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GAMMARAUDERS™

EXPANSION GAME

Revenge of the FACTOIDS

by Douglas Niles

BIOBORGS,
They're big,
they're bad,
and they're back!





Expansion Set REVENGE OF THE FACTOIDS

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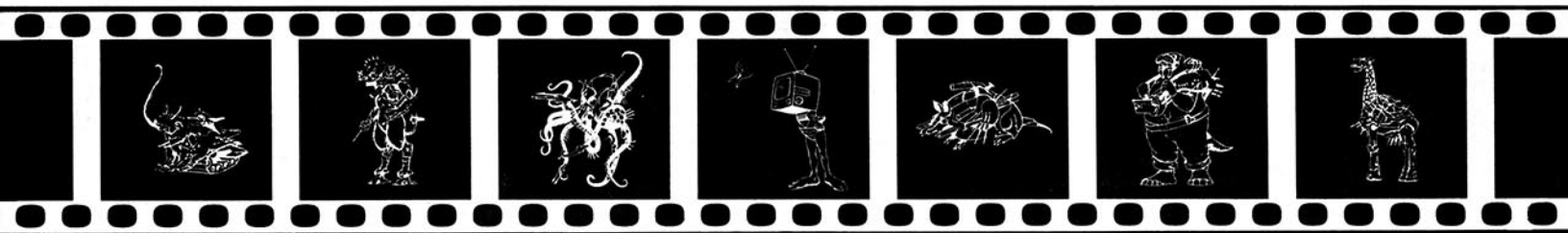
TSR, Inc.
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Design: Douglas Niles
Editing: Allen Varney
Cover Art: Jeff Easley
Interior Art: John Statema
Typography: Betty Elmore
Cartography: Diesel
Graphic Design: Stephanie Tabat
Counter Art: Dennis Kauth

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INTRODUCTION

Seven point one centuries after the Golden Age of Ancients, humanity is (still) rebuilding the world. Your secret Cryptic Alliance is trying, yet again, to rebuild things in its own image. The reasoning remains the same: If you don't do it, somebody else will — and who wants a world rebuilt in somebody else's image?

OK, so you knew all that. Did you know that you need the original **GAMMARAUDERS™** game to use this Expansion Set?

Like the **GAMMARAUDERS** Game itself, this expansion gives you ugly monsters, cheap popcorn units, hexagon-shaped board tiles, the works. With this set, you can make larger playing surfaces; use all sorts of zoot new rules; even create your own bioborg, if you have a really twisted sense of creativity.

COMPONENT LIST

1. Board Pieces: Six large cardboard hexes that can be assembled into a virtually infinite number of combinations.

These board pieces are interchangeable with the pieces from the original game. By adding them together, you can have a board with as many as 414 pieces! (Of course, you have to buy 23 copies of each game first.) A more conventional total is 18.

2. Bioborg Layout Sheets: These six cards, printed front and back offer you six new and mighty bioborgs (fronts) and six templates for creating your own bioborgs (backs). Note that the halves of the bioborg templates can be mixed and matched (preferably after you photocopy them), giving you a virtually infinite number of combinations (18, to be precise).

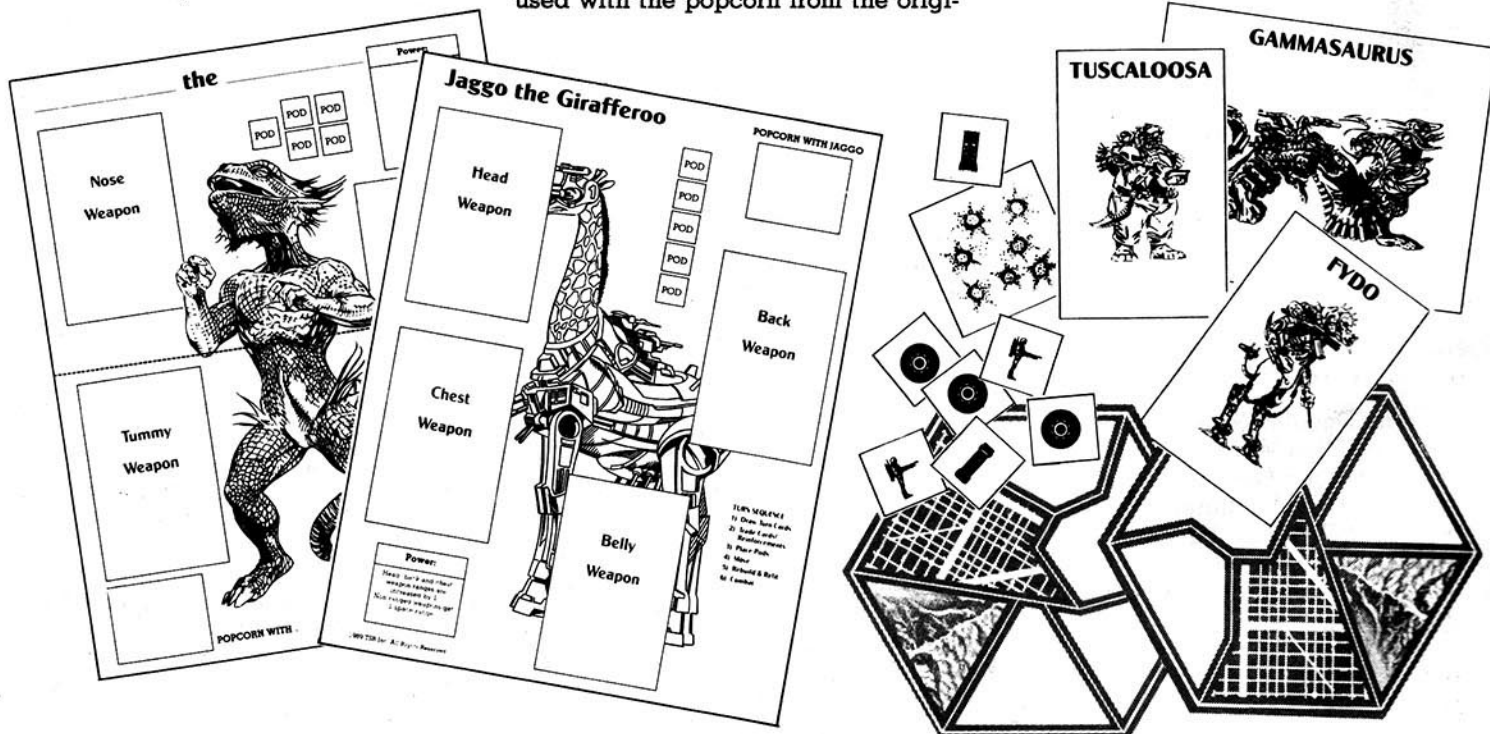
3. Playing Pieces: The sheet of 80 cardboard tokens gives several new items, and larger versions of several old items. Each of the small tokens shows a new type of army unit. In these rules, they are henceforth known as "popcorn." They are divided into six colors, one set for each of the Cryptic Alliances. These are the same Alliances introduced in the **GAMMARAUDERS** Game.

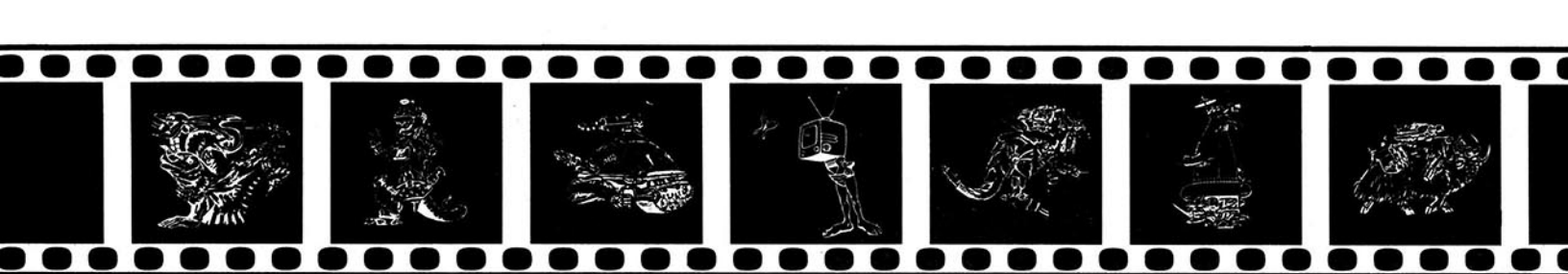
The new transports, "Thundertubes" (artillery), mines, and veterans are used with the popcorn from the original game in, of course, a virtually infinite number of combinations.

The large **Gammarauders** pieces replace the small ones from the original game. Use the plastic bases from the original pieces. Take your favorite original piece, have it bronzed, and place it over the fireplace. Take the pieces that your opponents have used to good effect, coat them with hamburger grease, and feed them to your dog.

4. Cover Folio: This large folder serves two purposes. The outside fascinates and attracts the unwary buyer, who purchases it and takes it home to look at the inside. The inside serves as the layout sheet for the meanest, nastiest, ugliest **Gammarauder** of them all: the **Gammasaurus!**

5. Rulebook: This rulebook contains the page you are now reading and all pages attached to it. The first few pages give you those zoot new rules for your **GAMMARAUDERS** Game. The next pages describe the six new bioborgs in the expansion set. The last few pages give you new scenarios for the game — each, in effect, a new game in itself.





ZOOT NEW RULES

(**zoot**, adj. 1. Really ginchy; swell. 2. Slightly demented, but well-meaning.)

These Zoot New Rules are divided into four sections. First come the rules for using the new pieces in this set in your **GAMMARAUDERS™** Game, followed by new ways to fight. Next is a procedure that lets you use the bioborg templates to design your own Gammarauders. Lastly, in case you tire of just trashing fortresses to win the game, the scenarios provide challenging new objectives.

NEW GAME TILES

Expand the size of your board with the tiles included in this set, or switch them with tiles from the original game to put more terrain types into play.

If you want a board of only 12 pieces, then remove the original board tiles numbered 5-10 and replace them with the tiles from the expansion set. If you want to expand the size of your board, retain all 12 of the original tiles, and add the six from this expansion set.

When 18 tiles are in play, you will have duplicate tiles for numbers 5-10. The only effect this has on the game relates to tile placement. In a game with two to four players, place only one pod per number rolled as usual. If there are two tiles with the required number in play, you can choose which tile you want to set the pod on. In a game with five or six players, place two pods whenever you roll 5-10 — one on each of the appropriately numbered tiles.

Terrain

The new tiles include many areas with terrain from the original game (cities, clear, mountains, water). And they add two nasty new terrains: *swamp* and *radioactive craters*.

Swamp: Soldiers cannot enter swamp areas. Veterans and bioborgs can enter swamps, but must stop in the

first swamp area they enter. Swamps do not affect flying units or hover-tanks.

Radioactive Craters: Popcorn cannot enter radioactive crater areas. Bioborgs treat radioactive craters as clear terrain (it's just like home to them!). However, the pods they carry into a crater run the risk of being mutated.

Any time a bioborg carries one or more pods into a radioactive crater area, roll one die and apply the result:

Roll Effect

- 1 All pods are destroyed
- 2 One pod is destroyed
- 3-4 No effect
- 5 The bioborg gets one extra pod
- 6 The number of pods the bioborg carries is doubled

Only pods carried by a bioborg are affected. The roll is made immediately after the bioborg enters the space — no additional roll is necessary as long as the bioborg does not leave the space and re-enter it. (And no more than one roll per turn. Sneaky players can't jump in and out of the area repeatedly.)

If more pods are created than the bioborg can carry, it drops excess pods in the area. Another bioborg can come along and pick them up normally. The second bioborg, too, will have to roll to see what happens to the pods it carries when it enters the space.

NEW POPCORN

You get extra types of popcorn with the **GAMMARAUDERS** Expansion Set. At the start of a game, in addition to the 12 popcorn pieces you normally get, you also get one transport, one Thundertube, and one veteran.

Reinforcements

You can get transports, Thundertubes, and veterans when you ordinarily collect reinforcements.

Give up two gammajets, hover-tanks, or regular soldiers, in any combina-

tion, to get one new popcorn unit. For example, by giving up one hover-tank and one gammajet, you can get one veteran (or one Thundertube, or one transport).

When you cash in your turn card or a pod to get reinforcements, use the same ratios as above to calculate how many of the new popcorn pieces you can get. For example, if you cash in turn card 4, you could get one veteran and one Thundertube — or any other combination equalling the value of four popcorn pieces from the original game.

New Popcorn Types

Transports: These pieces do not help your combat odds in a space. However, a transport piece with a soldier on top of it allows that soldier to travel as if it were a hover-tank. A transport can carry up to five soldiers or veterans, as well as whatever pods they carry.

Thundertubes: These mighty artillery guns are the longest-range popcorn. Each Thundertube adds one to the die roll in one battle per turn, anywhere within two spaces of its own area.

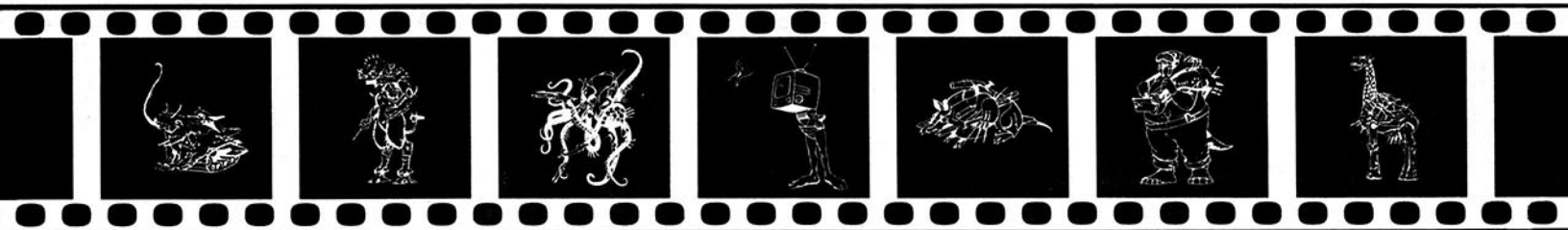
Veterans: These elite troops are worth two per piece in combat, instead of the one that all other popcorn types are worth. But each veteran still counts as one unit when you lose forces.

In addition, veterans can enter swamps when they move. Like bioborgs, they have to stop in the first swamp area they enter. They can carry two pods apiece, twice as many as regular soldiers.

Mines

Mines are a different sort of popcorn unit. You don't get them through the normal reinforcement procedure; instead, burn one of your pods during the reinforcement step of the turn. The pod can be anywhere on the board.

For each pod you burn, you can place one of your mine counters in any



area where you have units. Once a mine is placed, it remains in that area until you blow it up.

You can blow up one of your mines at any time — during your opponent's move, in between turns, whenever. When it blows, remove the mine from the board.

You must declare a target when you blow up a mine. The target can be a bioborg, or all the popcorn in an area belonging to a single Cryptic Alliance. The target must be in the same area as the mine. If the target moves into an area, you can blow up a mine there before it has a chance to move out.

When you blow up a mine, roll a die. If the result is a 1, the opponent manages to detonate the mine harmlessly. The mine is removed from the game without doing any damage.

However, if the result is 2-6, the mine blows up under its target. If this was a bioborg, the bioborg loses one weapon from its layout — selected (from the face-down cards) by the player who blew up the mine!

If the target was popcorn, the player loses two to six popcorn units. The number lost equals the die roll. The popcorn's owner chooses what goes away.

NEW WAYS TO FIGHT

Here are a couple of new twists on the usual combat procedure that will liven up your games. All of them are optional, so pick and choose as you like. Make sure all the players agree to use these rules before the game starts.

Fire: Two kinds of weapon, flamers and lasers, can set bioborgs on fire. A bioborg that loses a battle to a flamer rolls two dice; one that loses to a laser rolls three dice. If the result is the weapon's power value or less, the bioborg is on fire!

A flaming bioborg must discard one weapon card from its layout (owner's choice) at the end of every turn until the fire goes out. The bioborg may put out a fire in one of two ways:

1) End movement in any fortress. The bioborg may only enter the fortress by permission of the owning player, and cannot attack while in the fortress.

2) Stay in a water area, or next to a water area, for one whole turn without attacking. (It's dunking itself.)

Either way, the bioborg defends normally against attacks.

Ranged Popcorn Avoids Losses: Hover tanks and Thundertubes can attack targets in other areas as well as in their own. If you use this rule, these "ranged" popcorn units only suffer losses from battles in their own areas. When they are involved in battles at range, they never suffer adverse combat results; if their owner loses the battle, he need not remove them.

This rule does not apply to ranged bioborg weapons. They're too big to miss, no matter how far away they are.

THE GAMMASAURUS

The biggest, and arguably the ugliest, bioborg of them all is a beast not controlled by any Cryptic Alliance. Indeed, it is the enemy of them all. Serving no master, it loathes, reviles, and trashes any bioborg that has been "domesticated."

This is the Gammassaurus.

