

Featuring a
Star-Studded Cast
of Creatures!

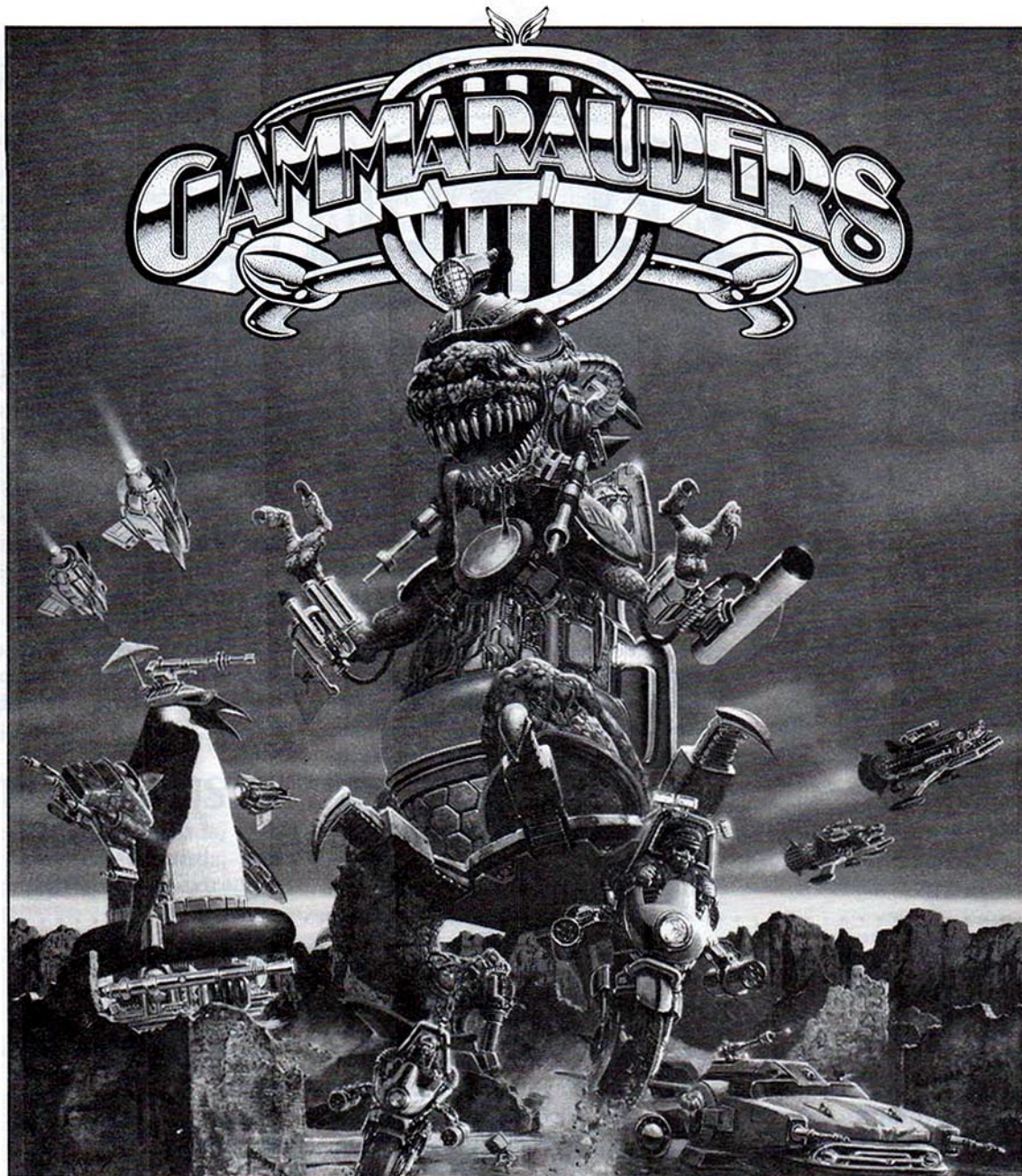
GAMMARAUDERS™

Game of Creatures and Chaos!

THEY'RE MONSTERS!
THEY'RE MACHINES!
THEY'RE HERE!



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RULE BOOK

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GAMMARAUDERS, SLUGNOIDS, FACTOID, BIOBORG, CRIMSON MOON, RAYZORS, LAB RATS, THE MEN IN BLACK, FOWLOTES, DAH BOYS, BLIP THE TELEPORTURTLE, DRAXX THE PACKRATULA, DWEEMISH THE HAMSTERIAN, ELVIN THE TYREXIAN, FILMOORE THE TRICERIAN, GRUZ THE URSINOID, HOAG THE KANGAROID, KIZARO THE CHIMPANZERO, MUSKOR THE OXOID, ONKO THE GORILLIAN, SCAV THE VULTURIAN, SQUAWWK THE PENGUINOID, PRODUCTS OF YOUR IMAGINATION, TSR, and the TSR logo are trademarks owned by TSR, Inc. Why are you reading this?

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INTRODUCTION

Seven centuries after the Golden Age of Ancients, humanity is rebuilding the world. Your Cryptic Alliance—a secret, ancient brotherhood—wants to rebuild things in its own image. After all, if you don't do it, some other alliance—maybe even those vile Slug-noid scum—will!

But to take over the world and really make it stick, you need the ultimate weapon. More than a giant robot, more than a colossal mutated beast, you need a blend of both—you need a BIOBORG!

The GAMMARAUDERS™ board game is a wahoo science-fiction brawl for two to six players. Most games will run from one to two hours.

This *Rule Book* contains the rules for playing the GAMMARAUDERS game. The other book is the *World Book*. All the background on the bioborgs and world of this game are found in the *World Book*.

COMPONENT LIST

1. Cards: 108 playing cards, with weapons, reinforcement cards, and special cards that give you extraordinary powers.

2. Board Pieces: 12 large cardboard hexagons. The hexagons are marked off into spaces called areas.

3. Cryptic Alliance Fortress Display Cards: There is one of these 3" x 5" cards for each of the six Cryptic Alliances in the game. These cards can be used to hold the units you leave to defend your fortress (your home base) while your bioborg and other units go off to stomp on everybody else. There are spaces for the 5 pods you can store in your fortress.

4. Bioborg Layout Sheets: Six sheets (printed front and back) depict the various giant bioborgs. These cybernetic bioborgs are the greatest forces of the future. The spaces on the sheets are to hold the bioborgs' weapon cards.

5. Playing Pieces: 200 cardboard tokens representing soldiers, hover-tanks, gammajets, fortresses, energy pods, and game markers. The soldiers, hovers, and gammajets are called *army units*. (Sometimes they're called "popcorn" because bioborgs munch them for snacks.)

Each player has 21 army counters. The back of each counter has a different type of unit than the front. This means that you can have up to 14 units of one type (soldier, gammajet, or hov-

ertank) in play simultaneously, but this cuts back on the number of other types of army units you can have in play. This also means that it's important to not flip the counters over accidentally.

When your army counters are in your fortress area, place them on the fortress display card to lessen the chance of flipping them with a wayward hand or elbow.

Each player also has five "coup" counters marked with his Cryptic Alliance's symbol. These are to be given out to other players when they trash your fortress (see *Trashing Fortresses*, page 10).

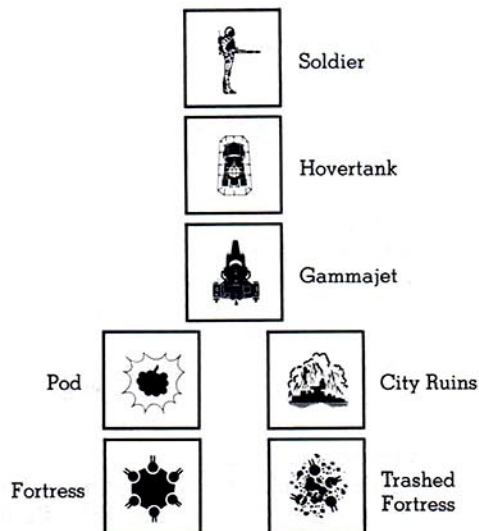
Each player gets one Fortress counter to indicate where his fortress is on the board.

