CARD** with six hit boxes on it. *This card replaces the global Danger Meter.*

When the Village takes six hits, replace it with a one-hit card called **THE PEOPLE**. Also, place a new Threat called **LEAD THE PEOPLE AWAY FROM THIS TERRIBLE PLACE** on the table. If **THE PEOPLE** take their last hit, or the **LEAD** Threat is achieved, then the game ends in a loss or a draw.

LAYING OUT THE WORLD: When setting up the game, lay the Village card in the middle of the table. Surround it with all the Threat cards. Each Threat card receives a **LOCATION** from the **THREAT-O-MATIC**. This Location has no mechanical effect. It is present only to serve as inspiration.



HERO IS TAKEN OUT: If a hero takes six Danger on a single roll and is taken out, place a **RESCUE [HERO] FROM [LOCATION]** threat on the table. This is a countdown threat with two ticks. If the final tick is taken off, then the hero is lost forever!

REWARDS: Roll a **REWARD** for each threat. Write it on the back of the Threat card. If a hero rolls 7+ hits while attacking a Threat, they earn that threat's Reward and gain a new Bonus Die.

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These are the Styles, Roles, and Abilities used by Gamma Patrol. *They replace their Pocket Danger Patrol counterparts.*

STYLE	CHARM	CUNNING	DARING	STRENGTH
ALIEN	1	2	1	1
BEAST	1	2	0	2
HUMANOID	1	1	2	1
IMMORTAL	2	2	1	0
INSECT	1	0	2	2
PLANT	2	0	1	2
PURE STRAIN HUMAN	2	1	2	0
ROBOT	0	1	2	2
ROLE	ACTION	BATTLE	TECH	TRICKERY
DIPLOMAT	1	1	1	2
EXPLORER	2	1	1	1
HUNTER	2	0	1	2
LEADER	2	2	0	1
SCAVENGER	1	0	2	2
SCIENTIST	1	1	2	1
STORYTELLER	2	1	0	2
WARRIOR	2	2	1	0



THREAT-O-MATIC



Db	STYLE	ROLE	STR / WEAK	LOCATION	REWARD
1	Ancient or Alien	Bandits or Cult	Action or Charm	Bazaar or Caves	Alliance / Friendship
2	Beast or Fungoid	Decadence or Hive	Battle or Cunning	Desert or Forest	Evolution
3	Immortal or Insect	Leviathan or Marauders	Daring or Trickery	Lake or Island	Fame
4	Mutant or Robot	Parasites or Predators	Strength or Technology	Jungle or Mine	Mutation
5	Snake or Telepathic	Slavers or Supremacists	Choose 2	Ruins or Swamp	Romance
6	Tentacle or Winged	Swarm or Vessel	None!	Volcano or Waterfall	Technology