A full description of the Gammassaurus is included on pages 10-11. These rules tell you how it performs game functions such as moving and attacking.

Playing the Gammassaurus

The Gammassaurus does not get a Cryptic Alliance, popcorn, or reinforcements to help it. However, the Gammassaurian player gets a hand of seven cards instead of the usual five. And at the start of the game, he gets dealt 14 cards instead of ten. (He must discard down to seven before the game starts.)

He places pods like the other players during the "Place Pods" step. The player can also burn pods carried by the Gammassaurus for additional

cards.

Due to its massive bulk, the Gammassaurus can carry up to 10 pods.

Moving the Gammassaurus

The Gammassaurus moves up to eight areas every turn. It moves through water and swamp as if they were clear terrain.

In addition, the Gammassaurus can pick up pods as it moves *without* ending its move. Each pod picked up while moving costs the Gammassaurus one of its eight areas. Thus, if it picked up a pod before it started moving, it could move seven areas. The Gammassaurus can also pick up pods in the area it occupies when it is done moving.

The Gammassaurian player never receives a turn card. Instead, he can choose to move at any point during the turn sequence: before the first player, after the last, or between any two players' moves. However, he can only move once a turn, and he cannot interrupt a player's move. Once you start to move, you can always finish before the Gammassaurus starts to move (small comfort, that).

The Gammassaurus in Combat

Any time the Gammassaurus attacks or defends in combat, the Gammassaurian player rolls three dice (instead of the usual one) for his combat roll. He adds a die for each pod burned, like any other bioborg. He also can add the power value of one weapon for each opposing player involved in the combat. For example, if the Gammassaurus is attacked by two players' bioborgs and attached popcorn, and the popcorn of a third player as well, the Gammassaurus can use up to three weapons. But if he loses the battle, he loses *all* the weapons used!

Refitting the Gammassaurus

The Gammassaurus can refit in any trashed city during the Refit Bioborgs step of a turn.

CREATING YOUR OWN BIOBORG

They're cute! They're cuddly! And now you can own your very own, tailor-made, one of a kind bioborg! Yes, for just pennies a day (not counting food, weaponry, maintenance, or damage control) you can amaze your friends and confound, or digest, your enemies!

These rules are recommended for experienced players. After all, it takes amazing technology and expertise to build a bioborg.

How It Works

Each player receives the same number of "build points," or simply "points." You spend points to buy a bioborg body type with "slots" for weapon cards.

In a typical game each player receives 150 or 175 points to build one bioborg. In big games the point total can go way up, as whole platoons of bioborgs duke it out! Points also make a good handicapping system. For example, a seasoned player might give a beginner 50 extra points to even up the game.

To build a 'borg, follow these steps:

1. Choose or Make a Bioborg Sheet

Choose one of the bioborg templates included with this set (on the backs of the six new bioborg cards) for your homemade 'borg. Or photocopy a cou-

ple of templates, cut them in half, and match up the head and shoulders of one to the rump and feet of another. Or make up your own bioborg template out of any creature you can imagine.

2. Choose Your Bioborg Body Type

Many giant creatures have been turned into bioborgs. The designers look for size, speed, a great reservoir of energy, and incredible stupidity.

This chart lists many bioborg body types and game statistics. Adapt one of them to fit your chosen body. Statistics are explained following the chart.

Bioborg Body Types and Cost
Slots/Energy/Mvt/SP/Cost

Amphibinoid	4	21	9	20	162
Armaddon	4	30	8	20	154
Chimpanzero	4	23	9	15	150
Gammastaurus	8	80	13	—	264
Girafferoo	4	24	9	20	156
Gorillian	4	39	7	15	150
Hamsterian	5	45	8	10	169
Hounderian	5	40	8	10	164
Kangaroid	5	30	9	15	167
Octopod	5	20	11	10	168
Oxoid	4	28	7	20	144
Packratula	4	30	8	10	144
Penguinoid	4	34	7	20	150
Teleporturtle	5	40	6	20	158
Tricerian	4	24	8	30	158
Tyrexian	4	23	9	20	155
Ursinoid	4	26	9	15	145
Vulturian	3	30	9	20	152
Walruzian	4	32	7	20	148

Slots shows how many weapons the body can hold — the more slots, the more room for armament. Each space for a card on a layout sheet is a slot.

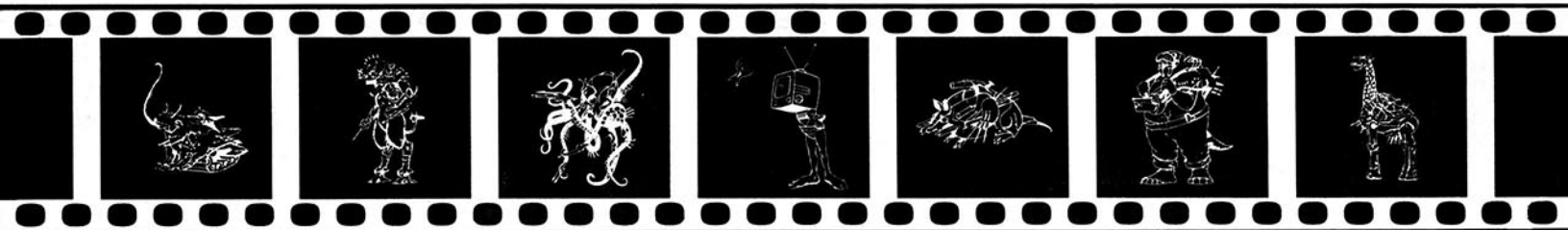
Energy means "energy available," the body's innate capacity to power its weapons. The armaments have their own power supplies, but the creature's nervous system can only coordinate so much energy before "shorting out."

The higher the body's energy number, the more weapons it can handle. Each weapon's energy use is equal to the total of its power value and range. When the total energy use of all the weapon cards on the bioborg's layout sheet exceeds its energy number, the player must discard weapons until it doesn't.

Movement (Mvt) is the base number of areas a creature *without weapons* can move in one turn. Putting in weapons weighs down the bioborg, so it moves more slowly (wouldn't you?). Each slot you put a weapon in cuts its movement by one area.

Note: You determine the bioborg's movement rate when you build it. This never changes during a game, unless the bioborg has a special power (such as the octopod's) that could change it.

Another note: The movement rates here differ among the bioborgs. You can either use these rates as an optional rule, or assume that all the bioborgs in your games have increased or decreased their movement, using the



system in Step 3, to the standard six areas per turn.

SP gives the point cost for the bioborg's special power as given on its Bioborg Layout Sheet. For instance, a hamsterian's ability to burrow costs 10 points. If you want your bioborg to burrow, pay 10 points for that power when you get to Step 4.

Cost is the body's cost in points, including its standard special power. If you want that body type without the power, deduct the power's cost from the total.

There is no cost or column for innate stupidity. These creatures are all as dumb as a box of radioactive rocks.

3. Pick Your Extras

Mark the cost of your chosen body type off your point total. Now you can customize the bioborg by spending your leftover points for extra goodies. Or "cash in" slots, energy, or movement from the base model to save points.

Extra slots cost 10 points each.

Energy costs 1 point per +1.

Movement: 8 points per +1 area.

Cashing these in saves you just half as many points. Losing one of your existing slots saves you 5 points; you have to give up 2 energy to save a point; and sacrificing base movement gives 4 points per area lost.

4. Determine Bioborg's Special Power

Each bioborg can have one special power. Select a category: Movement, Weapon Bonus, Defense, Popcorn Attack, or Card Power. Or pick one of the powers an existing bioborg has.

Choose a power your bioborg might plausibly have. Costs are listed below, or on the bioborg body chart above.

Movement: Most special powers that affects your bioborg's movement cost 10 points each. Flight costs 15 points, and teleportation costs 20. If the movement power also affects popcorn units with the bioborg, it costs 5 points extra.

Examples: Teleporturtle; kangaroid;

enters one kind of terrain at no movement cost (does not count against areas moved in a turn).

Weapon Bonus: These powers add to your combat totals. Their cost is determined by how much they add. Each +1 costs 4 points, to a maximum of +4. If you want the bonus to apply to only one type of weapon (blaster, laser, etc.), each +1 costs just 3 points, and the maximum is +5. The bonus works in either attacks or defenses, but not both.

Some existing bioborgs, such as walruzians, have higher bonuses. This is a benefit of their long experience.

Examples: Gorillian; oxoid; +5 to any attack with a missile weapon.

Defense: These powers affect the way your bioborg defends, but not the actual combat totals. A defense power costs 15 points; if it also affects popcorn with the bioborg, it costs 20 points.

Example: Armadon; immune to attack when in mountains or water; roll two extra dice when defending in a particular terrain.

Popcorn Attack: Any special kind of attack that the bioborg bestows on popcorn in its area costs 20 points.

Examples: Amphibinoid; penguinoid; inspires fear in enemy popcorn — in each attack, roll one die before cards are revealed, and opponent must leave that many popcorn out of his total (but units are not actually removed); can teleport up to four enemy popcorn to the nearest clear area (if two or more are equally near, victim chooses) before cards are chosen in a battle.

Card Power: These powers affect cards (surprise!). If the power affects cards in a player's hand (for instance, the packratula power), it costs 10 points, and it can't let you have more than seven cards at a time. If the power affects cards played in combat, the cost is 20 points.

Examples: Psychic awareness — player can look at one opponent's hand once per turn (10 points); psychic anticipation — player can see

opponent's choice of weapon before choosing his own (20 points); inspires confusion in enemy bioborg operator — player chooses weapon opponent will use (pick blindly either from layout or from opponent's hand, 20 points); precognition — player can look at top card of deck at any time (10 points).

These rules give you great latitude in designing powers. Remember, a power should be balanced in terms of the game — that is, it shouldn't guarantee total victory every time you use it. If it did, your bioborg would already have taken over the world . . . and nobody would play the game with you.

A good power is either helpful in one specific kind of situation (like when you attack), or it has some kind of limitation that counterbalances its strength. For instance, vulturians can pick up discarded weapons, a great power — but they only have three slots to use the salvaged cards in. It evens out. Try to make your powers even out too.

5. Flesh Out Your Bioborg

Design features such as physical description, partner, and favorite tactics whenever you feel ready. You might wish to describe the bioborg and its partner immediately, but then play a few games with it before you decide on favorite tactics.

And that's all there is to it — except to take your awesome new fighting machine onto the field of battle!



SCENARIOS

Each of the following games uses the standard GAMMARAUDERS™ Game rules. However, each has a unique "Object of the Game," and some add special rules.

INVASION OF THE GAMMA SAURUS

The Gammasaurus is loose! It's time for all the Cryptic Alliances to put aside their differences (temporarily, of course) and battle the common foe!

This scenario can be played by as few as two players or up to seven, but it works best with four or five players.

One player takes the Gammasaurus. His object is to trash more than half of the fortresses on the board. The other players take one bioborg and one Cryptic Alliance apiece. (Exception: In a two-player game, the second player controls two bioborgs and two Cryptic Alliances.)

Setting Up

Set up the game normally, with the following exceptions. Use all 18 board pieces to make the gameboard, if space permits. If not, remove the unnumbered tile and tiles 2, 3, 4, 11, and 12 from the original GAMMARAUDERS Game.

After the board tiles are laid out, the Gammasaurian player places his piece in any space at the edge of the board. Then other players place their fortress markers normally. Players cannot place their fortresses on the same board tile.

The Turn

Use the standard turn sequence, but remember that the Gammasaurus can move at any point during the Movement Step.

Special Rules

To balance this titanic conflict, one side or the other (or both) get a pre-game chance to outfit its team. Sort all weapon cards from the deck and shuffle them thoroughly. The number of weapon cards each bioborg gets varies with how many oppose the Gammasaurus.

* In a game with two bioborgs and the Gammasaurus, deal each bioborg as many cards (face down) as it has spaces on its template. But the Gammasaurus gets none; it must wait for its normal hand of seven cards to draw weapons from.

* In a game with three or four bioborgs, deal each bioborg all the weapon cards it can carry, and deal the Gammasaurus two weapons for each bioborg opposing it.

* In a game with five or six bioborgs, the Gammasaurus gets eight weapon cards. But the other bioborgs outfit themselves with whatever weapons they get dealt in their normal hand.

After this pre-game step, shuffle the weapons back into the deck, and deal a normal starting hand to each player. Before the game begins, you can switch weapons on your layout with weapons from your hand of cards (in case something really zoot shows up in the deal).

EAT GAMMA DEATH, SLUGNOID!

This delightful little scenario (for two to six players) takes place in the most fetid, reeking reaches of the Gamma Age. In fact, the setting reeks so badly that it is disappearing in shame.

Therein lies the menace: One by one, the board tiles are removed from play. You move your fortress from one tile to another in a desperate game of "musical chairs." The winner is the last player left with an untrashed fortress.

Setting Up

Follow the normal setup procedure for bioborgs, cards, popcorn, etc. Use all board tiles but the unnumbered tile.

The Turn

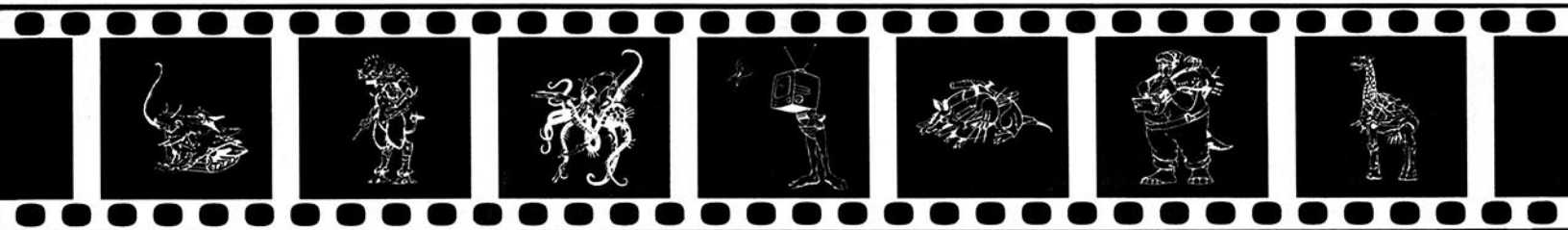
Use the normal turn procedure, with one addition. Before rolling dice to place pods in the "Place Pods" step, the player with turn card 1 rolls two dice. Mark the indicated board tile with the "GAMMA DEATH" marker.

If two tiles with that number are on the board, designate one piece "low" and the other "high," then roll a die. On a roll of 1-3, mark the piece called "low"; on 4-6, mark the "high" piece.

After marking the tile, place three pods on it. Then at the end of the turn, the #1 player removes that board tile and everything on it from the game.

Special Rules

Gaps in the Board: Removing board pieces may result in "islands" of board. Whenever board tiles are no longer connected, immediately slide the smaller



portion over to the larger one to match up the nearest edge or edges. Wherever possible, each tile must be adjacent to at least two other tiles. If two or more options are available, the #1 player decides how to join them together.

Moving Fortresses: You can move your fortress during the movement step of your turn — say, because the tile it sits on has been stricken with Gamma Death. Move the fortress, and every one of the units in the same area, up to six areas. You cannot move any units that are not in the area with your fortress during that turn. A trashed fortress cannot move.

The fortress has the same movement restrictions as an ordinary soldier. If it ends its move in a space containing a city (and no other fortress) it can function as a normal fortress as soon as it is placed there.

The fortress cannot be used for refitting until it reaches an eligible city area. Enemy forces can attack and trash it as usual; it does not get its one-die defense bonus.

Extra Pods: All pods, including the pods placed in the Gamma Death area, can be picked up by bioborgs and soldiers as they move — these pieces do not have to stop moving in the pod's area. (In fact, such a stop could be fatal!)

Each pod picked up by a bioborg or soldier reduces the areas it can move that turn by one. For example, a bioborg that can normally move six areas pauses and grabs two pods. It can only move four areas this turn.

EMPIRE OF THE NEW GOLDEN AGE

This scenario pits two players and six bioborgs against each other as each strives to gain control of the world of the Gamma Age. The winner is the first player to control four bioborg/Cryptic Alliance groups and have no more than one fortress trashed.

Setting Up

Each player chooses a bioborg and Cryptic Alliance normally. The other four Cryptic Alliances are each assigned a bioborg by random draw.

Deal a normal hand of cards to each of the two players. Deal three cards, face down, onto each of the neutral bioborgs. Now array the weapons on your bioborg sheet as you normally would.

Do not look at the cards dealt to each of the neutral bioborgs.

Each player selects two of the neutral bioborgs for purposes of fortress placement. Deal a turn card for each bioborg. Place fortresses in turn order, as usual — with the following restriction: Only one of your fortresses can be placed on a given tile, even if it has more than one city area.

You can, however, place a fortress on a tile where your opponent has built a fortress.

Special Rules

Controlling Neutral Bioborgs and Cryptic Alliances: Deal out all six turn cards, one per bioborg, every turn. Move your bioborg normally on your turn.