6. Dice: Four ordinary six-sided dice. If the rules ask you to "roll 1d6," for example, roll one six-sided die.

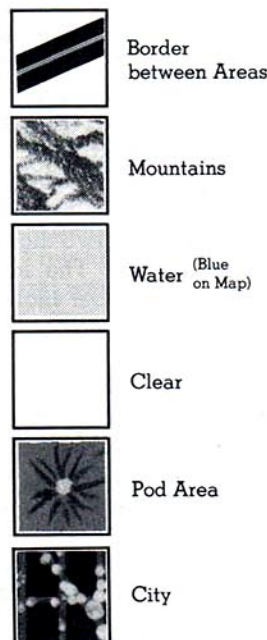
7. Books: This book tells how to play the GAMMARAUDERS game. The accompanying book (the *World Book*) tells of this world, the history of the bioborgs, the various Cryptic Alliances, and the rivalries between the powers of the Gamma Age. Read the *World Book* while you're waiting for slowpokes to make their moves.

8. Plastic bag for storing the pieces.

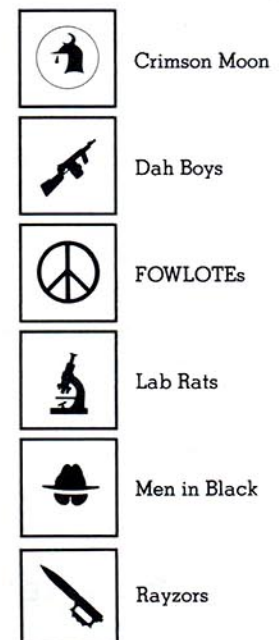
Army Units and Markers



Map Terrain



Cryptic Alliance Symbols





OBJECT OF THE GAME

In a four-, five-, or six-person game, the first player who destroys (trashes) three (3) enemy fortresses wins the game. Each player can trash an opponent's fort only once (and then must move on to other prey). You'll learn how to trash fortresses later.

Each time attackers trash someone's fort, each attacking player gets one coup counter (the counters with the Cryptic Alliance symbols) to show that he has slagged that player's fort. The first player to collect three coup counters wins the game. (And no, you cannot attack your own fortress to get a coup counter from yourself.)

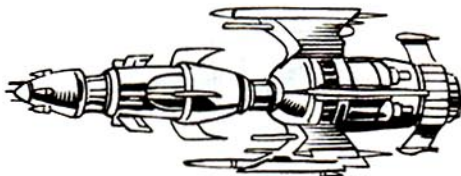
In a two- or three-person game, the object is to be the first to trash everybody else's fortresses.

A player cannot win the game if his fortress is in ruins. He must rebuild it before he can win the game (see *Rebuilding and Refitting*, page 8, for details).

As soon as one player fulfills all the conditions for winning, the game is over. If two players fulfill the winning conditions simultaneously, the winner is the player who has the lower turn order number (see *Cards*) for that turn.

Usually players spend the first part of the game gathering pods (see *Energy Pods*, page 7). These potent bundles of energy give you extra wallop in a battle and make it easier for your bioborg to trash fortresses (and they make it easier for you to defend your fortress against marauding bioborgs).

After you've gathered some pods and feel brave, you can set out on your mission of world conquest!



SETTING UP THE GAME

1. Choose a Cryptic Alliance: Pick a Cryptic Alliance to play. Take the fortress card, armies, fortress marker, and other markers of that Cryptic Alliance and make a large pile. Finger the pile greedily while the other players choose their alliances.

You are not held to the tendencies of your Cryptic Alliance as given in the *World Book*. You are free to stomp on whomever you choose.

2. Choose a Bioborg: Pick a bioborg from among the 12 available. Take the bioborg's figure and stick it in the plastic base. Talk encouragingly to your bioborg.

Also take your bioborg's layout sheet (the piece of paper with an illustration of your bioborg and spaces for weapons on its body) and place it on the table near you. Some bioborgs have more weapon spaces than others—this is to compensate for variations in the powers of the bioborgs.

The layout sheet gives a brief description of the bioborg's powers and also lists the turn sequence. It has an area to place the army units that are traveling with each bioborg and spaces for any pods (see *Energy Pods*, page 7) the bioborg may be carrying.

If two players have a dispute over who gets a particular bioborg, each player should roll two dice. High total wins the dispute. The losing player must choose another bioborg and try not to sulk for the rest of the game.

3. Cards: Six of the cards show large numbers from 1 to 6. Set these cards, the *turn cards*, apart from the others. Shuffle the turn cards and deal one face up to each player (shuffle all six cards even if there are fewer than six players).

The turn cards show the order of play in each turn: The player with the "1" card goes first, then the player with the "2" card, and so on. This is called *turn order*. If there are fewer than six players and some turn cards

aren't used, just skip the missing turn cards and go in order of the cards that are dealt out.

From the rest of the deck, each player is dealt a hand of 10 cards, face down. Place the deck face down to one side of the board. A discard pile will be started next to the deck.

If your initial hand of 10 cards has any cards that say "Play Immediately," discard those cards and draw cards to replace them. (Once play starts, these cards will be played normally when drawn.)

Each player can place weapon cards (cards with numbers in the upper left-hand corner) from his hand face down onto the indicated spaces on his bioborg's layout sheet. Only weapons can be placed here and only one weapon per space on the sheet. These are the weapons your bioborg starts the game with. (If possible, keep one weapon card in your hand—this weapon can be used to defend your fortress if it is attacked.)

Be sure to place your bioborg's weapons face down on the layout sheet so the other players don't know what you're packing. You can look at them at any time.

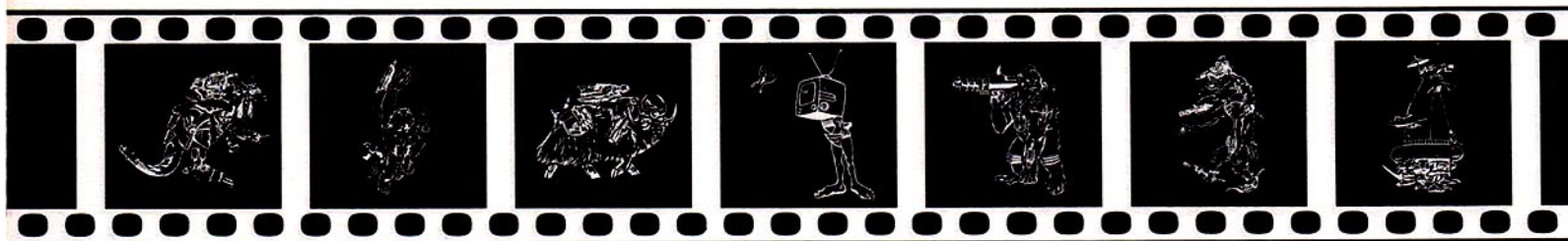
If your hand of cards has no weapons, discard the entire hand and draw a new hand of 10 cards.

There is a five-card limit to the number of cards you can hold in your hand (see *Your Hand of Cards*, page 6). Extra cards must be placed on the bioborg layout sheet (if it's a weapon and there is an empty space on the sheet) or discarded.

Make sure that no player's hand contains more than five cards before you continue (violators should be taken outside and roughed up).

After all players have no more than five cards in their hands, reshuffle the discard pile into the rest of the deck and place it face down (so the discarded "Play Immediately" cards can be drawn later in the game).

The last pages of this *Rule Book* give explanations of some of the trickier Factoid cards. Skim through these



before play, then refer back to them if a question arises about a Factoid card.

When the deck runs out of cards, reshuffle the discard deck and pick from the reshuffled deck.

4. Board Pieces: Shuffle the hexagons into a pile. The first player in the turn order picks up the top hexagon and lays it face up on the table. Then, in order of the numbers on their turn cards, the other players take turns laying hexagons on the table until all 12 hexagons are placed.

Each hexagon after the second must be placed so it adjoins at least two other hexagons. Except for this restriction, the hexagons can be placed in any arrangement.

5. Place Pieces: In order of the turn cards, each player places his fortress counter in a city area. Only one fortress counter per city area! Each player puts his bioborg token and four of each type of his army units into the same area as his fortress—these are the player's starting forces.

