

GAMMA WORLD: CAMPAIGN TIME KEEPING

Time of Day	Gamma World Term
12 a.m.	Hour of the Drac
1 a.m.	Hour of the Sep
2 a.m.	Hour of the Blackun
3 a.m.	Hour of the Zarn
4 a.m.	Hour of the Menarl
5 a.m.	Hour of the Squeecker
6 a.m.	Hour of the Wee Ones
7 a.m.	Hour of the Arn
8 a.m.	Hour of the Ark
9 a.m.	Hour of the Dabber
10 a.m.	Hour of the Rakoxen
11 a.m.	Hour of the Katkin
12 p.m.	Hour of the Jaget
1 p.m.	Hour of the Hoop
2 p.m.	Hour of the Podog
3 p.m.	Hour of the Corvoid
4 p.m.	Hour of the Brutorz
5 p.m.	Hour of the Hisser
6 p.m.	Hour of the Sleeth
7 p.m.	Hour of the Hawkoid
8 p.m.	Hour of the Keeshin
9 p.m.	Hour of the Yexil
10 p.m.	Hour of the Obb
11 p.m.	Hour of the Kamodos

Month	Gamma World Term
January	Janu
February	Febu
March	Maru
April	Apru
May	Mayu
June	Junu
July	Julu
August	Augu
September	Sepu
October	Octu
November	Novu
December	Deku

The tribes of the Allegheny use the above naming convention for the months of the year and the time of day convention as well. By their reckoning, it is 151 New Age (written as N/A).

Included below are the monthly naming conventions for the Bonapartist, Radioactivist, and Restorationist cryptic alliances. Other more obscure naming conventions exist but are not covered here.

Month	Bonapartist Term	Radioactivist Term	Restorationist Term
January	Owl	C14	Janyuree
February	Rabbit	Co60	Febyuree
March	Snake	Th232	Marzh
April	Ape	U234	Aprl
May	Elk	K40	Mai
June	Horse	Xe135	Jun
July	Wolf	Pu238	Juli
August	Bear	U235	Augiist
September	Pig	Tc99	Settembr
October	Cat	I131	Octobr
November	Dog	Pu239	Nofembr
December	Tiger	U238	Dezembr