To determine who moves the neutral bioborgs, flip up all the turn cards after they are dealt. The player with the *earlier* turn card moves and controls all alliances that have *earlier* turn cards than he does, and can look at and use their hands of cards. The player with the *later* turn card controls all alliances with *later* turn cards than his. The ones in between don't move.

For example, if one player gets the "2" turn card, and the other gets the "6," the player with the 2 would first move the bioborg and alliance with the "1" turn card. Then he moves his own bioborg and popcorn. Finally, the player with the "6" turn card moves his bioborg and popcorn. This player moves no neutral units (none had a later turn card than he did). No one moves the units with the 3, 4, and 5 turn cards.

If you cash in your own turn card, you still move the neutral units that

your card indicated.

In combat, you can use any bioborg or popcorn you controlled that turn as an ally in your own attacks or defenses. Units that were not eligible to move in a turn cannot serve as an ally for either player. However, if your opponent attacks a bioborg alliance that did not move, you can ally with the defenders.

You cannot attack a neutral alliance during a turn when you moved, or were eligible to move, that alliance — nor can you attack your own pieces with the forces of that bioborg.

Converting Neutrals to Your Banner: To win the game, you must convert four bioborgs and their Cryptic Alliances to your own cause — and no more than one of their four fortresses can be trashed.

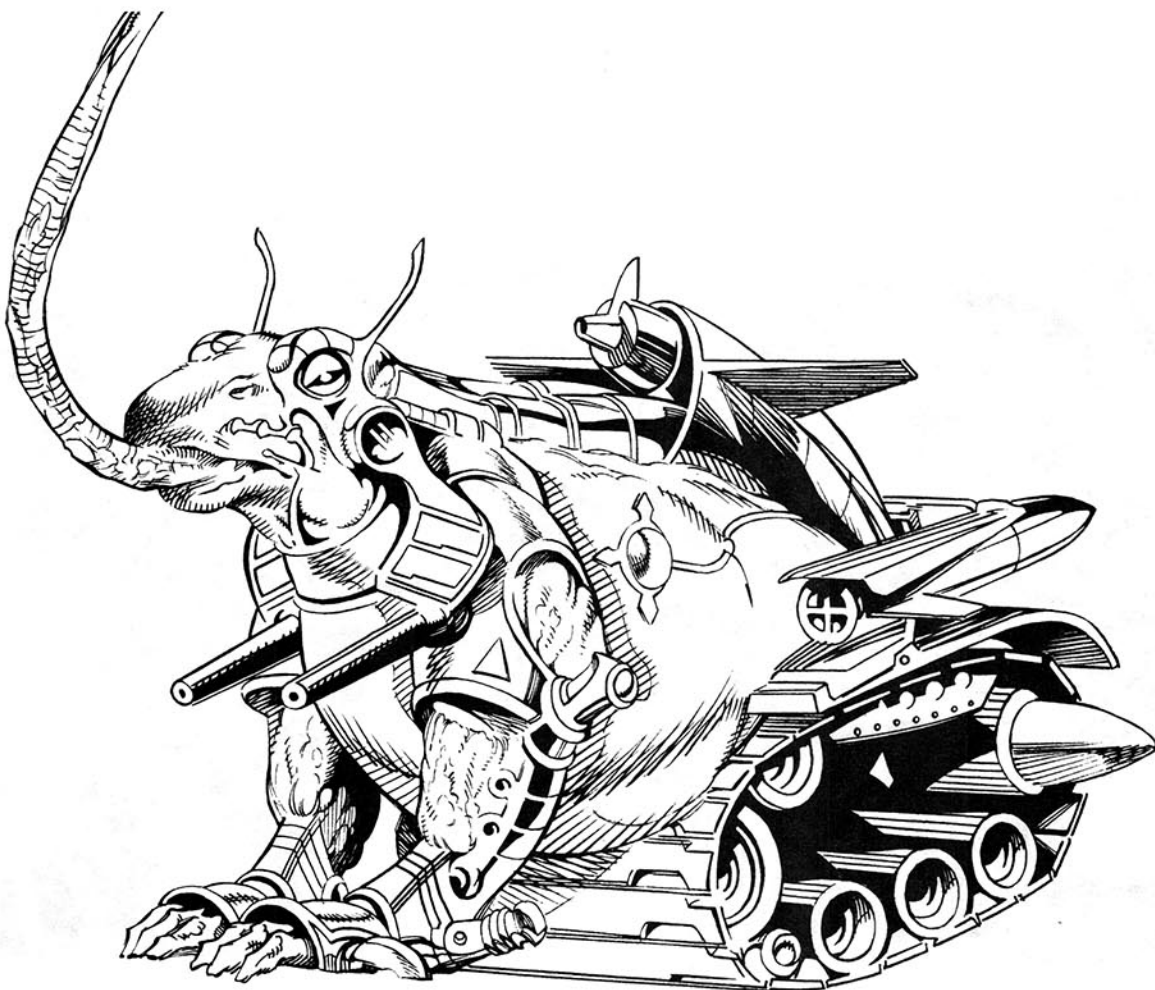
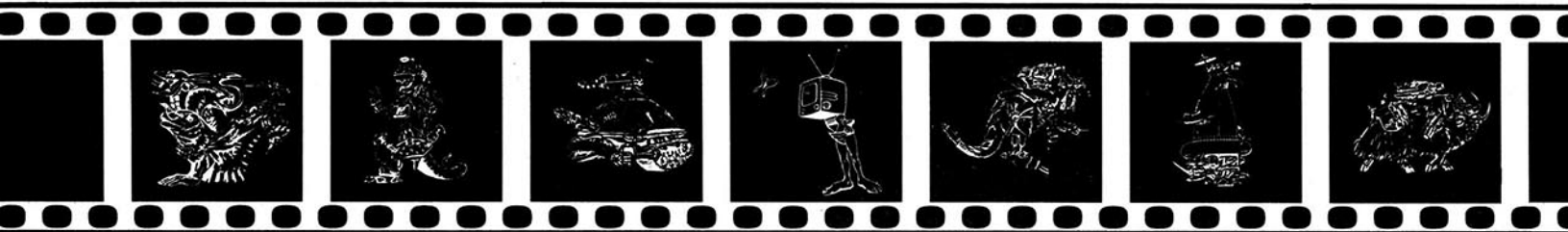
In order to convert a neutral bioborg alliance, your bioborg must occupy its fortress space at the end of a turn. The fortress must be trashed. (You have to argue from a position of strength.)

After all combat is over in a turn, you can try to convert the alliance. You do so by bribing the neutral fortress with pods and then rolling a die. Pods given to the fortress must come from your units in its area.

If you give one pod, you must roll a 1 or 2 to convert the neutral. Two pods, and 1-4 will do it. If you give three pods, you sway the neutral on a roll of 1-5. A roll of 6 always fails to convert a neutral alliance. In any case, the fortress keeps the pods, and immediately spends one to rebuild.

Once you convert an alliance, take a coup marker for that alliance to show you control it. You then automatically move and attack with those pieces during each turn, regardless of what turn card it gets. To determine who moves neutral alliances, you still use the procedure outlined above. The turn card dealt for your *original* alliance determines which neutrals you move in a turn.

Your opponent can try to convert alliances you already converted (though not your original alliance). If he succeeds, give him the coup marker.



FRAG

Creature Type: Amphibinoid
 Height: 6 meters
 Weight: 20 metric tons
 Alliance: Freelance
 Weapon Nodules: 4

Description: Frag is a giant, heavily mutated version of a common bullfrog. His massive weight, too extreme for his frog legs, is borne by massive treads that carry Frag through all types of terrain.

Frag's bulbous eyes bulge unblinking on top of his head as he scans the lands of the Gamma Age for enemies — or prey. Frag feeds on flying things of all types, including animal, mutated plant, and machine. His thunderous croak tells those in the immediate vicinity (like, the same continent) that Frag has just claimed a tasty meal.

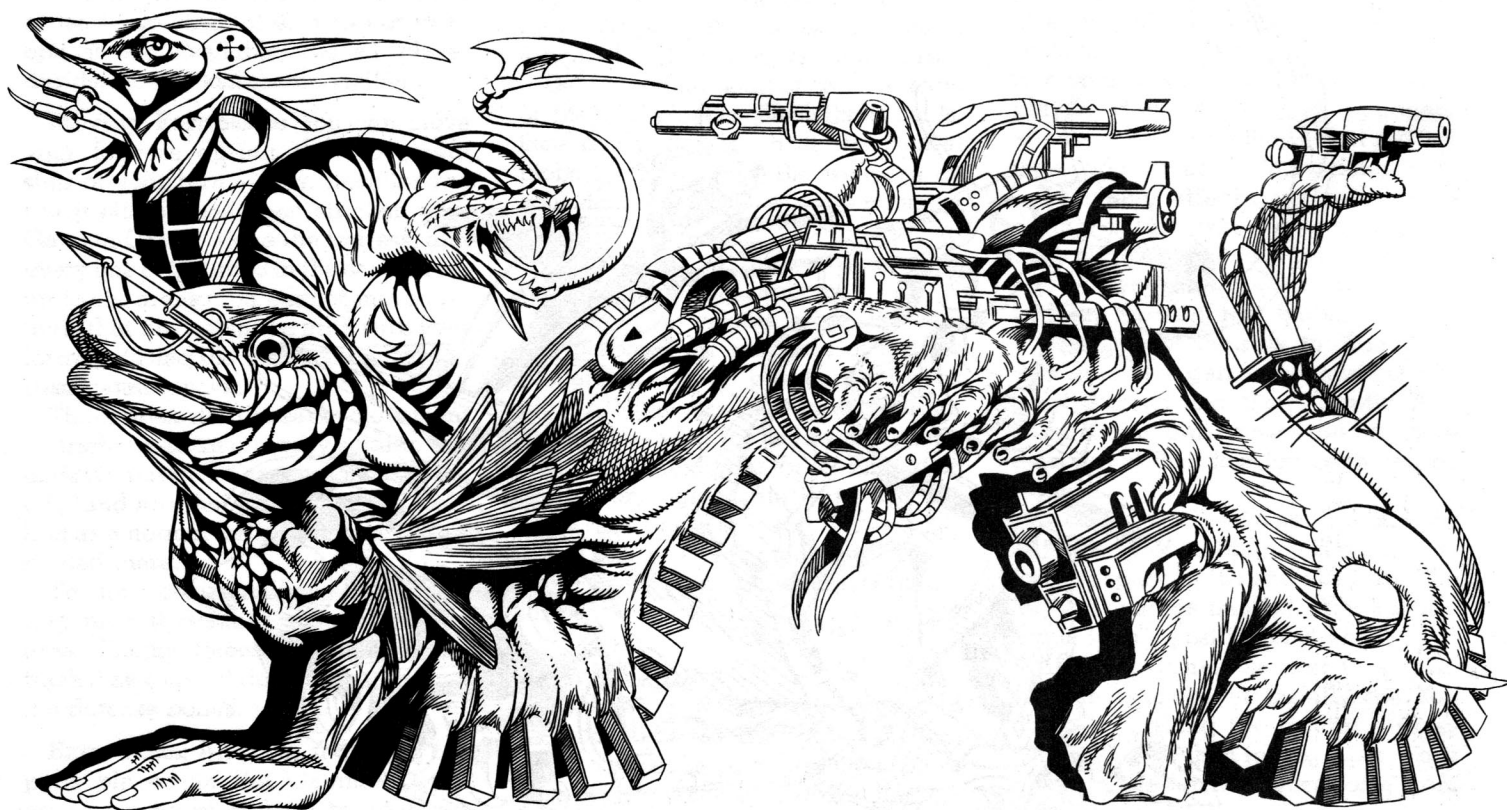
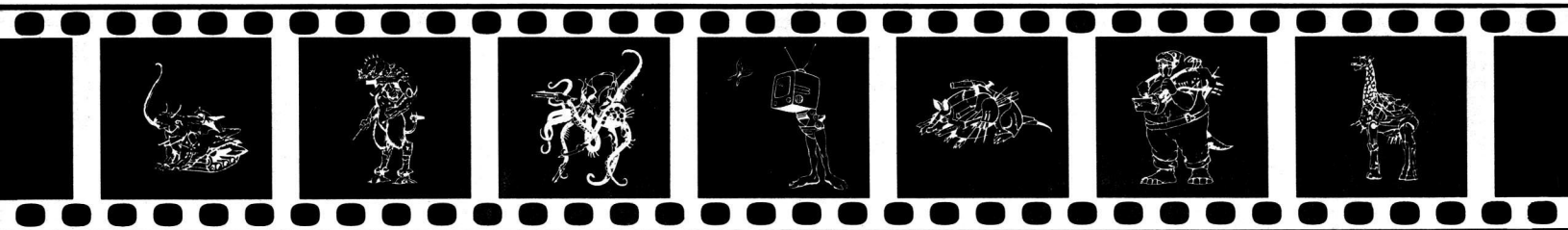
Partner: After his cousin Slash graduated from bioborg obedience school and gained the bioborg Gruz as his very own, little Spunk knew exactly what he wanted to do in life.

He followed in his cousin's footsteps. But instead of getting a muscular, powerful ursinoid, he got stuck with an overgrown bullfrog.

Spunk retaliated by painting graffiti all over his bioborg and mistreating poor Frag at every turn. However, once he saw the amphibinoid in action, he became intrigued by the bioborg's unique power. Now they roam the wastes of the Gamma Age together, in search of action, excitement, and pay.

Tactics: The tactics of the Spunk/Frag team can best be described as "stupid." They take little note of the strength or numbers of an adversary, nor do they let details like terrain influence them. They see an enemy? They go thump it — or, as often as not, get thumped themselves.

Power: Frag can use his dextrous and incredibly long tongue to snatch opponent's flying vehicles from the air. He can attack hover tanks or gammajets, but not both, in a turn. The player declares his target before a battle, rolls a die, and removes that number of gammajets or hover tanks from the opponent's force before the battle is resolved.



THE GAMMASAURUS

Creature Type: Unclassified (unique)

Height: 35 meters

Weight: Enough to squash anything

Alliance: Its own

Weapon Nodules: 8

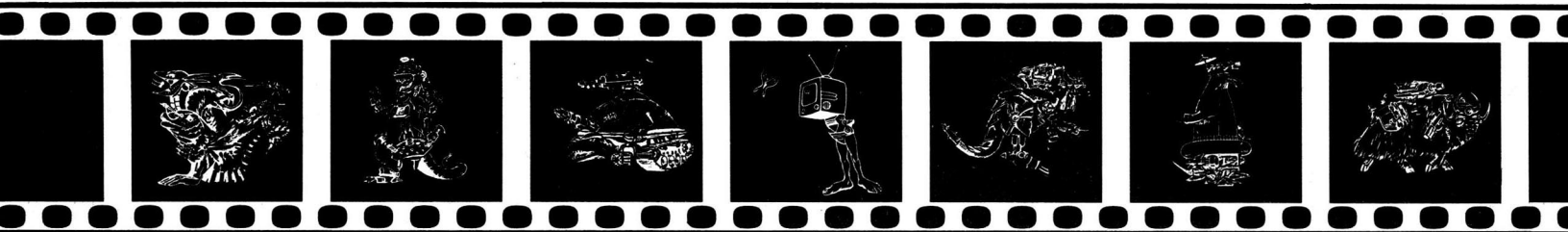
Description: The Gammasaurus is an example of technocybernetology run amuck. The creature's origin is shrouded in mystery: Some say it rose from the sea one dark day, others that it crawled from some radioactive hellhole in the earth. Still others speculate that it is a punishment sent upon mankind by a powerful and omniscient force.

In the most popular account, three lesser bioborgs clashed in the ruins of a Golden Age city during a terrible thunderstorm. Lightning struck one, the wounded creature stumbled against the others, and the creature's radioactive blood bubbled over all three combatants. Their combined weight buckled the concrete beneath them, and they tumbled down through a hole into the remains of an advanced laboratory.

This lab belonged to a mysterious conspiracy called the Food and Drug Administration, apparently a Golden Age version of a Cryptic Alliance. On a bed of broken flasks, in a pool of unapproved medicines and food additives, the three bioborgs mutated still further, merging into one colossal monstrosity. At dawn of the next day, the Gammasaurus shambled forth.

In any event, this horrific bioborg resembles a mix between three types of animals: a sinister cobra, a bewhiskered carp, and a duck. Its massive body is so long that its front half usually arrives somewhere before the back half starts moving. It carries itself on hundreds of little factoid feet, lurching crazily from side to side (it's quite top-heavy) but never actually falling over.

Its massive cargo-carrying ability lets it transport up to 10 pods at a time.



Partner: This beast has no need to consort with a human handler, for whatever spawned it also augmented its intelligence to unheard-of levels . . . at least unheard-of for bioborgs.

However, several unemployed bioborg handlers claim that they once partnered with the rogue monster. Their accounts resemble each other; each handler was out of work when he or she made the claim, and each was talking to a faction that the Gammasaurus had not yet attacked. (If anyone had made the claim after an attack, the survivors would have lynched him.)