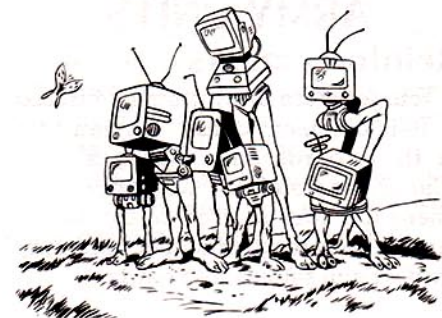
Two or more players' forts can share the same hexagon, but not the same city area.

If your fortress's area gets too crowded with counters, move them to the fortress display card (the 3" x 5" card). This keeps the board from getting cluttered and also lessens the chance that you'll accidentally knock over your stacks of counters.

A note of caution: Take care not to flip over any of the counters on the board—they have different units on the other side!

Set aside the other markers for now.

You're Ready to Start the Game!



THE TURN

The GAMMARAUDERS™ game is played in turns. Each turn has six steps. The steps must be performed in the following order:

1. Deal Turn Cards

The six turn cards are collected and reshuffled. One turn card is dealt face up to each player. This determines turn order for this turn only. Use all six turn cards, even if there are fewer than six players in the game! Each player gets one turn card, and the rest are set aside until next turn. Skip the turn card numbers that aren't passed out.

2. Trade Cards and Draw Reinforcements

In turn order, each player takes one card from the deck.

Players can now trade cards from their hands (not from their bioborg layout sheets) for other players' cards. Wheeling and dealing is strongly encouraged. The cards do not have to be shown to the player(s) you're trading with. You can fib about what the card is, but this tends to give you a bad rep. Deals can include pods, if the pods are in fortresses. The deals can include turn cards, if you want to trade positions in turn order, but you can never have more than one turn card nor can you be left without one. Deals cannot include bioborgs or army units.

You can get reinforcements and new cards in several ways:

- You can turn in reinforcement cards in your hand for the indicated number of army units. If you do not have enough army units of the proper type, you're out of luck.

You cannot voluntarily remove your own army units from the board to flip them over and change them into another type of army unit.

- You can *burn* (use up) an energy pod that is in your fortress or with your bioborg. Remove the pod from play and pick any combination of five units or cards from the deck. You can take

five cards, five army units (of any type you have available), or any combination of cards and army units that totals five (two cards, two soldiers, and a hoversuit, for example). Reinforcements appear in your fortress.

Each player can burn only one pod in this step.

- You can pass this turn and *cash in* your turn card. Discard the turn card and take its number in either cards from the deck, army units of your choice, or any combination of cards and units. For example, a player with turn card 6 can pass this turn and get six cards, or six hoversuits, or two cards and three soldiers and one gam-majet, etc. Reinforcements appear in your fortress.

A player who has cashed in his turn card cannot move units, attack, or pick up pods (unless his units are the sole occupants of the area with the pod) this turn. He can defend against attacks, pick up uncontested pods, and play cards as usual.

After all players have finished trading, whining, bickering, and getting reinforcements, each player must play or discard cards to get down to the maximum of five cards in his hand.

3. Place Pods

Each player rolls two dice and places a pod in that numbered area. All players get to place a pod.

4. Move

In turn order, each player moves any or all of his units according to the rules given in *Moving* (page 7).

At any point during its move, a unit can pick up a pod if it's in the same area as the pod, but this ends the unit's movement for the turn (the unit must be capable of carrying pods to pick one up—see *Energy Pods*, page 7). If a unit starts its movement in the same area as a pod, it cannot move once it picks up the pod.

5. Rebuild Fortresses and Refit Bioborgs in Fortresses

A bioborg in its own fortress can be repaired and refitted, as explained in *Rebuilding and Refitting*. A trashed fortress can be rebuilt if any unit of the owning player brings a pod to the fortress's area during the movement step. The pod is burned during this step and the fortress is rebuilt.

6. Resolve Attacks

In turn order, each player can attack enemy units and fortresses, if he wishes. Other players can ally with either side in these battles, under the rules given in *Attacking* (page 8). A player is never required to attack.

YOUR HAND OF CARDS

Certain cards in the deck (those that grant your army units extraordinary powers) can only be used if they are placed face up in front of you. They are in effect continuously until you lose them or someone takes them away from you (it happens).

Both the cards you hold hidden from view and the cards placed face up in front of you count toward the five-card limit to your hand. (If you have two cards face up, you can only hold three more cards in your hand.) The cards on your bioborg's layout sheet do **not** count toward this limit.

The five-card limit must be observed at the end of every step of the turn (you know what to do with violators). If you gain cards during a step and go over this limit, the step cannot end until you have discarded down to five cards.

If another player gets to pick a card from your hand, shuffle your face-up cards into your hand so the sleaze can pick from them also (you can place them back down if they don't get taken). Similarly, if another player gets to take your entire hand of cards, the slime gets your face-up cards as well as the ones held hidden in your hand.

Whenever a player picks from your hand, he does so blindly, with the backs of the cards facing him.

YOUR BIOBORG

Bioborgs are giant mutated creatures that once roamed the radioactive wastes, happily basking in the residual radiation and cheerfully tearing large pieces off of everyone they met. These semi-intelligent creatures are remarkably fast in combat, heal wounds rapidly, and are just barely smart enough to follow orders (and to rip to shreds anyone who mentions the word "semi-intelligent" within earshot). These amiable beasts were recruited by the Cryptic Alliances and outfitted with powerful weapons grafted onto their bodies. And once one Cryptic Alliance had a bioborg, they *all* had to have one (kind of like big, hungry, nasty status symbols).

Your Bioborg's Weapons

The weapon cards on your bioborg's layout sheet show the type and position of your bioborg's armaments. Here is what the cards mean:



(A) Name of the weapon: If the weapon name is printed in blue, it has a range, given under the power value. A ranged weapon can attack anything within that many areas of the bioborg.

If the weapon name is printed in black, it has no range (can only attack units in the same area).

(B) Power value of the weapon (a number from 3 to 10): The higher the

number, the more easily the weapon can slag the enemy.

(C) Special instructions: Some cards depict one-shot weapons. These must be discarded after use.

(D) Immunity weapons: Certain weapons grant immunity against specific weapons. Immunity weapons are generally less powerful than other weapons, but they negate any attack of the weapon listed at the bottom of the card (the other player does not get the negated weapon's power value for that combat). Immunity weapons are indicated by a white circle around the power values on their cards.

(E) Picture of the weapon.

Your Bioborg's Special Ability

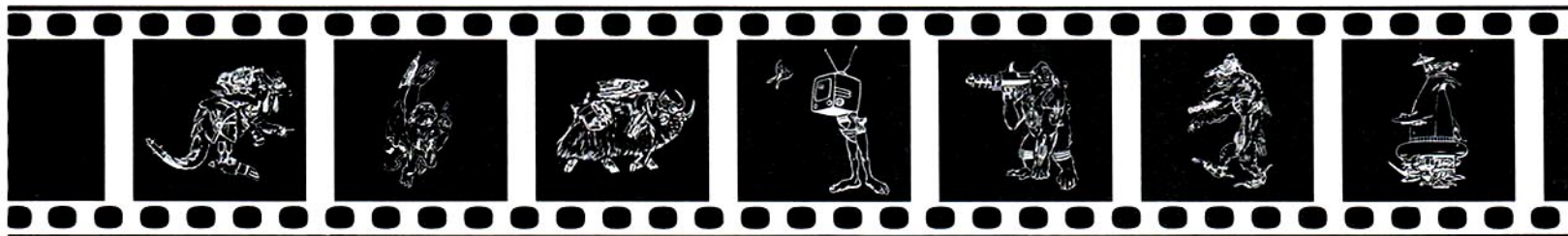
Each bioborg has a unique ability that lets it break the rules of the game in a certain way. The ability is described briefly on the layout sheet and in greater depth in the *World Book*. Whenever a bioborg ability conflicts with these rules, the bioborg's ability prevails.

