1~SIZE

20

1d20	Inhabitation Type & Numbers of Occupied Buildings	
1	Encampment: 1d6 buildings	
2—4	Settlement: 2d4 buildings	
5-9	Burg: 4d4 buildings in town. Those that aren't businesses are residences or empty.	
10-15	Village: 5d6 buildings	
16-17	Fortified Complex: 1-3 large central buildings with 2d8 floors, wings, or outbuildings built on or near them.	
18-19	Town: 2d10 blocks	
20	City: 5d12 blocks. Large enough to have residential, commercial, industrial, and recreational districts.	

2~POPULATION

1d10	Race	Туре	Population
1	PSH	Band	2d6
2-4	MH	Clan	4d6
5-9	Mixed	Tribe	5d10
10-15	MH/PSH	Village	1d100 x 1d4
16-19	MH/MA	Town	1d100 x 1d6
20	MA	City	1d100 x 2d6

3~ SETTLEMENT TYPE

3 SETTELIVILINI TITL		
1d20	Description	
1	Wasteland: No buildings remain. No significant reconstruction. Collapsed walls, broken buildings, fused shards of glass and rock everywhere, cracked and overgrown rubble clog the streets (if any exist).	
2-4	Shantytown: Only 1d4 Ancient buildings remain standing in the ruins. The rest are a motley collection of huts, tents or other recent structures.	
5-9	Old Town: Contemporary reconstruction over ruined site. All buildings are in fair condition. Many are renovated Ancient structures.	
10-11	Installation: Shopping center, hospital, office building, airport, or military base that somehow survived relatively intact. All residents live and work in one large building with several out buildings/floors/wings around it.	
12-13	Natural Feature: Settlement is built around a natural resource like a well, mine or orchard.	
14-16	Reconstructed City: All buildings are in good condition as residents have scrounged other nearby ruins for paint, glass, insulation and other building materials.	
17-19	New City: Totally new settlement built from the ground up near a good source of food, water, or power.	

Ancient City: Undamaged Ancient ruins in excellent condition

except for a few weather beaten older buildings.

4~COMMERCE

1d10	Description	
1	No trade	
2	Tavern/Inn	
3	Trading Post	
4	Specialty Crafts	
5	Weekly Market	
6	Established Market	
7	Caravan Stop	
8	Free Market	
9	Black Market	
10	Specialty Shops	

RANDOM SETTLEMENT CREATION

For Gamma World & other Post-Apocalyptic Role-playing Games
By Scot Hoover



5~GOVERNMENT

0 00 12 1111		
1d10	Туре	
1-2	Anarchy: Survival of the Fittest	
3-4	Despot: One leader and his personal army	
5	Ancient Aristocracy: under control of a founding family that has been there since the Apocalypse.	
6	Theocracy : under the control of a religious leader or a cult	
7	Council: A mayor and elected council of elders that make laws	
8	Democracy: All adults have open meetings to discuss law and order	
9	Feudal: owes allegiance to a larger Cryptic Alliance or has ties to important factions or cartel	
10	Cybernetic: controlled directly or indirectly by an A.I. or Androids.	

6~CRYPTIC ALLIANCE CONNECTIONS

1d10	Alliance	Ties
1-2	Restorationists	Feuding / At War
3-4	Archivists	Hostile
5	Iron League	Distrustful
6	Knights of Genetic Purity	Trade Relations
7	Ranks of the Fit	Friendly
8	Brotherhood of Thought	Mutual Assistance Pact
9	Seekers	Secret Outpost
10	Radioactivists	Allied Settlement

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7~MEDICAL SUPPLIES

1d10	Supplies	Personnel
1	None.	No skilled healers.
2	Very few supplies.	Healers can only treat minor wounds.
3-4	Sickroom, mostly holistic care and natural medicine.	Senior Healer + 1d4 assistants.
5-6	Cache of drugs	As above.
7-8		1d3 Senior Healers and 3d6 Assistants.
9	1d6 x 5 med packs and some supplies for sale	As Above.
10		2d6 Senior Healers and 1d100 Assistants.

9~COMMUNICATIONS

 1d10	Level
1	Word of mouth only
2	News post/board
3	Alarm
4	Walkie talkies/ vehicle radios
5	Newspaper/ printing press
6	Limited mail service
7	Radio for trying to talk to other settlements
8	Limited postal service with local settlements in the region
9	Alliances with other settlements in the area
10	Satellite uplink. News and photos of other regions



8~FOOD/WATER SUPPLIES

1d10	Food	Water
1	Starvation: Populace is living off of trading, hunting for wild game, and in the worst cases, cannibalism	
2-3	Subsistence : Few crops and livestock.	Severely limited supply of water.
4-5	Struggling : Few farms, livestock. Limited storage of foodstuffs.	A water source but it is either poisoned/irradiated/polluted.
6-7	Good: Limited trading of food supplies.	A well, sufficient for the needs of the settlement.
8-9	Healthy: Established trade buys/sells surplus food.	Artesian wells and pumps or a water tower situated near a good source of water.
10	Surplus: An abundance of most kinds of foodstuffs.	Major source of water (even in landlocked areas: old dams, irrigation systems, etc)

10~ DEFENSES

1d20	Туре
1-2	Undefended: Nothing except the inhabitants themselves.
3-4	Wall: 1d6+6' high and 1d4' thick made of 1: junked vehicles 2: concrete 3: logs 4: collapsed buildings 5-6 rubble & dirt
5-8	Militia: 2d10+5 members (or 10% of pop. in larger settlements)
9-11	Embankments: Moat or fighting trenches around the perimeter.
12-14	Fortified: 1d6+1 guard/watch towers and battlements/parapets on its walls
15-16	Danger Zone: Random-density radiation/mine/mutant plant field around it
17-18	Natural Defenses : Mudpits, steep cliffs, dense vegetation, etc.
19	Big Guns: 1d4 heavy weapons(see Subtable A)
20	King Kong : A suitably large and fierce mutant beast guards the place