First to claim he had once controlled the thing was Nathaniel Tiresias Bemppo, who had been expelled from the nature-loving FOWLOTEs for randomly slaughtering cute little bunnies. Bemppo told a Slugnoid recruiter that he, Bemppo, had encountered the Gammasaurus in the gamma-irradiated wastes of Nebraska. In a "titanic contest," Bemppo tricked and subdued the monster.

The Bemppo-saurus combination rode roughshod over several Gammarauder installations before a "lucky shot" from a Lab Rats stungun took out Bemppo. His gigantic mount threw him and left him unconscious in the desert. Bemppo never saw the Gammasaurus again.

The Slugnoid officer was so impressed by this account that she enlisted Bemppo on the spot. Then she slipped him a mickey, and he woke up spread-eagled in front of a Slugnoid fortress. The Gammasaurus was approaching fast. "Tell it to go away," the officers shouted to Bemppo from the battlements. Bemppo did, many times at high volume, but the monster's utter disregard for his orders are now regarded as proof that the late Bemppo was lying through his teeth.

Even more remarkable was the story advanced by Titania Lompoc, assistant landstech surveyperson at Womba Labs until her building was accidentally vaporized in a minor accident. She searched long and hard for another position.

Once, during her 45th job interview for bioborg handler, she claimed she had accidentally created a tadpole-sized Gammasaurus in a covert laboratory experiment. "But it grew too fast," she said. "It got away, and I'm sorry for everything it's done since."

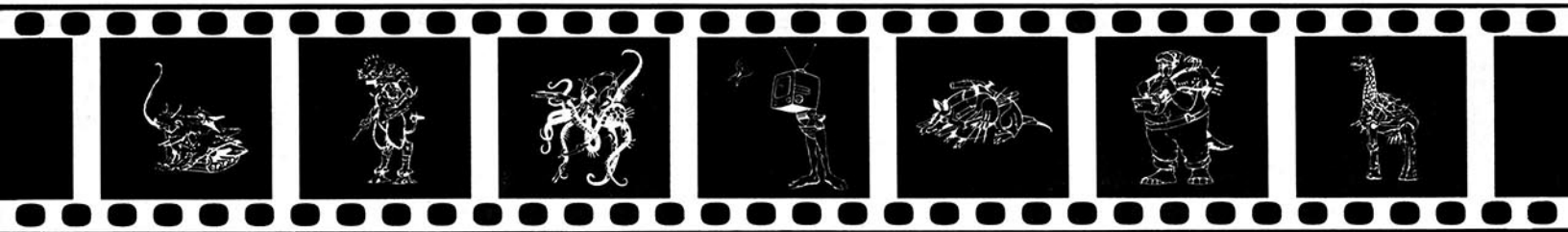
Research shows that Titania Lompoc has never created anything more menacing than bad headaches in the skulls

of personnel directors, so scholars greet her claim with skepticism. She says a factoid witnessed the birth, but (of course) she has no idea where the little machine may be now.

Finally, one Tengwar Split-Top Tungwor, a traveller who visited the Gammarauders Central Alliance from mysterious lands across the sea, saw a holo of the Gammasaurus and said, "Oh, no, not another one." Though many people expressed interest in this remark, Tengwar gave no explanation. Not technically a claim that he controlled the creature, Tengwar's remark nonetheless has aroused much comment.

Tactics: The Gammasaurus prefers trashing things to just about everything else. It trashes fortresses, cities, popcorn, bioborgs, you name it. It crushes them with its massive bulk, smashing the target into a pancake — or bites them in its deadly crushing jaws, grinding the target into mush — or blazes away at them with its multitude of high-tech weapons, turning the target into a fluttering cloud of confetti.

Power: The Gammasaurus has the unique power to have an entire section of zoot new rules devoted to it. See page 4.



FYDO

Creature Type: Hounderian
 Height: 12 meters
 Weight: 10 metric tons
 Alliance: FOWLOTES/Freelance
 Weapon Nodules: 5

Description: From the breeding kennels of Professor Womba's original lab came a species imbued with many of the characteristics of man's best friend. Unfortunately, when he grows nearly 40 feet tall and weighs many tons, man's best friend can resemble his worst enemy.

Fydo is mighty and implacable to his enemies, but affectionate to the point of obnoxiousness to his allies. Because of pit bull genes going far back in his ancestry, Fydo bristles with weapon mounts. He is fearless and persistent in combat.

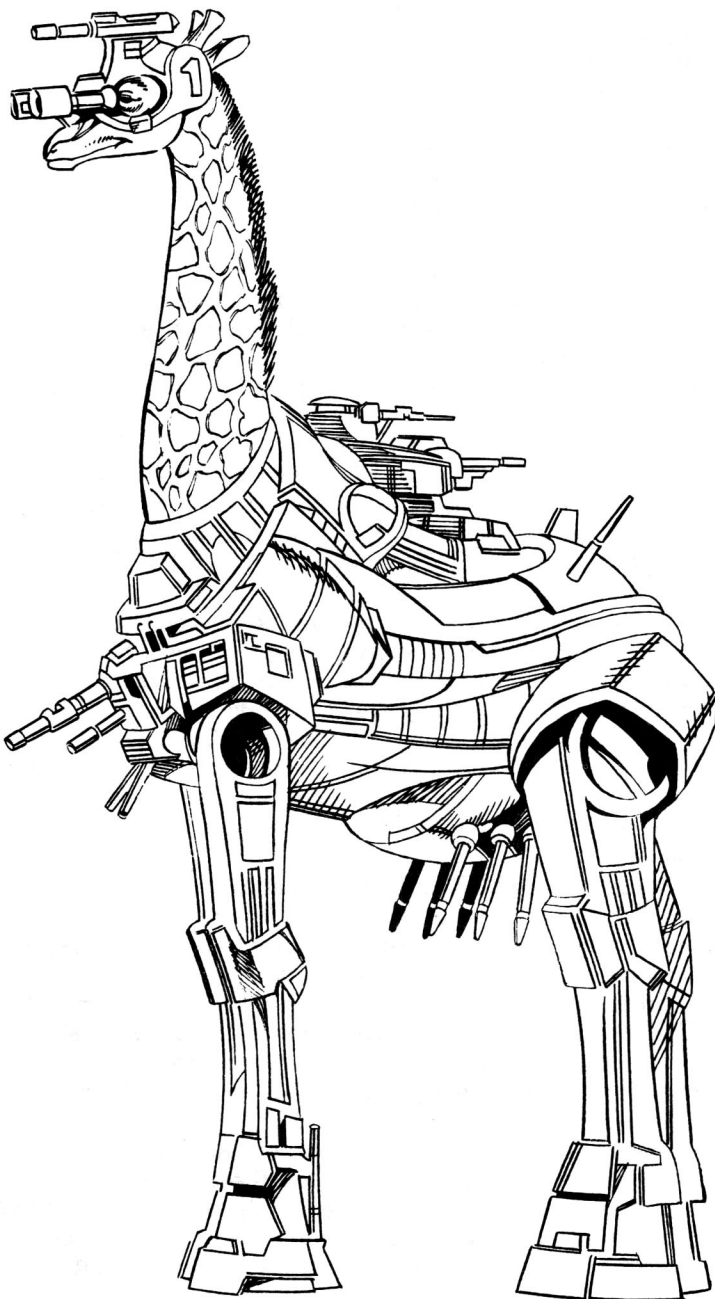
Partner: Felix Swanday loves cats. He has dedicated his life to saving them from the horrors of the Gamma Age. He has created many shelters for homeless cats of varying degrees of mutation.

Unfortunately, the only way this gentle, caring man can raise the money to finance these shelters is by using this huge hounderian that followed him home one day. He made the mistake of feeding Fydo, and now he's stuck with the beast.

Tactics: Fydo's keen nose generally senses the presence of enemy bioborgs and popcorn long before any of his sophisticated electronic detectors do so. Once the enemy is located, Felix evaluates its strength relative to his own. If the odds look good, he utters the team's battle cry: "Sic 'im, boy!" The two then charge headlong into the melee. If the odds are bad, Felix struggles to pull the snapping, snarling bioborg away from the foe. It's really quite amusing to watch.

Power: Once per turn, Fydo has the power to "Fetch" a pod that has been dropped in a nearby area. He can do this either immediately after his own move is completed (after he picks up pods in his area, but before the next player begins moving) or at any time during the combat step.

To fetch a pod, say "Fetch!" and roll a die. If the number rolled is less than the number of areas to the pod, Fydo immediately leaps to that area, grabs the pod, and returns to his area.



JAGGO

Creature Type: Girafferroo

Height: 25 meters

Weight: 15 metric tons

Alliance: Freelance/Gammarauders

Weapon Nodules: 4

Description: Jagger is the tallest known bio-borg, save for the rogue Gammasaurus. Although essentially peaceful, Jagger had too much potential as a weapons platform to be long ignored by the scientists of the Womba Labs. In the Gamma Age, as always, he who holds the high ground holds the advantage — and he who can mount his weapons on an 80' tall tower of a bio-borg has a good chance of holding the high ground.

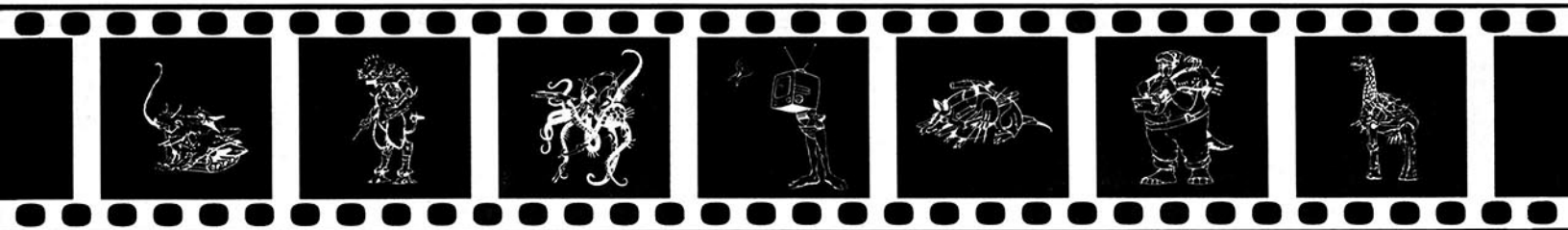
From his far-reaching head weapon and acute Optical Evaluation Devices (or OEDs), to the squat and heavily armored belly turret mount, Jagger the Girafferroo is all Gammarauder!

Partner: Gorshkii Tovarichsky is the people's choice to lead the world into a new age of social equality and good times — or so he claims. And people listen to what he claims, for he is the only person who can control his gigantic charge.

Gorshkii is fanatic about his beliefs, and so his arrangements with the various Cryptic Alliances have been short. They usually ended with mutual recriminations, insults, and even fortress trashing as Gorshkii and Jagger stomp out of Alliance HQ.

Tactics: Gorshkii is fanatical and fearless in combat, but he also knows when to be cautious. Fortunately, Jagger's enhanced range ability makes battle somewhat less risky for this team than many others. They tend to stand as far back from an opponent as possible, firing freely at any targets within range.

Power: Any weapons mounted on Jagger's head, chest, or back have their ranges increased by 1. Non-ranged weapons gain a range of 1 area.



RODDIS

Creature Type: Octopod
Height: 12 meters
Weight: 10 metric tons
Alliance: Freelance/Slugnoid
Weapon Nodules: Up to 5

Description: Roddis is an air-breathing version of the sea-going octopod, which has become commonplace in the oceans of the Gamma Age. Roddis has developed his tentacles into muscular limbs capable not only of carrying his weight across the land, but of moving at considerable speed.

All of the octopod's weapon nodules are implanted in Roddis's tentacles, giving him great flexibility in target acquisition and aiming. This makes the octopod one of the most sought-after bioborgs among the scientists of the Cryptic Alliances. Unfortunately, he has fallen in with a bad crowd.

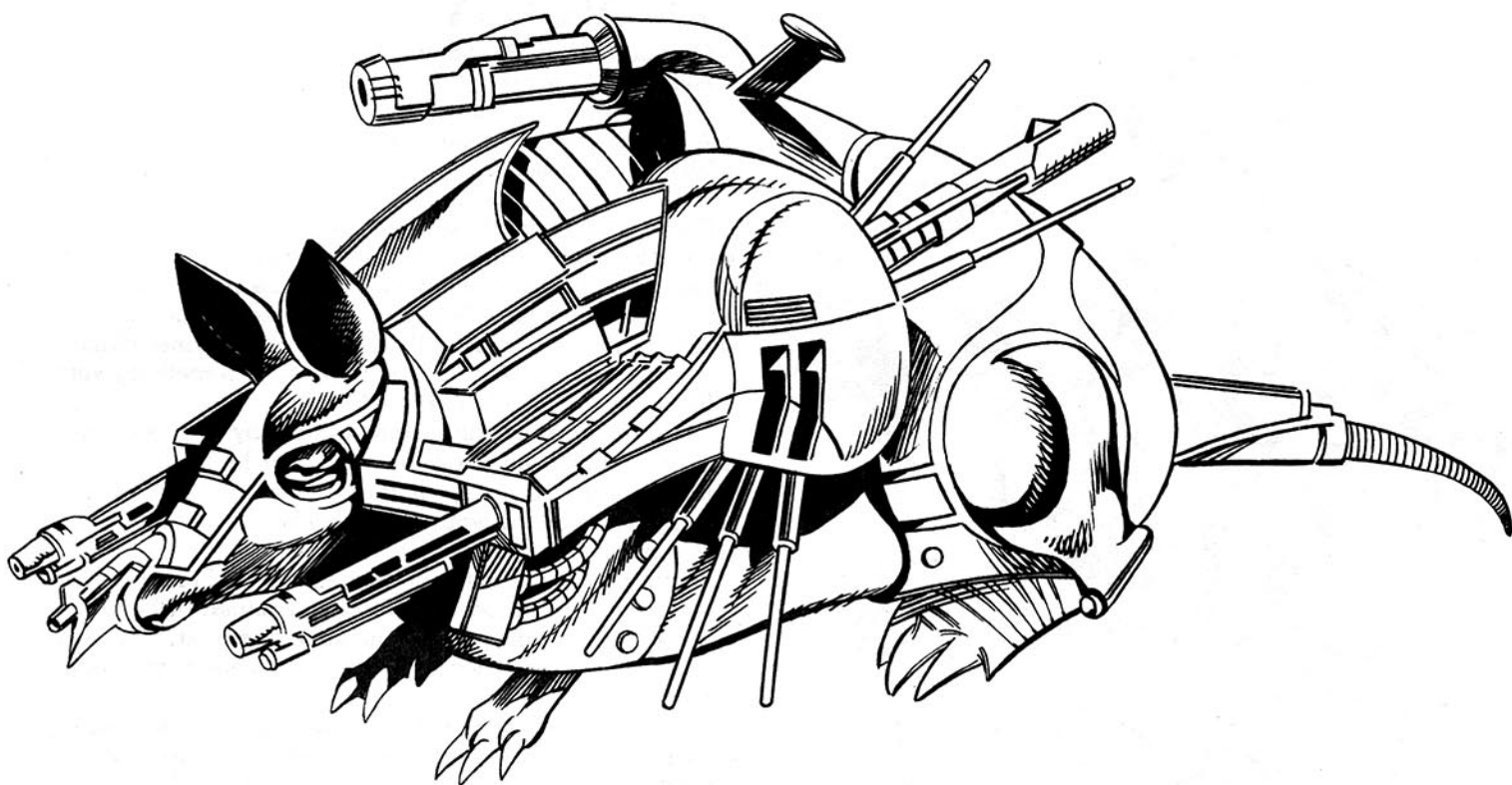
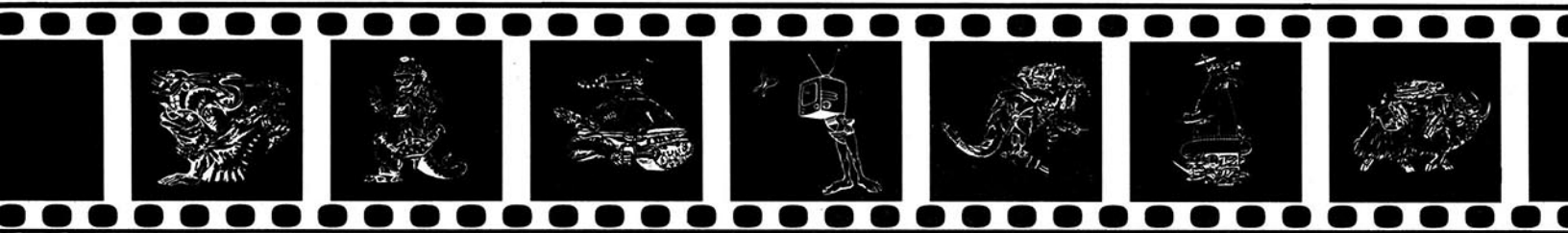
Partner: Oliver Howard Finstermine worked in the book-keeping department at a major Slugnoid base. His hobby was keeping goldfish, which made him practically a marine biologist by Slugnoid standards. Thus, when they enticed Roddis into the lair, all the other Slugnoids thought that Oliver would be the perfect "test partner" (i.e., sacrificial offering) for the bioborg. If Roddis didn't devour Oliver or stomp him flat, they would give the octopod a real partner.