Bye Bye Bioborg

When a bioborg has no cards left on its layout sheet (a result of many lost battles), it must return to its fortress as soon as possible. There it can be repaired and refitted as usual (see page 8). If the owner's fortress has been trashed, the owner must get a pod to the fortress area and burn it to rebuild the fort. The bioborg can then refit during the Rebuild and Refit step.

ARMY UNITS Reinforcements

You get more army units by turning in Reinforcement cards. You can turn in these cards only during step 2 (Cards and Reinforcements) of a turn. There are four sets of cards: hover-tanks, soldiers, gammajets, and Any cards. Each set has four cards.



To turn in Reinforcement cards, simply place the cards in the discard pile and take the listed number of reinforcements. The units appear in your fortress. If your fortress has been trashed, you must rebuild it before you can place units. Reinforcements can move and fight right away (during the appropriate steps of the turn).

The more cards of a set turned in at once, the more units that set gives you. One card is worth two units, two cards of a set are worth five units when turned in at the same time, three cards of a set give you eight units of that type, and four cards give you all the available units of that type.

Cards labeled "Any" give you units of your choice, in any combination. Turning in two Any cards at once, for instance, gives you five units—four soldiers and a hoversoldier, or three gammajets and two hoversoldiers, or five soldiers, or any other combination. An Any card can also act as a wild card, substituting for any other Reinforcement card. For example, two hoversoldier cards and an Any card is treated as three hoversoldier cards. But no set can be turned in with more than four cards.

You can also play Reinforcement cards to give another player new units. They appear in his fortress. A set of Reinforcement cards can only be used for one player. You can't mix different players' units as reinforcements from the same cards.

Abilities of Army Units

Each type of army unit has its own unique ability:

- Soldiers are the only units besides bioborgs that can carry pods.
- Gammajets can travel anywhere on the board in one turn.
- Hoversoldiers can attack at a range of 1 (i.e., they can attack enemy units in areas next to their own).

All types of army units have the same combat strength (all are worth one point—see *Attacking*, page 8).

ENERGY PODS

Energy podinoids (pods for short) are mutated plants that absorb and store energy from the ground. There are certain areas where pods tend to sprout (the numbered areas on the map hexes). When placed with bioborgs or fortresses, pods can be forced to release their stored energy, enabling the owning player to gain advantages in combat or to build enough materiel to send more units onto the field of battle.

Claiming Energy Pods

A pod that is carried by a unit or located in a fortress is called a claimed pod. All other pods are unclaimed.

Usually only bioborgs and soldiers can claim pods (though a special card temporarily enables a gammajet to carry a pod). To claim a pod, you must move a bioborg or soldier (or jet if you have that card) into the area with the pod. Once a unit claims a pod, it cannot move for the rest of the turn.

A soldier can carry one pod while a bioborg can carry up to five pods. A unit moves normally while carrying pods.

If bioborgs or soldiers of two (or more) players are in an area when a pod appears, a unit of the player with the lower (lowest) turn number can grab the pod before the other player(s) has a chance. (But then that unit cannot move for the rest of the turn.)

Transferring Pods

Any time one of your pod-carrying units is in or passes through an area with another unit that can carry a pod, the pod can be transferred from one unit to another. The unit dropping the pod can continue on its way, but the unit picking up the pod must end its movement for the turn. Pods can be dropped off to a fortress as a unit passes through the fortress's area.

Pods can be transferred between units of two players in this way.

Storing Energy Pods in Fortresses

You can store up to five energy pods in your fortress. You don't even need to keep any units there to guard them (but it's a good idea).

Pods that are carried by bioborgs and army units don't count against the five-pod fortress limit.

Burning Pods

A pod with a bioborg or fortress can be burned at various times during a turn (including during an attack). When you burn a pod, it is removed from play and has one of the following effects (owner's choice):

- If burned during step 2 of a turn (Cards and Reinforcements), a pod gives you any combination of five cards and reinforcement army units. The army units can be of any type or combination of types. For example, by burning a pod during this step, you could draw two cards and get two hoversoldiers and a gammajet. Reinforcements appear in your fortress. You must be at or below the five-card limit to your hand before this step ends.
- Each pod burned during combat adds the roll of one die to your attack or defense total.
- It enables you to rebuild your fortress if the pod is in the fortress's area during step 5 of a turn (Rebuild and Refit).

MOVING

Each hexagon of the game board is divided into areas. When it's your turn to move, you can move any or all of your units. You don't have to move any units if you don't want to. Different units move different numbers of areas.

Soldiers move up to 3 areas/turn.

Hoversoldiers move up to 4 areas/turn.

Bioborgs move up to 6 areas/turn.

Gammajets can move to any area on the board in one turn.

Fortresses never move.



Pods don't move on their own, but bioborgs and soldiers can carry pods (there is also a special card that enables a gammajet to carry a pod). *One soldier unit can carry one pod, while a bioborg can carry up to five pods.* There is no movement penalty for a unit carrying pods.

When a unit enters an area that contains a pod, the unit can pick up the pod (if it is capable of carrying pods). The unit ends its move for the turn when it picks up a pod. If a unit starts its move in the same area as a pod, it can pick up the pod but cannot move for that turn.

You cannot move your units between areas that touch at only one point. The areas must share a common edge. If it looks close, assume the areas do *not* have a common edge.

Terrain

The gameboard includes several types of terrain that affect movement. Terrain is either passable to all units (clear terrain, for example), impassable to certain units (hovertanks cannot enter mountains), or passable but some units must stop in the area and then can move away next turn (cities and water have this effect).

Water: Hovertanks and flying units can cross water freely. Nonflying bioborgs must stop when they enter a water area—they can move one water area per turn. Soldiers cannot enter water areas.

Mountains: Hovertanks cannot enter mountain areas. All other units are unaffected.

Cities: The city area that contains a player's fortress is *friendly* to that player's units. His units treat the area as if it was clear terrain. All other city areas are *unfriendly* to the player. Any unit (except a flying unit or flying bioborg) that enters an unfriendly city area must stop its movement for that turn.

Destroyed Cities: A bioborg can demolish one city area per turn by entering it and saying "I'm destroying

it." (It's easy when you're 60 feet tall.) The bioborg must stop moving for that turn. Place a Ruin marker on that city area to show that it's been leveled. All units can move through a ruined city area as if it was clear terrain. A bioborg can never destroy the city area that contains its Cryptic Alliance's fortress!

Any attack on a fortress automatically destroys the city area the fortress is in (regardless of whether the attack succeeds or not).

Fortresses: The player who owns the fortress must give "permission to pass" (see the next section) to any enemy unit that wants to pass through the area containing his fortress.

Moving in Enemy Areas

Army units can enter, but not pass through, areas with enemy units. Nonflying bioborgs can freely pass through areas with enemy army units, but they can only enter, not pass through, those containing enemy bioborgs. Flying bioborgs can move through any terrain and through areas with bioborgs (but they are still held to the bioborg movement limit of six areas per turn).

Gammajets fly high above the ground, so neither terrain nor enemy units hinder their movement.

When you occupy an area, you may grant "permission to pass" to enemy units that want to pass through the area. You can let some units of a force through and block others, or let some players through and block others. If more than one player occupies the area, all the players must grant permission. "Permission to pass" can be part of a deal in step 2 of a turn.

REBUILDING AND REFITTING

Sometimes you may want to change your bioborg layout. You can only change your bioborg's layout if it is in your fortress during the Rebuild and

Refit step of the turn (playing a Mutate card enables you to refit no matter where you are).

When refitting, you can move any or all cards to new positions on the layout sheet, or exchange bioborg weapon cards for any in your hand. The new layout can be used in combat on the same turn.

This is the step in which trashed fortresses are rebuilt (see *Burning Pods*).

ATTACKING

The attack step is what the GAMMARAUDERS™ game is all about: bashing the other guys into radioactive dirt.

You can attack any number of times per turn. Each attack is against only one player. Each of your units can attack only once per turn. You are never required to attack.

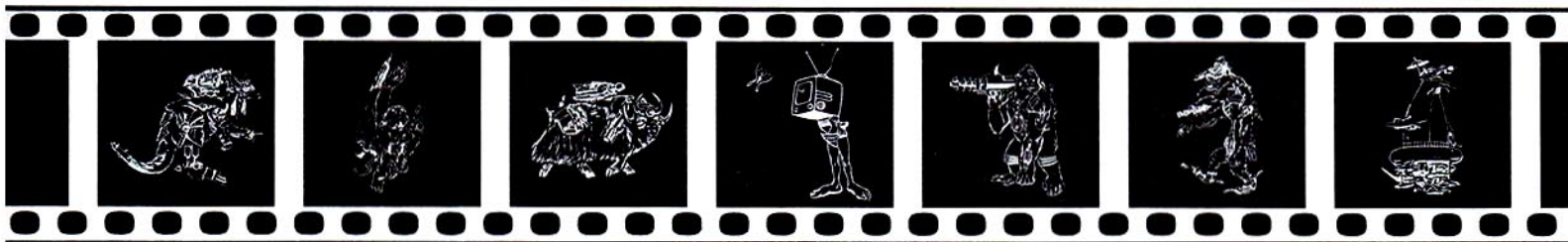
Any of your units can attack any one player's enemy units if they finish movement in the same area (exception: hovertanks and some bioborg weapons can make ranged attacks against units one or two areas away).

Attacks are declared in turn order. The player who declares an attack is the attacker; his opponent is the defender. A defending unit can be attacked any number of times in a turn, but remember that a unit can attack only once per turn.

Resolve each attack when it is declared. After all players are finished attacking, the step is over.

Only bioborgs and army units can initiate attacks; bioborgs, army units, and fortresses can defend against attacks.

Your bioborg can attack with only one of the weapon cards on its layout sheet. If you have no bioborg or army units, you cannot attack (fortresses cannot attack). (A bioborg can attack even if it has no weapons—it gets one die roll plus one die for every pod it burns in combat.) The opponent can defend with one weapon card on his layout sheet (if his bioborg is attacked) or one card from his hand (if his for-



tress is attacked) and any army units that are in the area being attacked.

Even if the attacker is using a ranged weapon, the defender can reply with any weapon available (he doesn't have to use a ranged weapon to defend).

Each player in a battle can play only one weapon card.

How You Do It

1. Announce the Attack

Announce which player's units you are attacking and in which area. All of the defender's units in that area automatically defend; units of the defender outside of the attacked area cannot help out (unless he has the Gate Crashers card—see page 12). You cannot attack units of different players in one attack. Declare which of your units are attacking: your bioborg, one or more army units, or a combination.

For example, "These four hover-tanks in this city area, aided by my bioborg in this mountain area over here, are attacking your bioborg in the hoverships' area."

If the attacker has units with ranged weapons (bioborg or hoverships), they can attack units in any area within their range. Units without ranged weapons must be in the same area as the defender to attack.

2. Other Players Join In

The attacker and defender can ask other players to add their forces to the battle. Others **cannot** join in unless invited by the principal attacker or defender. Units of other players can aid the defender only if they are in the same area as the defending units (or if they have the Gate Crashers card). Other players can join the attack if their units are in the same area or if they have units with ranged weapons that are within range of the battle. These invited players are called *allies*.

Allies add their army unit strengths, bioborg weapons (if their bioborgs are in the battle), the roll of one die, and the dice rolls for every pod burned to

the totals of the sides they join.

Allied army units cannot be withdrawn once committed. However, allies can aid both sides in a battle if they have the army units to do so.

3. Declare Pods Burned

Each player in the combat must simultaneously declare how many pods he is burning to aid in his effort (each pod adds the roll of one die to the attack or defense total). Each player picks up all the pods he could use (those from his fortress or his bioborg). All players simultaneously show how many of their pods they wish to burn in the fray.

No player can burn more than five pods in a combat.

4. Show Weapon Cards

Each player with a bioborg in the combat picks a card from his layout sheet. Turn them up at the same time. If an immunity weapon negates a bioborg's weapon, that weapon's power value is not added to the owner's total (but the immunity weapon's owner gets to add the power value of his immunity weapon to his total).

If the defending forces are in their fortress, the defender can use a weapon card he is holding in his hand as his fortress's weapon.

When both a bioborg and a fortress are among the defending forces, the pods burned and weapon card used must come from the same source. If the defender uses the bioborg's pods, he must use a weapon card on the bioborg's layout sheet; if the pods come from the fortress, then a weapon from the defender's hand must be played.

5. Figure Your Attack Total

Take your weapon's power value (unless it was negated) and add 1 point for each army unit attacking. (If your bioborg isn't present, you don't get a weapon.) Then roll one die plus one die for every pod you burned. Add the dice totals to the bioborg weapon

value and the army unit strength. This is your *attack total*.

Note: Only bioborgs and fortresses can burn pods; soldiers can carry pods but the pods cannot be used unless they are given to a bioborg or fortress before pods are declared in combat.

6. Figure the Defense Total

The defender adds the power value of his weapon (unless it was negated) to the number of army units he has defending. He gets to roll one die, plus one die if his fortress is defending, plus one die for every pod he burned. He adds the dice rolls to his weapon and army total to get his defense total.

7. Resolve the Attack

If the attack total is higher than the defense total, the attacker wins. If the defense total is equal to or higher than the attack total, the defender wins. Go to *The Outcome*.

Calling Off an Attack

It occasionally happens that you declare an attack and then decide that the odds don't look very good. You can call off an attack **unless** one of the following has occurred:

- The defender has played a card in response to your upcoming attack.
- Another player has joined the battle as an ally on either side.
- Pods to be burned in combat have been declared.

The Outcome

Winners

Pods: Gain any of the loser's pods that he can no longer carry (i.e., if the units carrying pods were eliminated and none of the loser's other units can claim them). These pods are picked up immediately. (See *Fighting Over Pods*, for more information.)

Energy pods are never damaged or destroyed by combat (except when burned to aid in battle).

Cards: Turn your bioborg card face down on its layout sheet, or discard it if



it is a one-shot weapon or defense.

You draw one card from the principal loser's hand at random (this includes his face-up cards but not cards on his bioborg's layout sheet). After you have drawn, your allies each draw one card as well, in turn order. If the loser runs out of cards, the remaining allies get nothing.

Army Units: Lose nothing.

Losers

Pods: The winning side gets all the unburnt pods that can no longer be carried by your surviving units. If one losing player has to drop pods, his allies **cannot** pick the pods up—they must retreat and leave the pods there.

Cards: Discard the weapon card you used. The winner and winning allies each draw, at random, one card from your hand (only the principal loser has cards picked from his hand). First the winner draws, then winning allies draw in turn order.

Army Units: Lose a number of army units equal to the difference between your total and your opponents' (you can't lose any more army units than were in the battle). For instance, if the winning total was 35 and yours was 29, you would lose 6 army units (you choose which ones). The principal loser (either the original attacker or defender) can choose to take the losses from his allies' units—the allies have no say in the matter.

Retreat: Retreat the bioborg and surviving army units to any adjacent area empty of enemy units. If no area qualifies, move the losing units to an adjacent enemy-occupied area. Each losing ally gets to choose which adjacent area his units retreat to.

If the losing units are in a fortress, the fortress has been trashed and the survivors must retreat.

Fighting Over Pods

If the combat loser can no longer carry all the pods he had in the area, they go uncontrolled in the area. If the principal winner of an attack (either

the original defender or attacker) has any bioborg or soldier units in the loser's area, these units can claim the loser's dropped energy pods.

But if the winner has no bioborg or soldiers in the area, any winning ally with the proper units (bioborgs or soldiers) can claim the pods. If two or more allies can take the pods, the ally who goes first in turn order gets first crack at the pods.

Trashing Fortresses

When a battle occurs in an area with a fortress, the owning player's forces are considered to be in the fortress. The fortress cannot aid in an attack, but it can aid in defense with a weapon card, pods, and one extra die roll (if a bioborg is also defending, only one weapon card can be played by the defender).

When a fortress is on the losing side in a battle, the winner and winning allies trash the fortress and party on the rubble, gleefully stomping the wreckage, guzzling the loser's best wine, and generally rubbing it in.