But Roddis and Oliver became fast friends, and now the octopod tolerates no other handler. The two make a good team, working for the Slugnoids most of the time but occasionally venturing on freelance missions.

Tactics: Oliver and Roddis pick their fights carefully. They use the octopod's superior speed to escape in situations where they are outgunned, but when Roddis carries a full complement of weapons, there is no enemy they hesitate to engage in battle.

Power: Roddis can carry 5 weapons and move 6 areas per turn. For every weapon nodule left empty, he adds 1 to his movement for that turn. For example, if Roddis only has three weapons, he can move 8 areas. He can drop one or more weapons at the beginning of his movement, but cannot pick up weapons except in the usual refitting procedure.





SPADZOOT

Creature Type: Armadon

Height: 8 meters

Weight: 16 metric tons

Alliance: Freelance

Weapon Nodules: 4

Description: When the flat desert lands of the Golden Age gave way to the flat cratered radioactive desert lands of modern times, an archaic beast survived whose genealogy doubtless extends even further back, perhaps to the fabled Flapper Era, or Gayninety Epoch. Evolving from the genus *Rodekillia*, species *splattus*, comes the heavily armored, incredibly stupid Armadon.

Spadzoot is the pride of his race. His armor is tougher than three-inch-thick steel plate, and his brain is fully as potent as that of a newt or insect. Though the armadon doesn't move fast, it takes a lot to stop him.

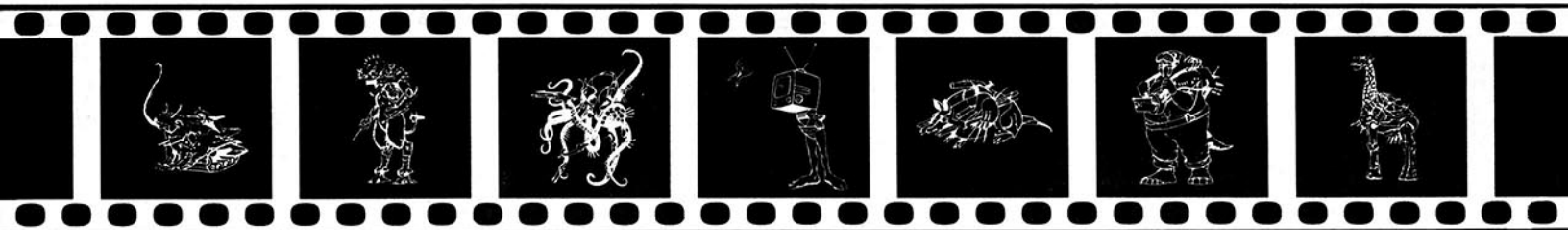
He has several heavily protected weapon mounts, but his favorite is the swiveling six-gun turret sitting atop his back.

Partner: Texx Marshall couldn't believe his luck when he stumbled into an Armadon lair in the great dustbowl of the southwestern Gamma Lands. The creatures were too stupid to notice him stealing the pride of the litter — and Texx was too stupid to realize what would have happened if they had objected. It's sort of an ideal match.

Little Spadzoot grew (and grew!) to love the tall, drawling, six-gun-toting Texx, and the human began to appreciate the brute's dumb loyalty. (That's really the only kind of loyalty Texx could have appreciated.)

Tactics: This team is rather lacking in subtlety. Their favored procedure is to gallop into an area (of course, Spadzoot's gallop is about 4 mph), shooting their weapons loudly in all directions. If this doesn't scare the enemy away, they try to think of a new plan. (To the best of current knowledge, they're still trying.)

Power: Spadzoot can roll into a heavily-armored ball and protect himself from a battle he does not wish to fight. He can protect up to six popcorn units in his area as well as himself. Attacks against Spadzoot and the protected units have no effect. He must select this option before the battle is fought.



TUSCALOOSA

Creature Type: Walruzian

Height: 18 meters

Weight: 16 metric tons

Alliance: Freelance/Gammarauders

Weapon Nodules: 4

Description: Tuscaloosa emerged from the frigid waters below the Great White Ice Hat one day and decided he liked running around in a world where he was bigger than almost everyone else. He romped and trashed and pillaged wherever he went, gradually moving into warmer climes. He found that he liked "catching rays" — something very difficult to do around the Polar Ice Hat.

Tuscaloosa was captured and outfitted by a succession of alliances and given many partners. But he always broke free, squashed his partner, and returned to the carefree life he loved so much. He would probably have done this for the rest of his life, except for one simple fact.

Partner: Tuscaloosa fell in love. Alabaster Francine Dormitage was a freelance adventurer and animal-rights activist. For reasons onlookers can only guess at, she and Tuscaloosa hit it off splendidly, and the two are now inseparable.

They work freelance, although they have so far avoided working for the Slugnoids. Alabaster's crusade against those who trample the rights of animals works well with Tuscaloosa's urge to stomp and trash on a regular basis.

Tactics: Tuscaloosa and Alabaster never run from a fight, but neither do they seek to do battle in the field. Instead, they prefer to get to the heart of the matter. If someone or something annoys them, they find out where it lives and go stomp its home into rubble.

Power: Tuscaloosa gains a +6 to his attack roll when he attacks a fortress.

The Gammasaurus

POD	POD	POD	POD	POD
POD	POD	POD	POD	POD

Head
Weapon
#1

Head
Weapon
#2

Head
Weapon
#3

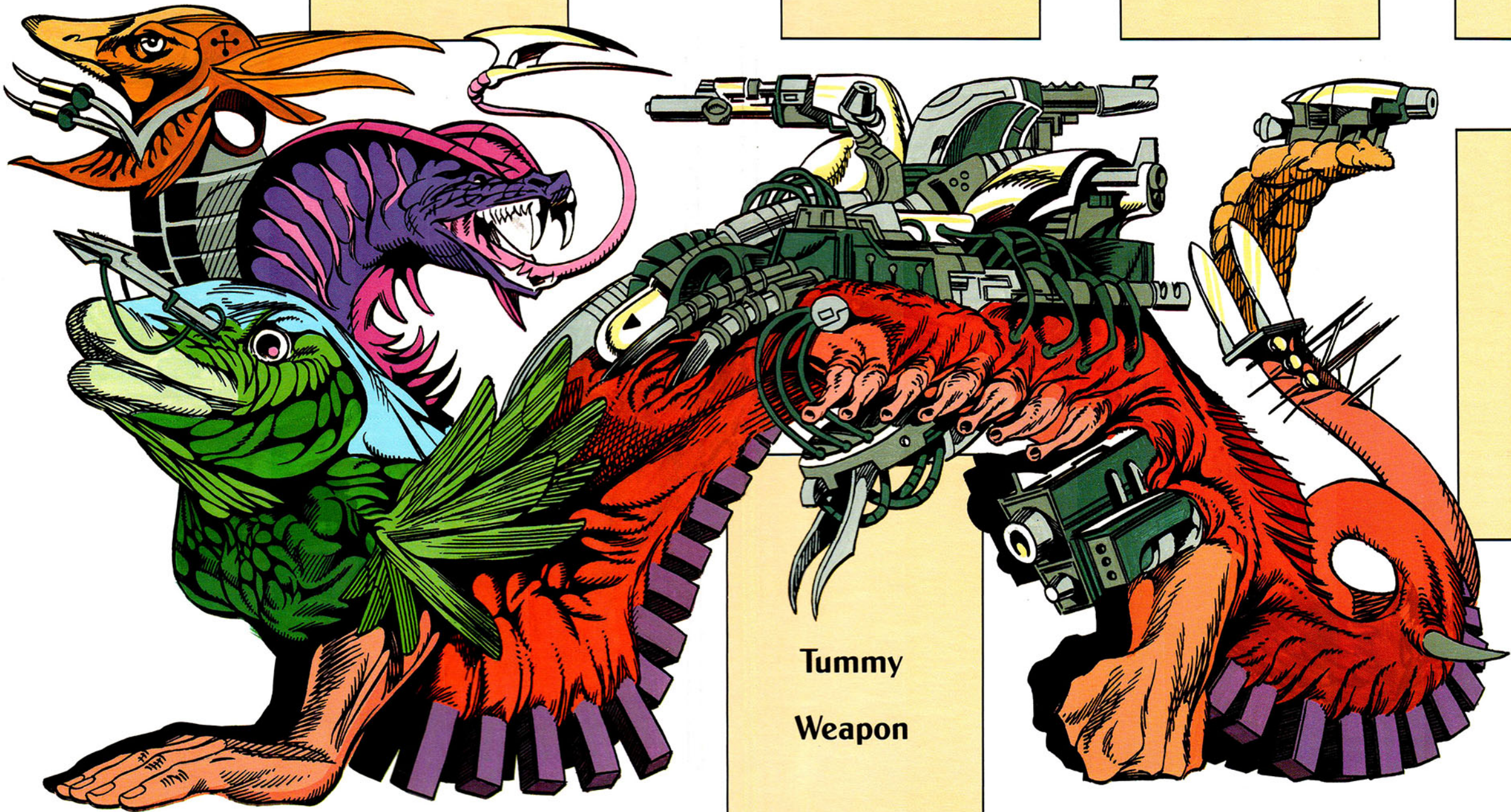
Back
Weapon

Back
Weapon

Back
Weapon

Tail
Weapon

Tummy
Weapon



Roddis the Octopod

POD

POD

POD

POD

POD

Power:

Roddis can add 1 space to his move for every empty weapon mount on his card.

Leg

Weapon

Leg

Weapon

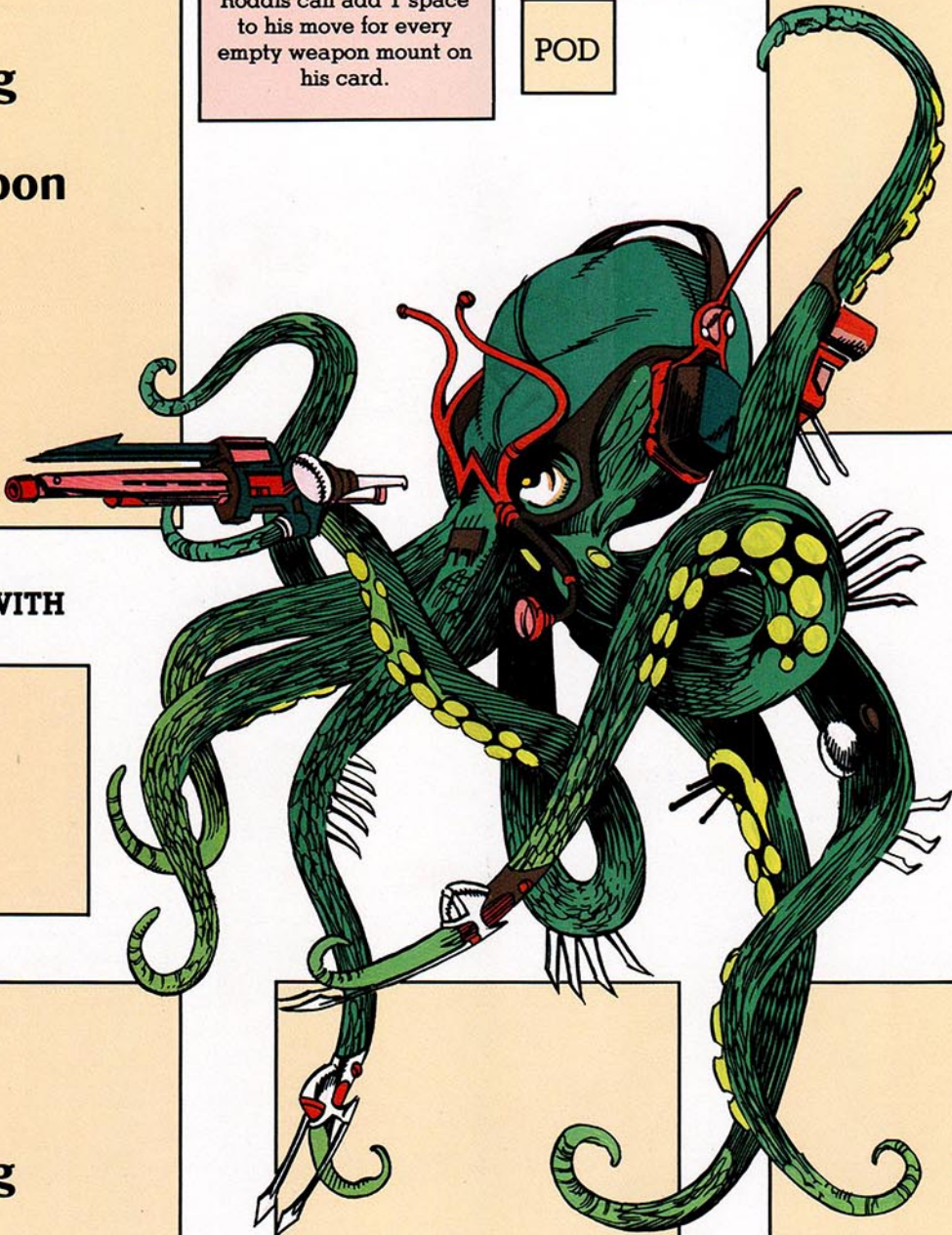
POPCORN WITH
RODDIS

Leg

Weapon

Another
Leg
Weapon

Yet
Another
Leg
Weapon



- TURN SEQUENCE
- 1) Draw Turn Cards
 - 2) Trade Cards/Reinforcements
 - 3) Place Pods
 - 4) Move
 - 5) Rebuild & Refit
 - 6) Combat

the

POPCORN WITH

Head
Weapon

Chest
Weapon

Power:

POD

POD

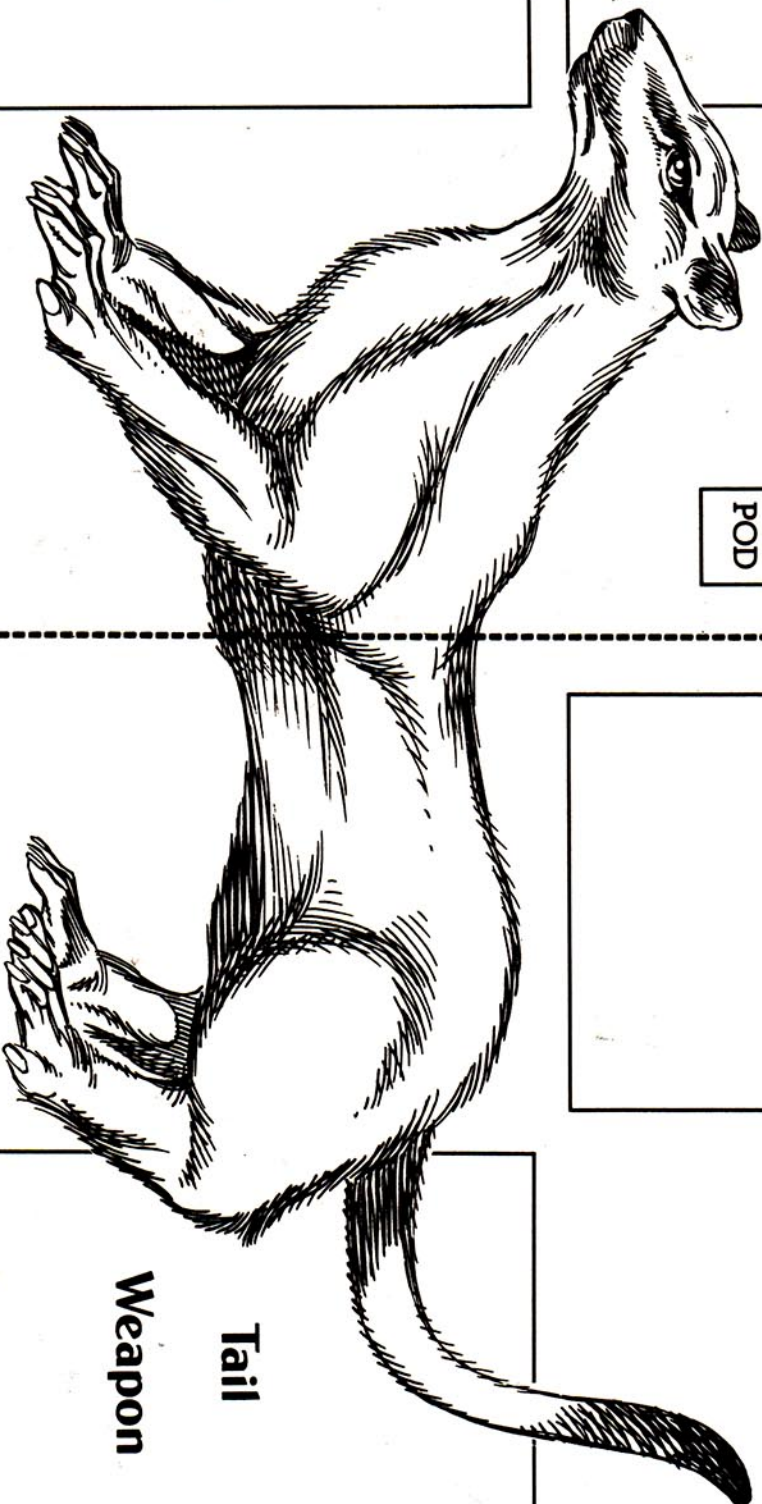
POD

POD

POD

Back
Weapon

Tail
Weapon



Fydo the Hounderian

POD

POD

POD

POD

POD

TURN SEQUENCE

- 1) Draw Turn Cards
- 2) Trade Cards/
Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