Any player can try to trash a fortress by attacking it. The attack works just like an attack on enemy units. The owner can defend the fortress with all units in the area, any weapon card in his hand, he gets the one-die fortress bonus (a fortress adds one die—for a total of two dice—to the defense total), and he can expend any or all pods in the fortress to get more dice bonuses.

If the fortress owner loses the combat, the fort is trashed and the winner and winning allies get all the pods the loser's forces can't carry away (and they stomp on the wreckage, etc.) The winner and winning allies each get a card from the loser's hand.

The winner and winning allies also each get a coup counter with the loser's Cryptic Alliance symbol on it. This signifies that they have whumped the loser's fort and can now move on to a new target. A player can trash the same fortress more than once, but he only gets a coup counter for the first trashing. Subsequent trashings do not

gain him anything.

A trashed fortress cannot be trashed again until it has been rebuilt, either by the owner or by another player using a Construction 'Bots Were Here card.

If your fortress has been trashed, you cannot refit your bioborg or bring in reinforcements until you rebuild it. See *Rebuilding and Refitting*.

A player cannot destroy his own fortress.

Attack Summary

Attack Total = bioborg weapon power value + 1 per army unit + roll of one die + one extra die for each energy pod spent

Defense Total = bioborg or fortress weapon power value + 1 per army unit + roll of one die + one die if defender is in his fortress + one extra die for each energy pod burned

High total wins; ties favor defender

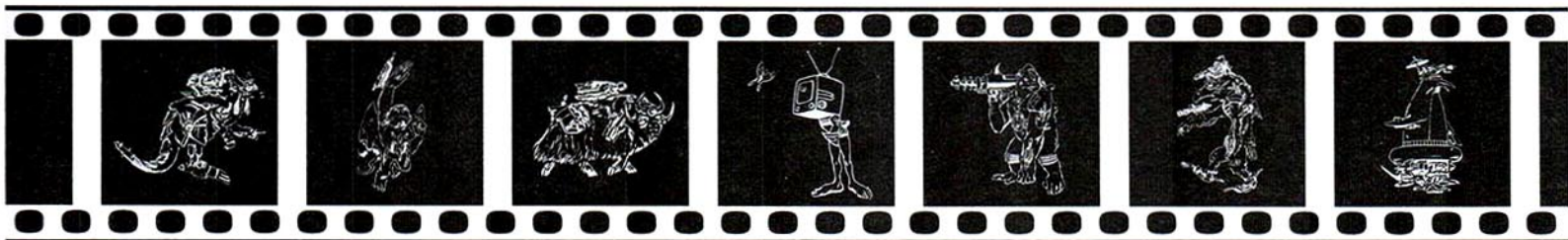
Winner: Winner gets any pods the loser's units can no longer carry. Winner and winning allies get one card at random from loser's hand—winner picks first, then allies in turn order. Winners keep bioborg cards played, unless one-shot cards were used. All on winning side get coup counters if a fortress has been trashed.

Loser: Army units involved in attack reduced by difference in totals. Retreat remaining units one area away. Lose any pods you cannot carry away. Lose one card to winner and each of his allies. Discard weapon card played.

Example of Combat

Player A's Hoag the Kangaroid and three soldier units attack Player B's fortress holding Squawwk the Penguino, a hovertank, and a gamma-jet. Outside the fortress, but in the same area, are two of Player C's soldiers and Player D's three hovertanks.

Committing Forces: Player A announces the attack: "Hoag and my



three soldiers will attack Player B's fortress and all of his units in the area."

Now the other players, if they are invited by Player A or B, can help with their units. In this case, both Player A and B ask for any help the others will give. Player C decides not to help just yet.

Player D, hoping for a card and a pod or two, adds one of her hoverships to B's defense.

Now Player C, seeing this, lurches a soldier into the fray to help Player A in the attack. Player D responds by adding both of her other hoverships. Player C chickens out and leaves his remaining soldier on the sidelines.

Everyone has finished committing units. The attacking side has Hoag, A's three soldier units, and one of C's soldiers. The defending side has Squawwk, B's hovership and gammajet, and D's three hoverships. Player B's units are in his fortress.

Mulling this over, A decides to spend one of Hoag's energy pods to increase his attack total. He removes the pod from play and will roll one extra die. No one else spends pods.

Now A and B secretly choose weapon cards, then reveal them at the same time.

Figuring Totals: Player A chooses Hoag's duodigital laser, value 8. Player A rolls two dice (including the extra one for spending a pod) and gets a total of 9. The attack total is 8 (weapon) + 4 (four army units) + 9 = 21.

B chooses a gyrogravitic blaster (value 5). (Note that B could have played a card from his hand instead of from Squawwk's layout, since he was defending in his fortress.) He rolls two dice (one die automatically plus one die for his fortress) and gets a total of 6. The defense total is 5 (weapon) + 5 (five army units) + 6 = 16.

Player A and his ally C win by 5 points.

The Outcome: Player A picks one card at random from B's hand, then C picks one as well.

B's side must lose five army units (21 - 16 = 5). B removes his hovership

and gammajet and D's three hoverships. Player B's fortress is now in ruins. Squawwk (the only surviving defender) retreats to an adjacent empty area. Player A and Player C each receive one of Player B's coup counters to indicate that they have smashed his fortress and partied on the rubble.

Player B must now get a pod to his fortress area and burn it to rebuild his fortress. He cannot refit Squawwk, bring on reinforcements, or win the game until he does this.

FACTOIDS

Decades ago an unknown wanderer discovered an ancient building hidden in the radioactive wastes. Investigating, he found an abandoned factory, dating back beyond the Shadow Years of the Gamma Age. He tried to activate it, succeeding just before he was electrocuted. The automated factory began to churn out its products without supervision. A new factoid has appeared every 43 seconds ever since.

Factoids are little robotic information terminals—monitor screens on legs that exist to collect data about everything everywhere. They wander around aimlessly, observing and recording everything they see or hear and striking up conversations with every creature they come across. When two factoids meet, they share everything they've learned. Eventually every factoid will know what every other factoid knows...in a few million years.

The Cryptic Alliances tolerate factoids because occasionally they say something useful. Often this means a short-term tactical advantage—short term because almost anything you learn from a factoid hardly ever works more than once!

Factoid Cards

The special Factoid cards in the deck let you do strange things during the game. They cannot be part of a

bioborg layout. To use a Factoid card, simply play it face up and announce its effect. Most cards must be discarded as soon as you play them, but some can be placed face up in front of you. These cards remain in your possession until another player takes them away from you (lost battles and certain Factoid cards enable others to take cards from you).

Factoid cards that say "Play Immediately" must be played as soon as they are drawn. Factoid Voids do not stop these cards.

Some Factoid cards need no more explanation than is found on the cards themselves. Explanations for other cards follow. These are not complete descriptions of the cards, but rather special points, interpretations, and hints on how to use some of the cards.

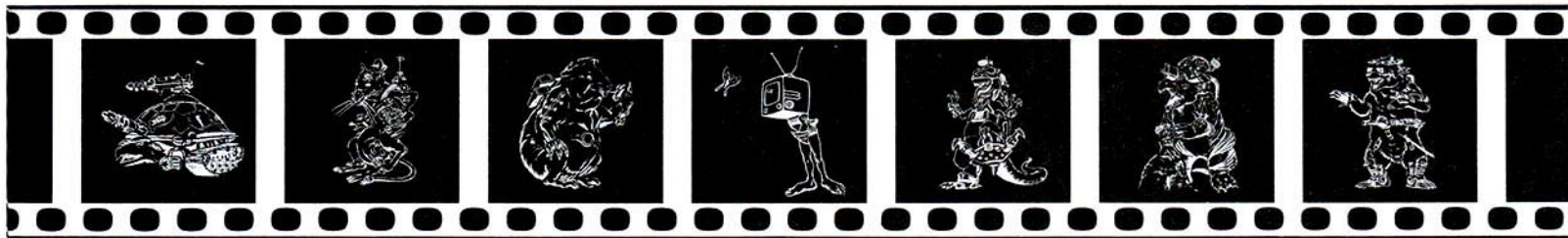
Army Cards

These cards let you increase the abilities of your army units. To use an Army card, lay it face up in front of you. Your army units immediately gain the listed benefit. Unlike other Factoid cards, you don't discard most Army cards unless you have to discard your entire hand for some reason. Otherwise, they remain in force as long as you display them face up in front of you. But if another player ever picks from your hand of cards, you must pick up the Army card temporarily to make it part of your hand.

Three Army cards double the strength of hoverships, soldiers, or gammajets. Each unit affected is treated as two units when figuring attack or defense totals (but it still counts as only one unit when removing units after a defeat in battle).

Two other Army cards let your hoverships or soldiers move an extra area per turn.

The Cargo Jet Army card enables one of your gammajets to carry a pod, but the card must be discarded after it is used. Play this when your gammajet starts its move in an area with a pod. The gammajet can pick up the pod



and move in the same turn (this is the only time a unit is allowed to move after picking up a pod in the same turn).

The last two Army cards enable all of your units in one area to move either one or two areas more than usual. These cards get discarded after they are used once.

Construction 'Bots Were Here

This card can be used to rebuild your own fortress or someone else's fortress. A tricky use is to rebuild the fort of someone who hasn't been protecting it (figuring it cannot be attacked) when you are in a position to attack it as soon as you rebuild it—an easy coup counter. If your fort has been trashed, you can leave it in ruins until you have fulfilled the winning conditions, then play the card, your fort is rebuilt and you've won the game!

Exit, Stage Left!

This card enables you to retreat from a combat. All your units in the battle move into one adjacent area and cannot be attacked by any player until next turn.

Factoid Void

This card can be played to negate a Factoid card that has been played against any player.

If a Factoid Void is tossed out to stop a Factoid card, another Factoid Void card cancels out the first Void and the original Factoid card is played.

Fortress Plumbing Repaired!

This card is cumulative with the Super Soldiers card—if you have both of these cards, each soldier counter in your fortress defends as **four** counters. This card must be discarded after the battle.

Freeze

This card can be played at any time during an opponent's move, but it can only freeze the units in the area they occupy when the card is played. You

cannot make units go back to an area they passed through earlier in their move and stop them there.

Gate Crashers

This card can be used to move units into a battle area to attack or defend or to get attacking units within range of a battle.

Heat Wave

Any soldiers who are with your bioborg or in your fortress at the end of step 4 are safe; all other soldiers fry in the heat and are removed from the board.

Hypnosis

Play this as your combat opponent is about to choose a weapon card for his bioborg. Point to one face-down card and force him to play that one. If he is trying a ranged attack and you pick a nonranged weapon, the bioborg's attack is canceled.

Landslides

This card makes one mountain area passable to your hovertanks for this turn only. You pick which area.

The Lost Patrol

This card enables the defender to eliminate 1d6 of the attacker's army units. The defender rolls the die and chooses which attacking popcorn disappear (these units are taken off the board and placed in the player's pile of units not in play). Pods carried by these units that cannot be picked up immediately by the attackers may be picked up by the defender or his allies.

An ally of the defender can also play this card. Play it after an attack is declared, but before players reveal how many pods they are going to burn. An attack cannot be called off after this card is played.

Mutate and Mass Mutate Cards

The Mutate cards let a player rearrange the cards on his bioborg layout

and switch any or all of them with cards in his hand. These can be played at any time *except* during a battle. They can also be used to let another player exchange cards between his hand and his bioborg layout.

The Mass Mutate card enables all players to freely exchange cards between their hands and their bioborg layout sheets, no matter where their bioborgs are. This card must be played as soon as it is drawn.

Rapid Oxidation!

This card rusts one of the weapons on an opponent's bioborg. Without looking at his layout cards, pull one of them off and place it in the discard pile. This card can be used during the combat step (step 6), but you must use it before your opponent picks his weapon for the battle.

Reverse Combat Result

This card is solely for defensive use. It cannot be used by an attacker.

Running Broad Jump

This card enables your bioborg to move seven areas this turn and ignore the terrain and units (including other bioborgs) in one of the areas it passes through. This is useful for hopping over water or bioborgs that are blocking your way.

Sleight-of-Hand

When you play this card on another player, take (without looking) up to five (5) of the cards in his hand, including those Army cards face up in front of him (but not the cards on his bioborg layout sheet). You give him your hand of cards (including face up cards but not bioborg cards) and discard this card.

Teleport

This card moves all units (including bioborg but not fortress) in one area to one other area of your choice. The teleported units do not get any other movement this turn.



WORLD BOOK

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GAMMARAUDERS, SLUGNOIDS, FACTOID, BIOBORG, CRIMSON MOON, RAYZORS, LAB RATS, THE MEN IN BLACK, FOWLOTEs, DAH BOYS, BLIP THE TELEPORTURTLE, DRAXX THE PACKRATULA, DWEEMISH THE HAMSTERIAN, ELVIN THE TYREXIAN, FILMOORE THE TRICERIAN, GRUZ THE URSINOID, HOAG THE KANGAROID, KIZARO THE CHIMPANZERO, MUSKOR THE OXOID, ONKO THE GORILLIAN, SCAV THE VULTURIAN, SQUAWWK THE PENGUINOID, PRODUCTS OF YOUR IMAGINATION, TSR, and the TSR logo are trademarks owned by TSR, Inc. Why are you reading this?

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The GAMMARAUDERS™ Game World (A Helpful Handbook)

History of the World

Long ago, way before the beasts we call bioborgs lurched across the landscape, before the Cryptic Alliances raised their manifold heads, even a while before radiation craters became a part of daily life, there was a Golden Age.

It was a time of peace and plenty. Men flew in multicolored suits. Women worked magic by wiggling their noses. Vehicles talked. Blonde genies lived in bottles. Hillbillies invaded the land called Beverly. Those great Captains of Industry (Video, America, and Kangaroo) flew in the Space Patrol with Tom Corbett and his brother Dick (whom mom always liked best).

In short, it was a wondrous time, and so it could not last. This world of marvels and fantasies soon collapsed, plunging the world headlong into a nuclear dark age. Fireballs rolled across the landscape, followed by rains of acid and glittering, metallic dust that clicked and rattled like a hundred sets of wind-up fake teeth on legs. Those who lived through this nasty time were changed. They and the beasts that survived were mutated into strange, hideous, and beautiful forms. It was an age of strange powers and great danger, the Age of the Atomic Particle, the Gamma Age.

Yet the wheel of time creaked onward. From the glowing dust of the Gamma Age, new life arose. Mutations, while still common, became less drastic and more accepted by normal society. The nations of Beverly and Holly's Wood were dead and gone, but in their place came something better than nations: the Cryptic Alliances of the Gamma Age.

These organizations, at first operating in secrecy, distrust, and fear, banded together in the modern age to form the two Big Powers of today: The beneficial Gammarauders Alliance and the evil and twisted Slugmoid deviant ooze-balls. (These massive titans are not the equals of the legendary mammoths of USA, USSR, and AT&T, but they are the largest collections of like-minded guys to appear since the Golden Age.)

The Golden Age is not a time forgotten in the depths of the past. It is highly venerated by those of the Gamma Age, by those who wish to place wide-flanged fins on their vehicles and their weapons, who ponder the hidden meanings of black leather jackets and seek to Like Ike, Love Lucy, and Catch the Perfect and Permanent Wave. The landscape is twisted and burnt by the wars of the Gamma Age, but we still hope to match the Ancients of the Golden Age and begin a great beautiful tomorrow.

This was to be a New Golden Age. It did not work out quite that way.

Life in the Bioborg Age

Many of the odder mutations of the Gamma Age have long since passed away in the merciless struggle for survival. Human mutations still exist—people with scales or eye-stalks are as common as those with blonde hair and blue eyes. Many of the fabulous creatures of the Gamma Age have passed into legend; others walk the land only in the most remote, blasted valleys. But two types of new life have survived and even prospered in these dangerous times.

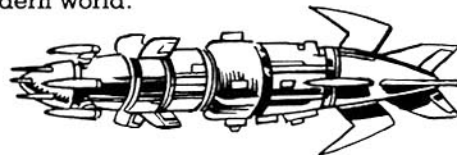
The first type of life consists of the gigantic versions of common Golden Age creatures. Mutated almost beyond recognition by their life on the deadly, irradiated plains, these great shambling beasts come in every form and size. Hamster-like creatures tower over blasted cities; huge bats, no longer able to fly, hunt in packs in the grasslands, seeking large multihorned oxen and great, bipedal whales.