Nose
Weapon

Shoulder
Weapon

Tummy
Weapon

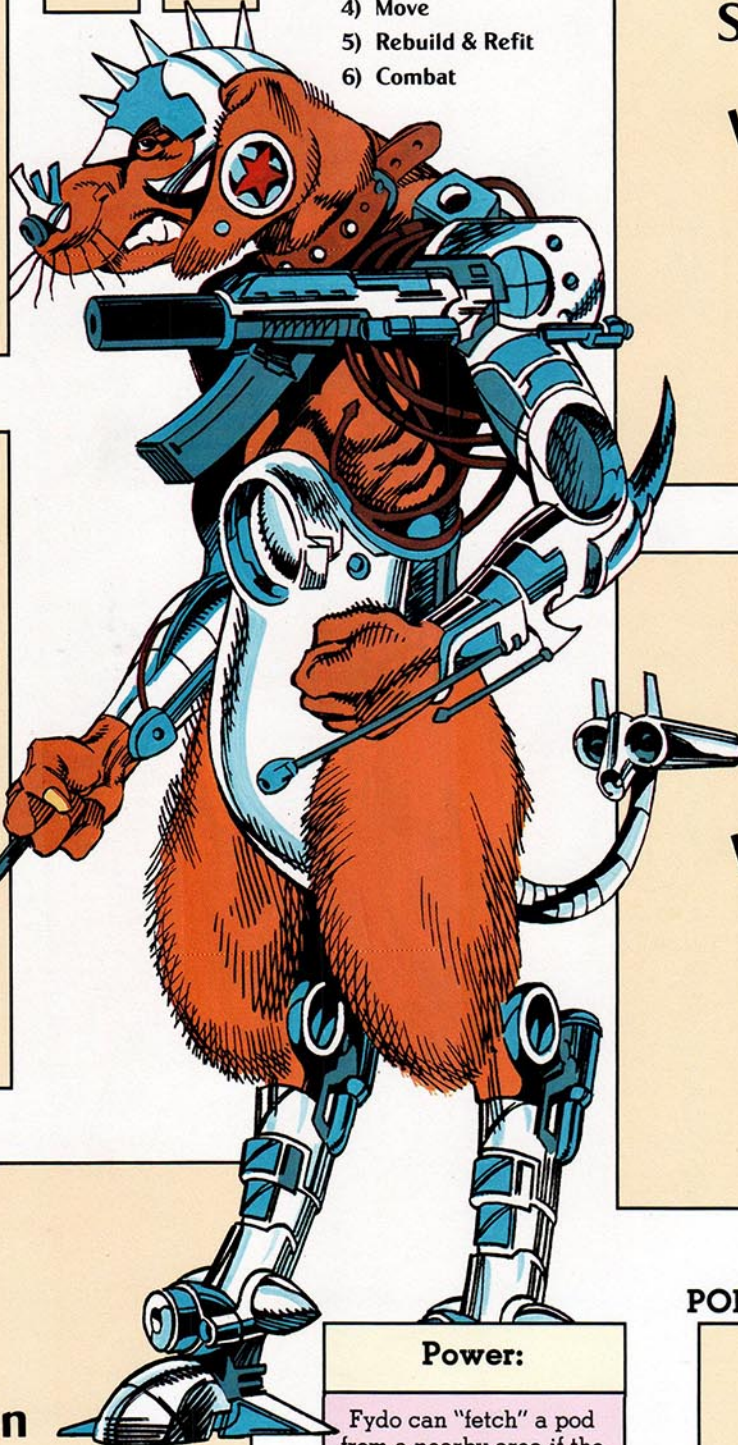
Tail
Weapon

Foot
Weapon

POPCORN WITH FYDO

Power:

Fydo can "fetch" a pod from a nearby area if the number his player rolls on one die is less than the number of areas to the pod.



the

POD

POD

POD

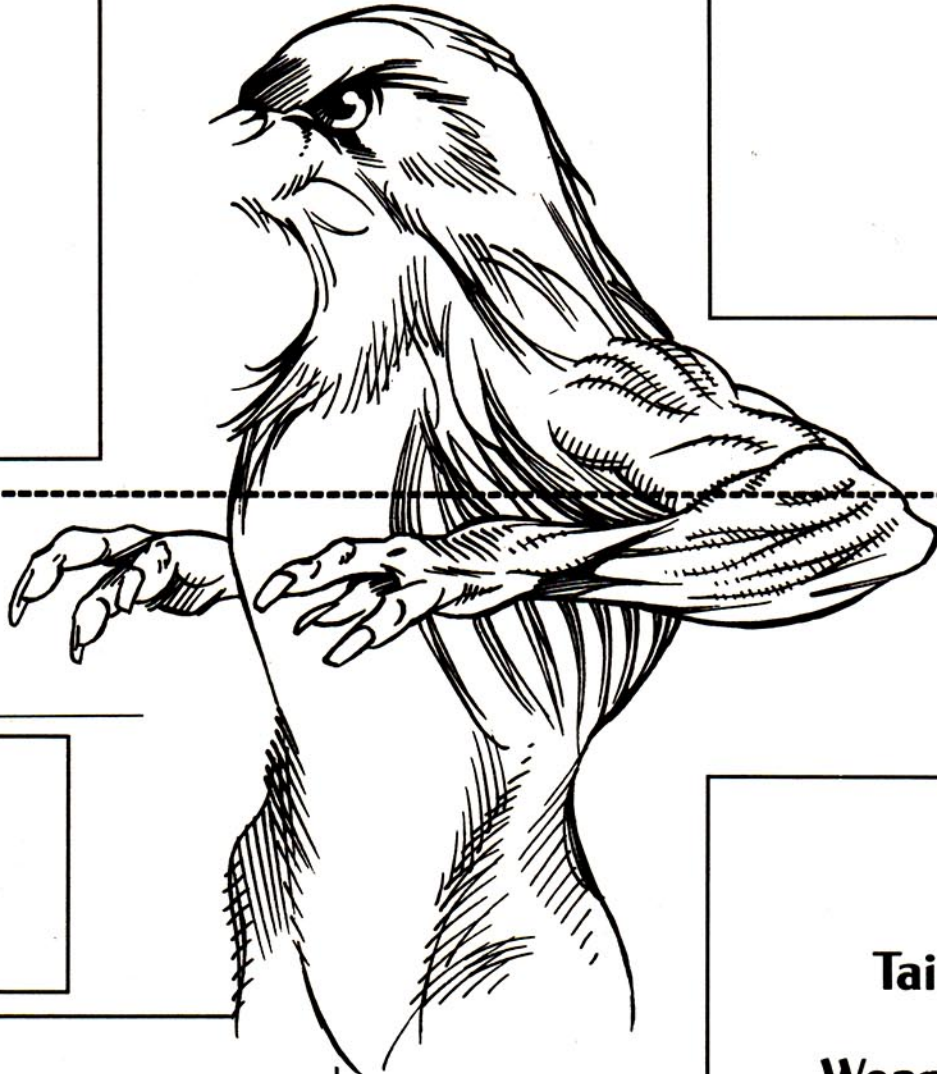
POD

POD

Power:

**Beak
Weapon**

**Back
Weapon**



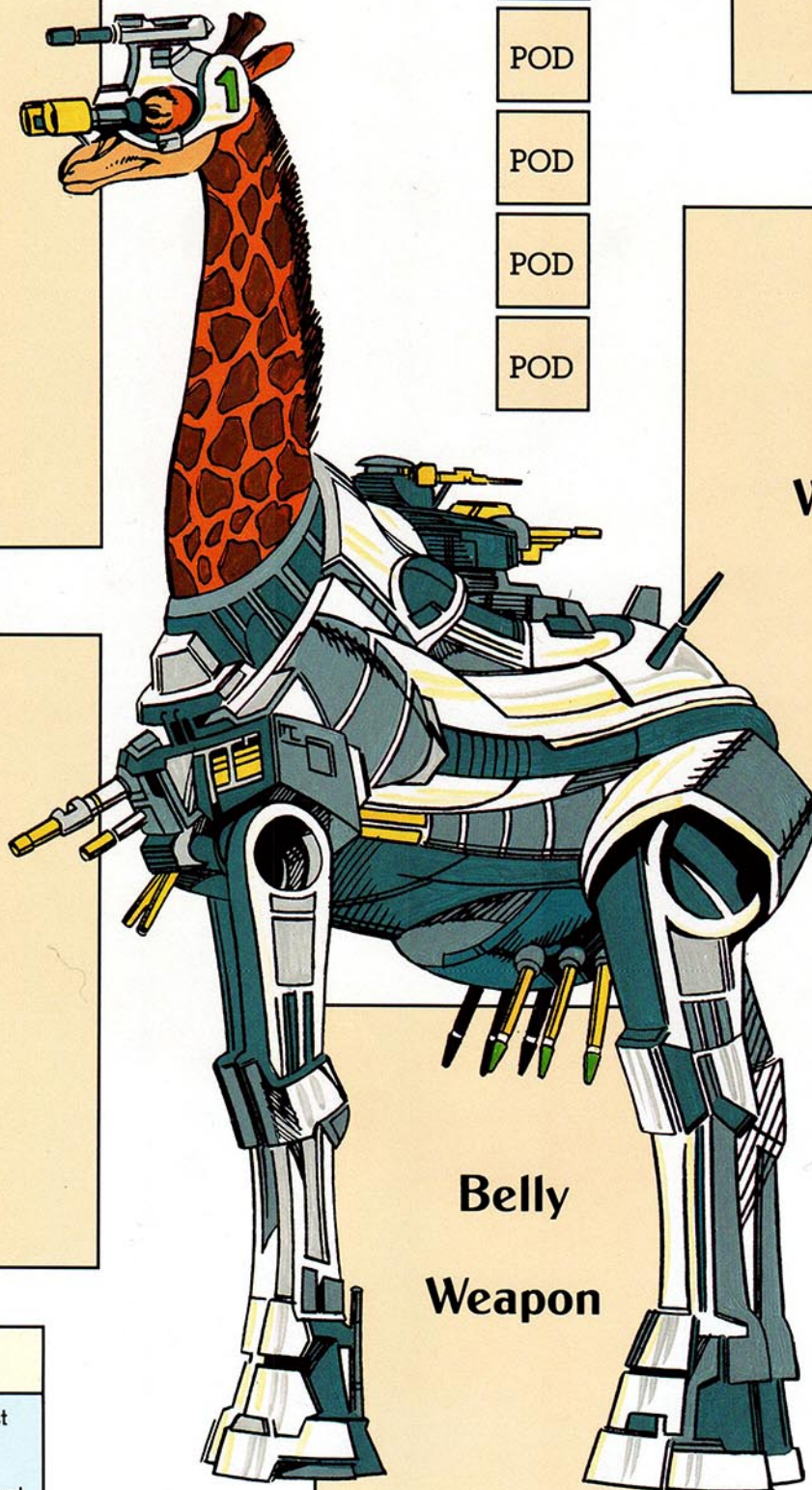
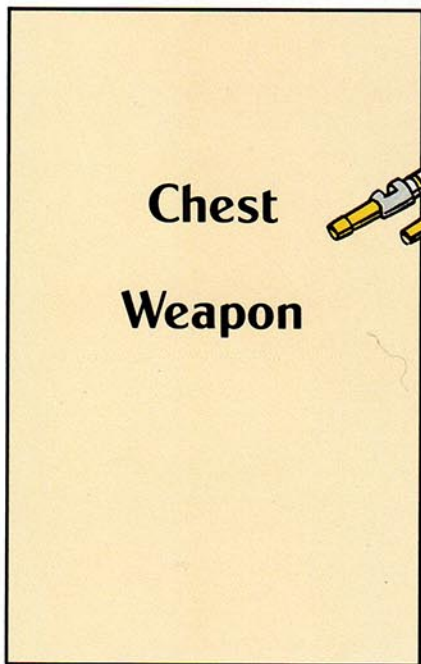
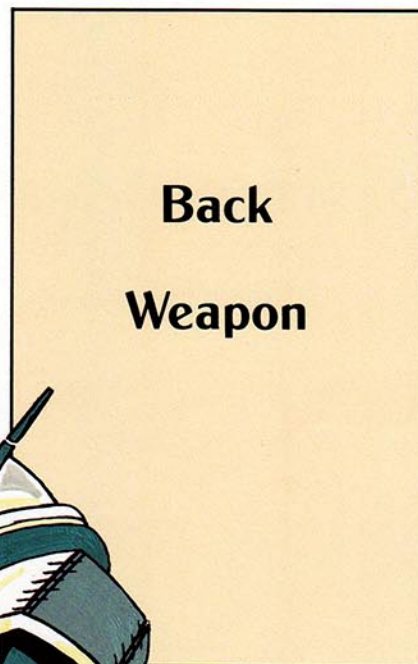
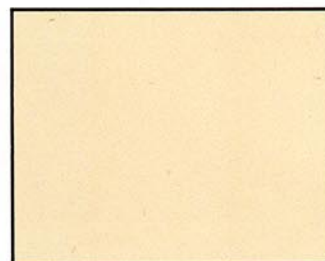
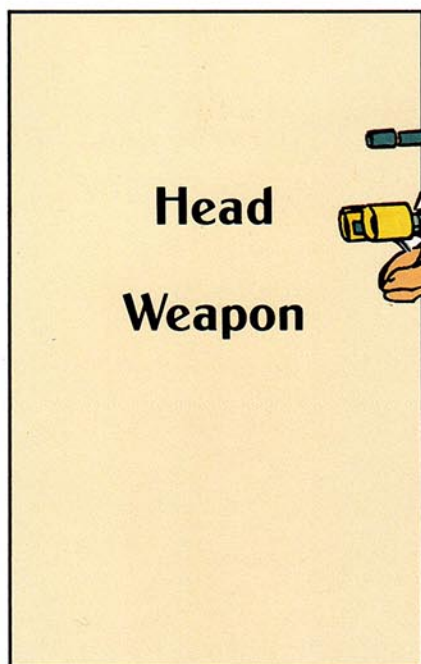
POPCORN WITH

**Foot
Weapon**

**Tail
Weapon**

Jaggo the Girafferoo

POPCORN WITH JAGGO



TURN SEQUENCE

- 1) Draw Turn Cards
- 2) Trade Cards/
Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

Power:

Head, back and chest
weapon ranges are
increased by 1.
Non-ranged weapons get
1 space range.

the

Power:

**Head
Weapon**

**Back
Weapon**

POD

POD

POD

POD

POD

**Knee
Weapon**

**Rear
Weapon**

POPCORN WITH

Tuscaloosa the Walruzian

Power:

+6 to attack roll when attacking a fortress.

TURN SEQUENCE

- 1) Draw Turn Cards
- 2) Trade Cards/Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

POD

POD

POD

POD

POD

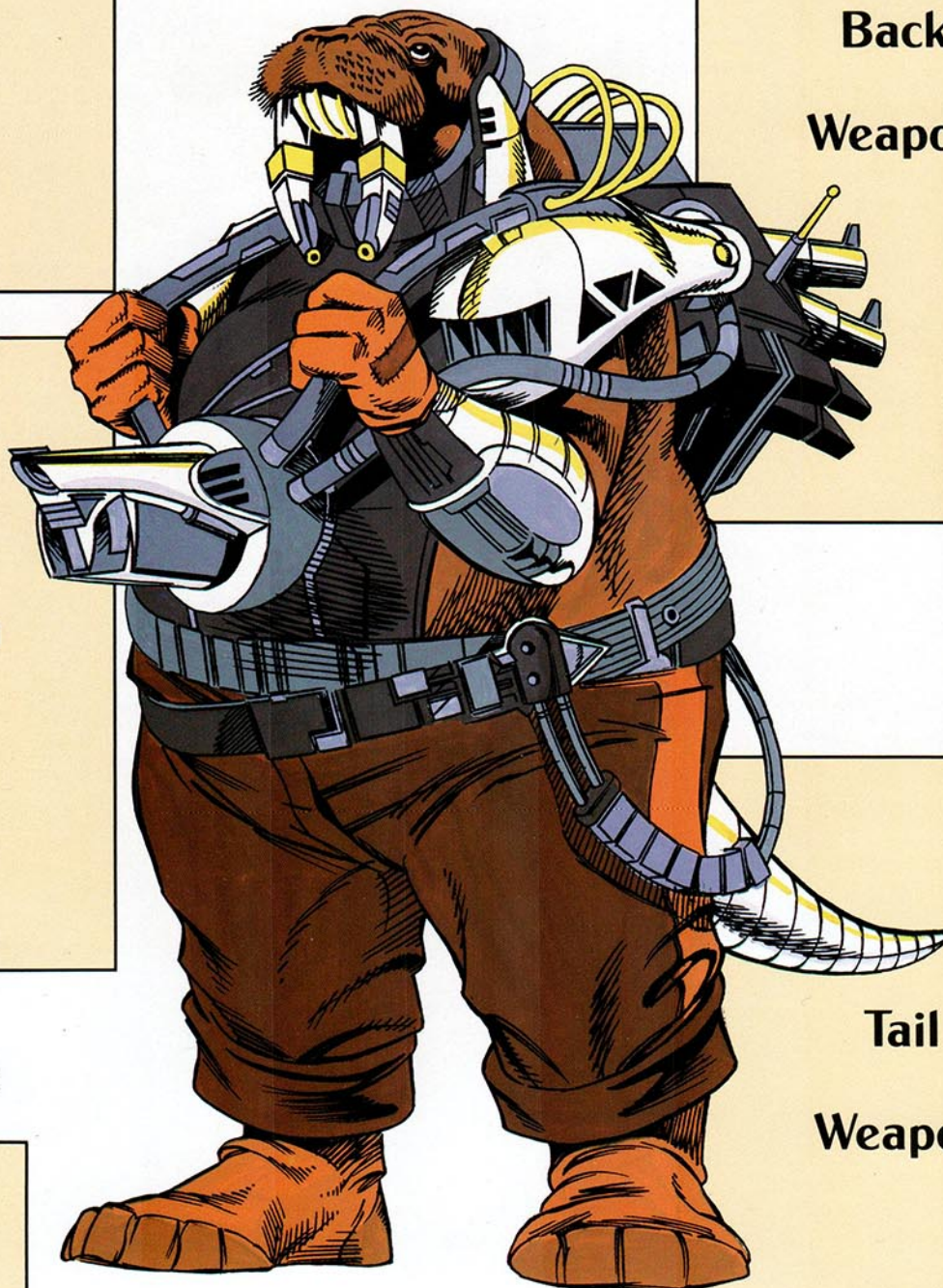
**Tusk
Weapon**

**Back
Weapon**

**Tummy
Weapon**

**Tail
Weapon**

**POPCORN WITH
TUSCALOOSA**



the

Power:

Nose
Weapon

POD

POD

POD

POD

POD

Back
Weapon

Tummy
Weapon

Tail
Weapon

POPCORN WITH

Frag the Amphibinoid

Power:

Can remove 1-2
gammajets or hovertanks
from opposing force
before battle.

TURN SEQUENCE

- 1) Draw Turn Cards
- 2) Trade Cards/
Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

POD

POD

POD

POD

POD

Head
Weapon

Back
Weapon

Rear
Weapon

Front
Weapon



POPCORN WITH FRAG

the

Head
Weapon

Dorsal
Weapon

Back
Weapon

Tail
Weapon

POD

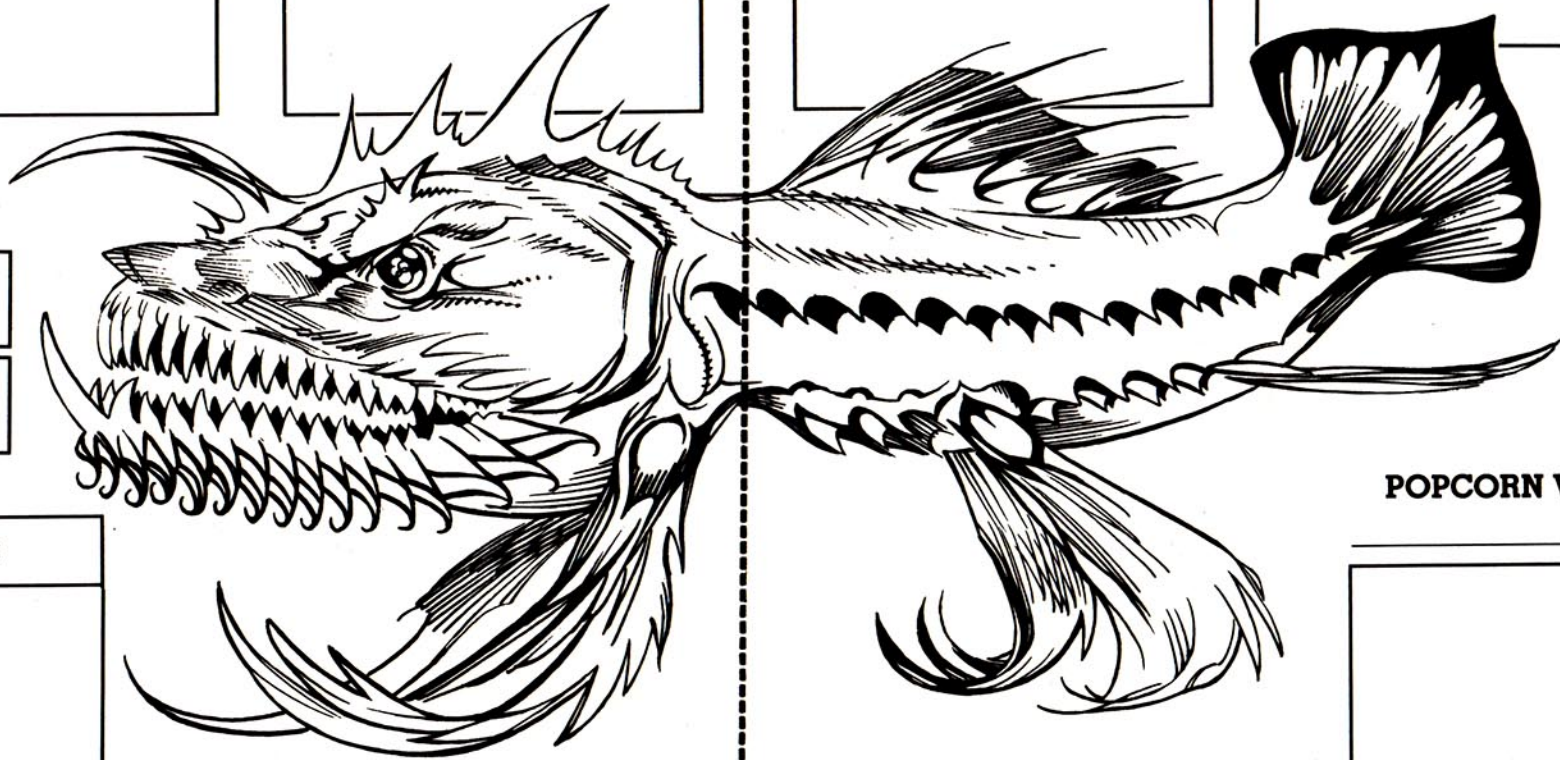
POD

POD

POD

POD

Power:



POPCORN WITH

Spadzoot the Armadon

POD

POD

POD

POD

POD

TURN SEQUENCE

- 1) Draw Turn Cards
- 2) Trade Cards/
Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

Power:

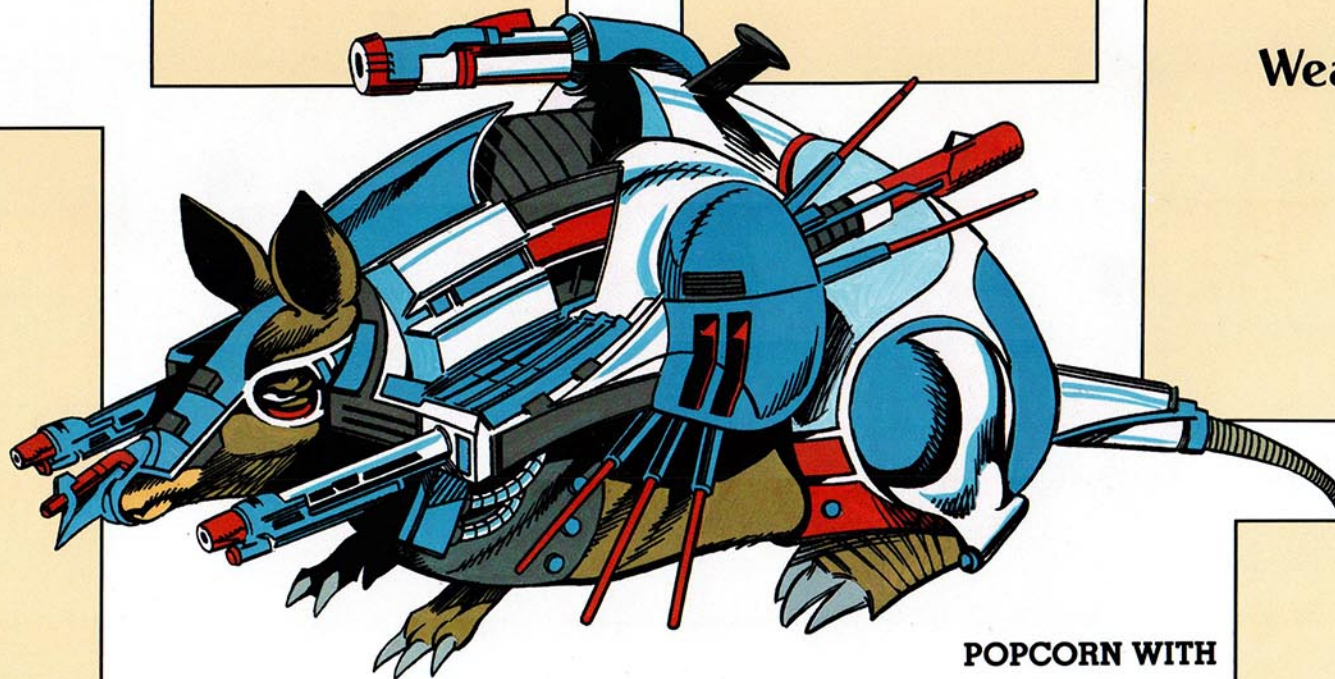
Can roll up to avoid
battle, and protect up to
6 popcorn units too..

Shoulder
Weapon

Back
Weapon

Rear
Weapon

Nose
Weapon



POPCORN WITH
SPADZOOT

the

**Head
Weapon**

Power:

POD

POD

POD

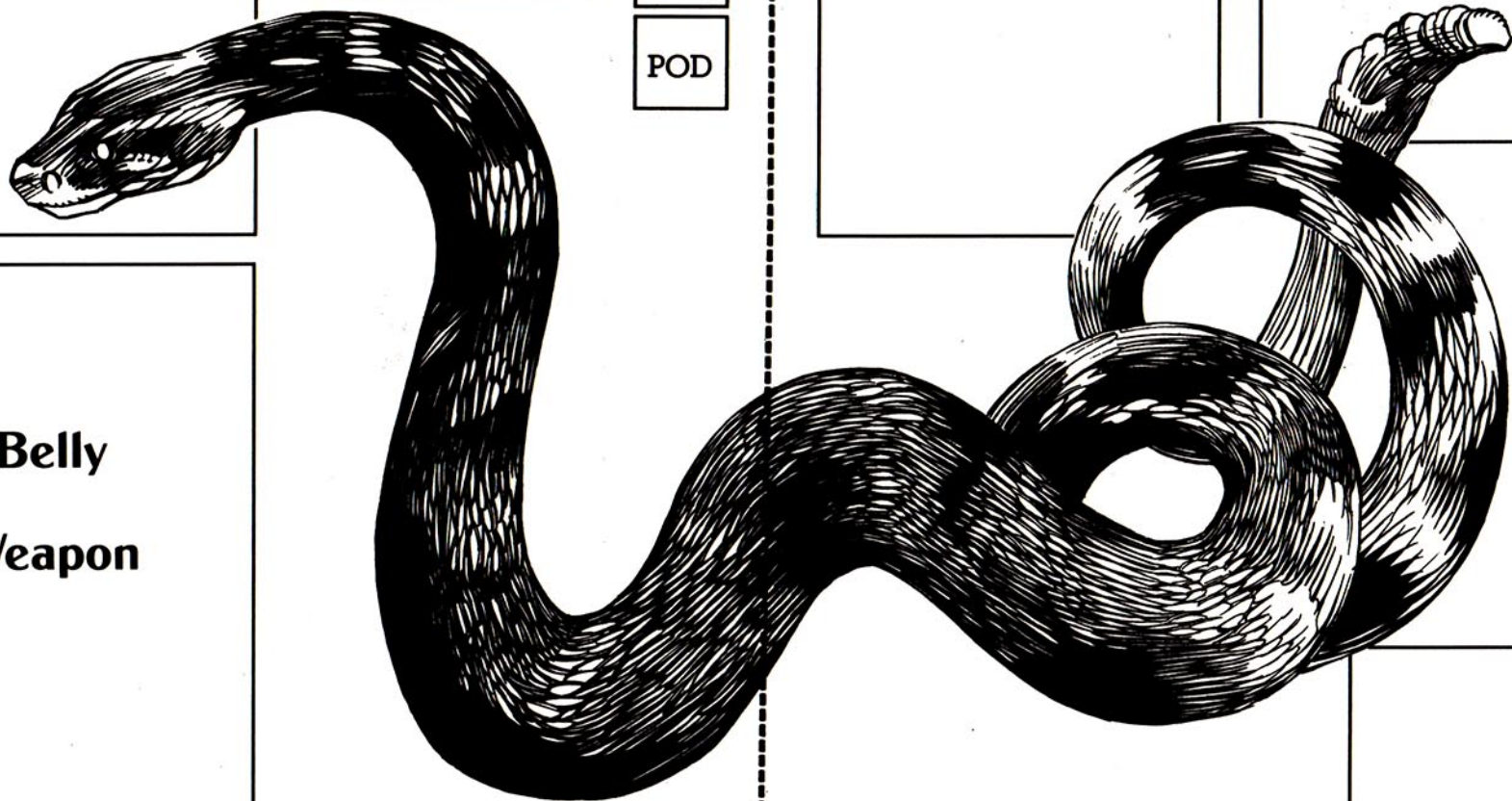
POD

POD

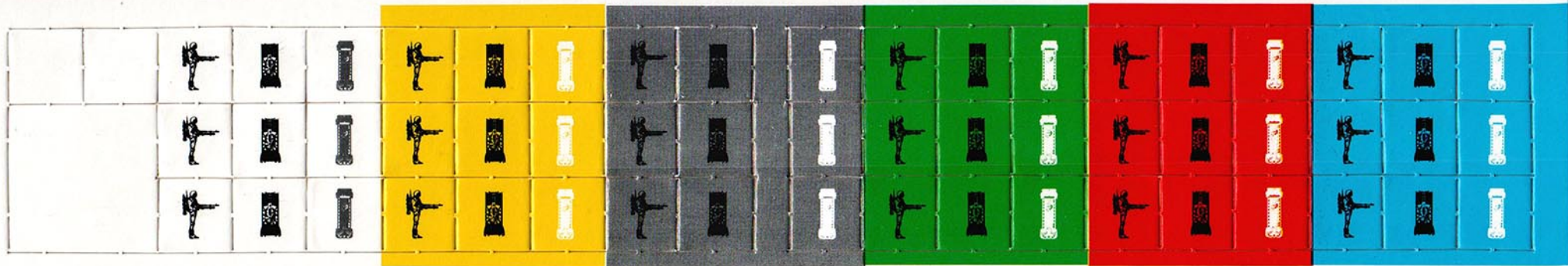
**Back
Weapon**

**Tail
Weapon**

**Belly
Weapon**



POPCORN WITH



KIZARO



HOAG



GRUZ



FILMOORE



ELVIN



DWEEMISH



DRAXX



BLIP



SPADZOOT



FRAG



JAGGO



FYDO



SQUAWWK



SCAV



ONKO



MUSKOR



RODDIS

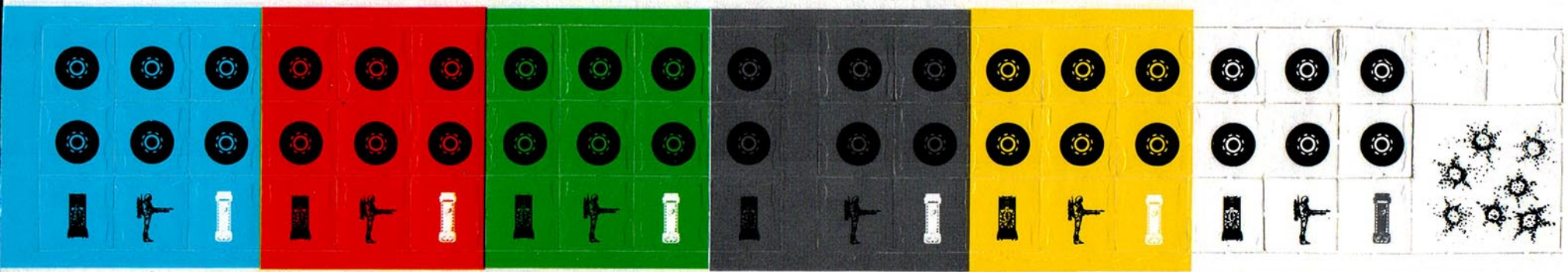


TUSCALOOSA



GAMMASAURUS





BLIP



DRAXX



DWEEMISH



ELVIN



FILMOORE



GRUZ



HOAG



KIZARO



MUSKOR



ONKO



SCAV



SQUAWWK



FYDO



JAGGO



FRAG



SPADZOOT



GAMMASAURUS



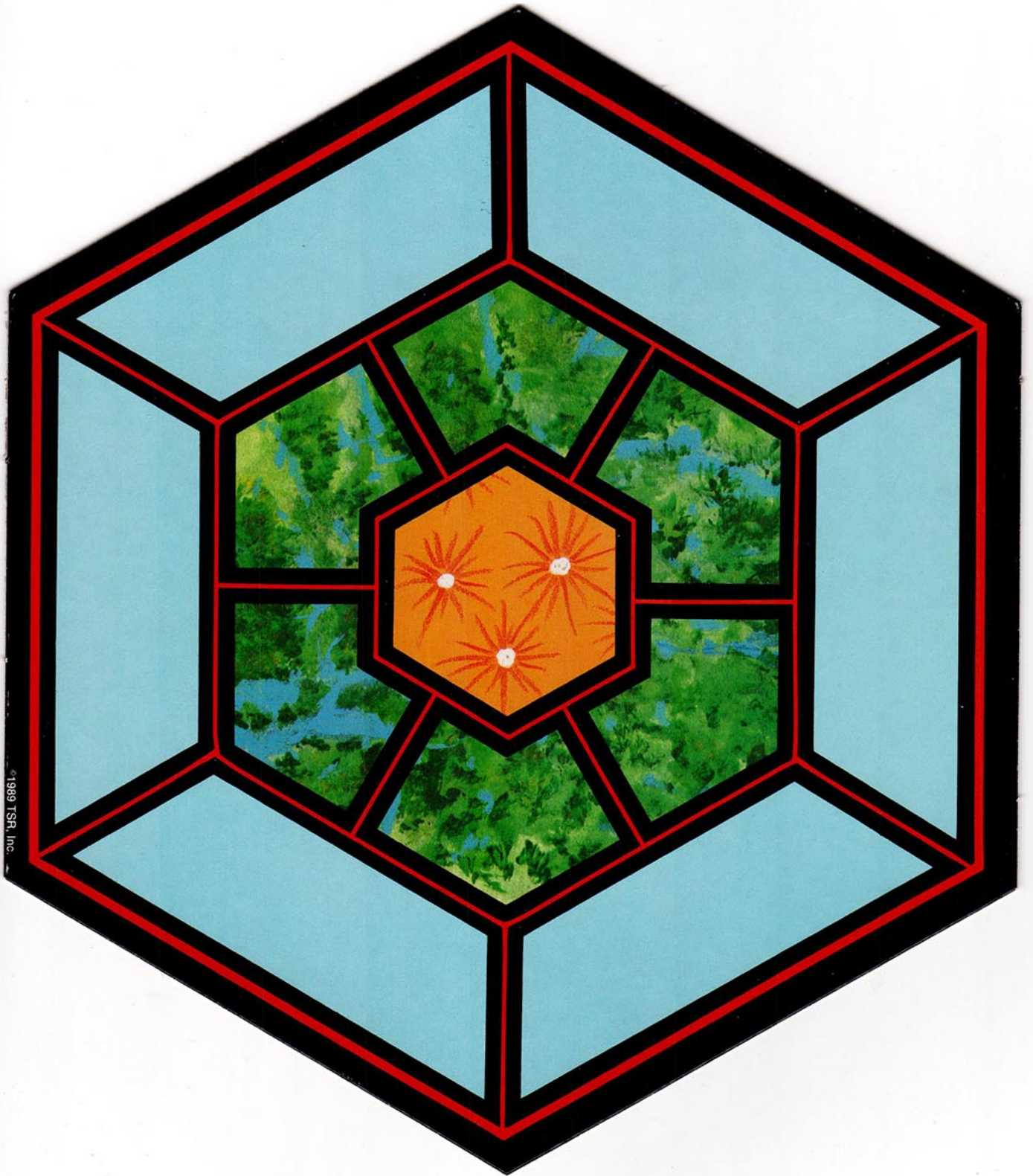
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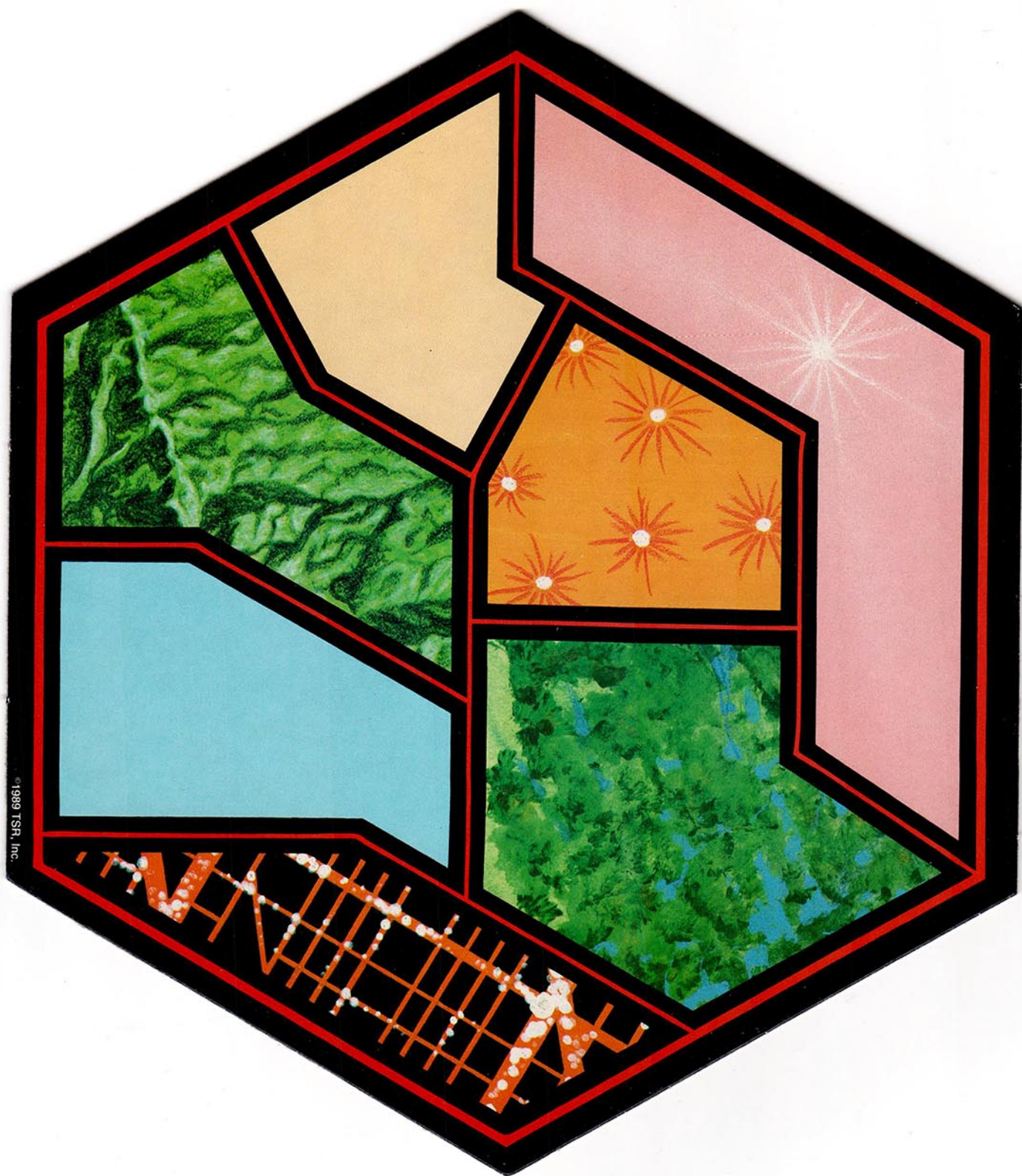


RODDIS

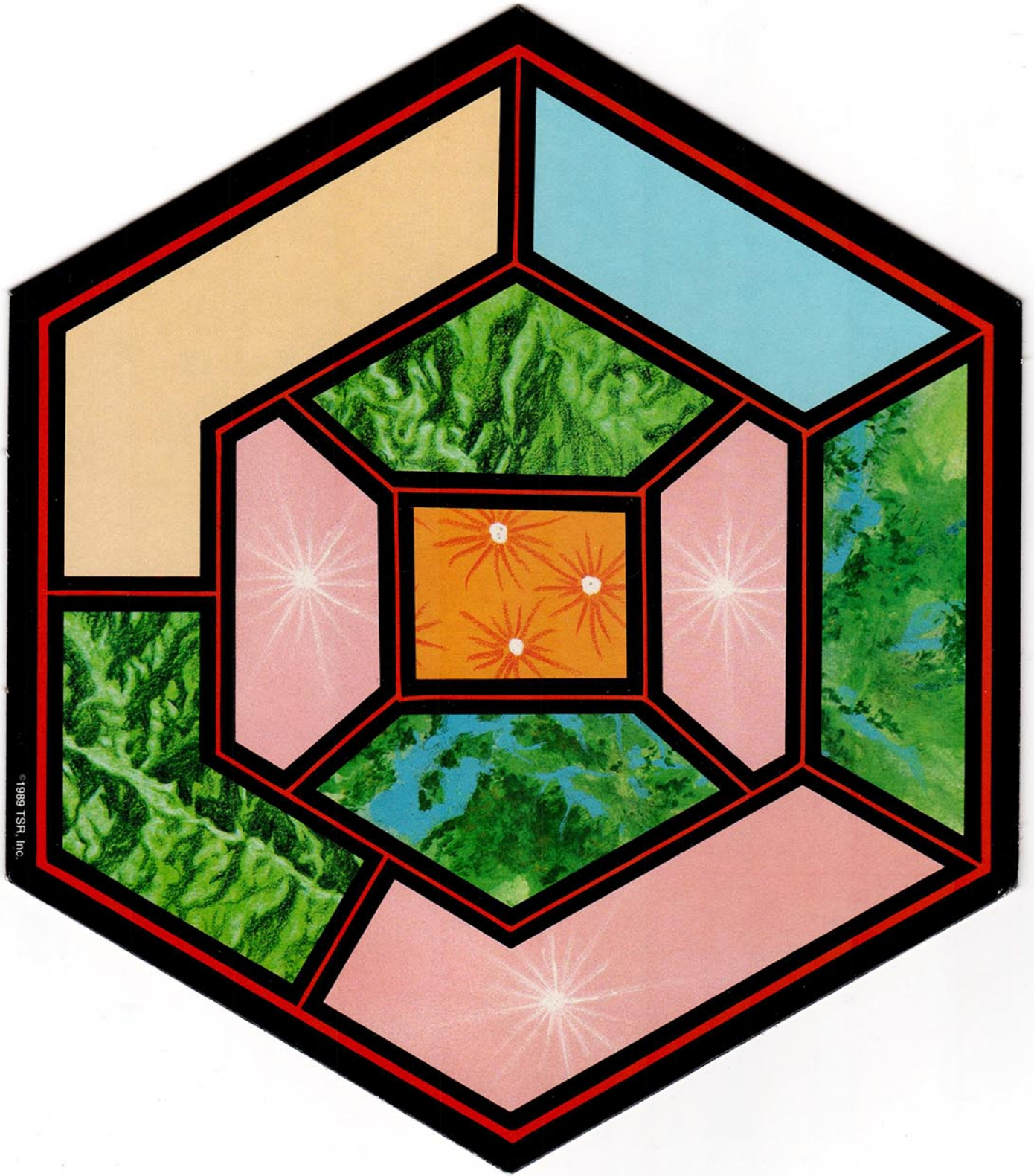








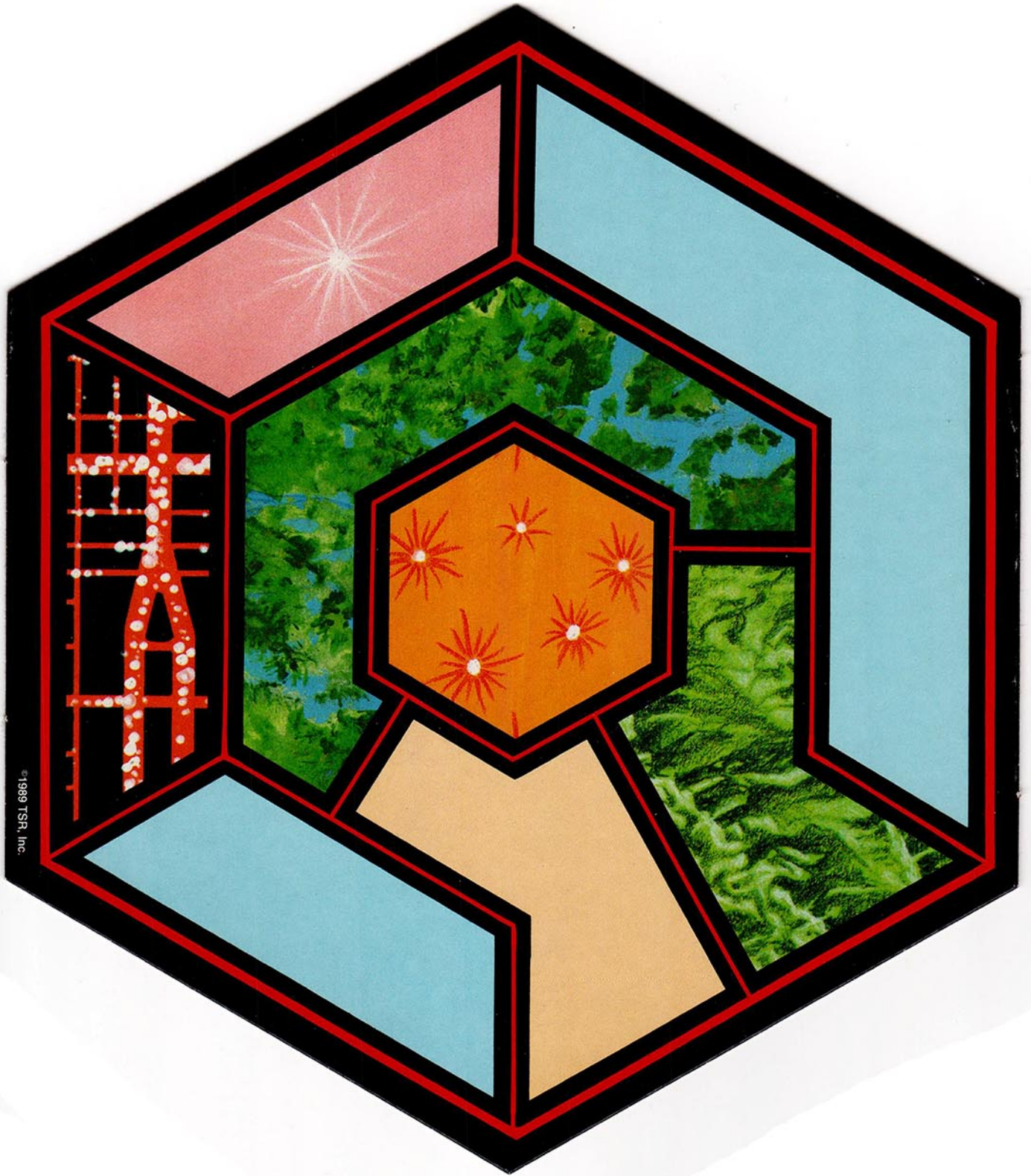
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Run for your lives... It's Bioborgs on the rampage!

Those zany Gammarauders creatures are back and they want our Pods!

In this snazzy gamefolio you'll find all sorts of neat stuff to add to your already almost entirely too cool GAMMARAUDERS™ game: bigger and better Bioborg counters; all new bioborgs like Frag the Amphibinoid, Fydo the Hounderian, Jaggo the Girafferoo, Roddis the Octopod, Spadzoot the Armadon, and Tuscaloosa the Walruzian; you'll get six startlingly different gameboard tiles featuring some of the funkier terrain this side of a toxic waste dump; and (can you stand the excitement?) the biggest, baddest, ground-shakingest, popcorn-pulverizingest bioborg of all—the absolutely incredible GAMMA-SAURUS!!! (Trust me, he's worth three exclamation points.)

How can you pass this up?!

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TSR, Inc.
POB 756
Lake Geneva
WI 53147 U.S.A.



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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