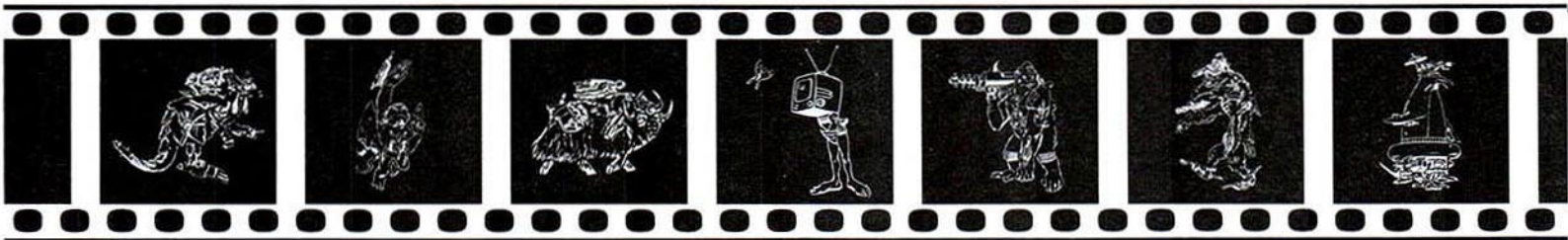
These great beasts are for the most part semi-intelligent at best, dangerous only when they are hungry or lost (which, it must be admitted, is often). The Slugmoid Alliances would often destroy these creatures when they found them, while the Gammarauder scientists (led by the famed Professor Womba) sought to find a constructive use for them.

The other form of life that prospers in this new world are the podinoids (usually called pods). These are a form of plant life that mutated from Golden Age pumpkins. Pods grow rapidly and bloat up with energy from the earth (radiation, heat, etc.). A mature pod can be plucked from the ground and the collected energy can be used for almost any purpose. Soon after pods first appeared, Cryptic Alliances began hoarding them to power their cities and weapons. Pods rapidly became the most sought-after items in modern life. Wars have been fought and cities have been trashed in battles over pods.

The problem with pods is that they are both rare and unstable. Certain areas are good pod-breeding grounds, but it is sometimes weeks or months before pods suitable for harvest can be located. Once harvested, pods have an indeterminate shelf-life—they sometimes spontaneously germinate into a riot of brightly-colored flowers which, while very pretty, are utterly useless in powering a city or weapon.

With all effort now going toward gathering pods, the various scattered Cryptic Alliances and their armed forces began to collect into larger groups, banding together for common purposes. This was the start of the mega-alliances (or big powers, known as the "Big Powers") that dominate the modern world.





The Big Powers (and the Factoids)

The known world is controlled (and contested over) by a wide variety of groups known as Cryptic Alliances. Originally homeless clans of wandering vagabonds that tromped through the wasted cities of the New Age, the Cryptic Alliances gradually began to settle down and build ramshackle towns. Only in the last few decades have these alliances banded together and built fortresses and defensible cities for mutual protection. Some of these societies have begun to pull themselves out of the nuclear gutter and claw their way toward a better future and vehicles with fins.

Of the Big Powers, two are worth special note: the Gammarauders and the Slugnoids. The Gammarauders struggle to retain the few remaining vestiges of the Golden Age as a starting point for a New Golden Age of peace, brotherhood, and vehicles with fins. They consist of a loose confederation of peaceful and positive-minded Cryptic Alliances. The Slugnoids are the antithesis of the Gammarauders: a fell and evil collection of bullies, petty tyrants, and psychopaths. But at least they believe in vehicles with fins.

The Gammarauders are the clean-cut kids of a future searching for its past. They keep their vehicles and bioborgs in constant repair and polish the chrome and fittings each Saturday morning. Saturday afternoon is reserved for clipping and edging the grass around the perimeters of the fortifications and setting up small lawn decorations and pseudo-plastic flamingos and deer.

The Gammarauder Central Alliance exemplifies the search for a better future in the past; its members are strong believers in the wonders of the Golden Age.

The Gammarauders are ruled by the Recognized Congress of Equals. Each member Cryptic Alliance sends representatives to this congress; all have an equal voice in the decisions of the group.

The Congress in turn listens to a number of important and wise advisers. The most important and wisest of these advisers was the noble Professor Womba, whose inventions are responsible for the protection of the Gammarauder Alliances. Since the noble professor's untimely demise ('fraid so), Womba's niece, Allisdau, has become a major force in the High Council of the Gammarauders. She is completely dedicated to the restoration of the Golden Age (and she loves vehicles with fins).

Opposing the noble and squeaky-clean Gammarauders are the ignoble and vile Slugnoids. The fact that the Slugnoids chose to be called "Slugnoids" tells you a lot about them. They attract the types of Cryptic Alliances that believe in "Might makes Right," "Better Red than Bred," and "Nuke 'em til They Glow, Then Shoot Them in the Dark." Like the Gammarauder societies, the Slugnoids believe in bringing back the Golden Age, but they intend to enforce a tyranny based on the wonders of the past, with themselves

as ultimate, ruthless rulers. The Slugnoids are ruled by a Council Most Supreme that is headed by the War Leader Sassin.

The Slugnoids tend to attract the twisted individuals of the world. There are more mutants in the Slugnoid ranks than anywhere else, mainly because the Slugnoids look fondly upon those who enjoy ripping normal humans into little bits.

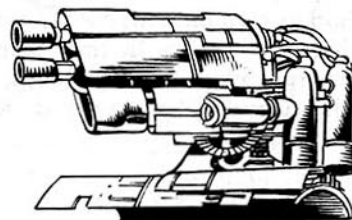
While the Gammarauders and Slugnoids are the most powerful political entities of the Bioborg Age, they are not the only groups around. Most New Age alliances are not aligned with either camp, but rather shift allegiances between the two Big Powers in order to further their own ends. A Cryptic Alliance that sides with the Gammarauders during one conflict may find itself in the Slugnoid camp during the next brouhaha. The political tide in the Bioborg Age ebbs and flows, sometimes leaving dead fish at the high-water mark.

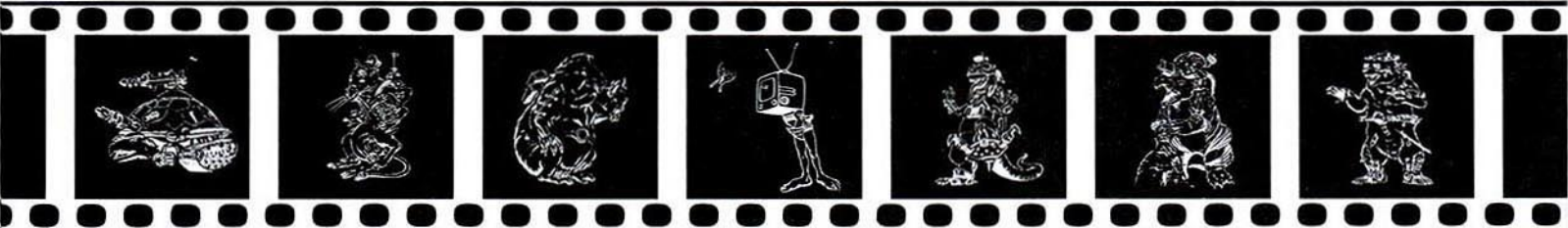
The Cryptic Alliances provided in this game are not tied to either the Gammarauder or Slugnoid camp. Players are free to ally with anyone they want (or with no one at all) and stomp everybody else.

The wild cards in the Bioborg Age are the creatures known as factoids. These bio-tech beings look like two-legged computer monitors. They seem to be everywhere—the vermin of the New Age. Destroying a factoid does no good as another will soon arrive on the scene to replace it. No one, not even the Congress of Equals or the Council Most Supreme, knows where these creatures come from, why they exist, or if they are staying for supper.

Factoids seem to live for the sole purpose of gathering and dispensing information. They scurry across the blasted landscape and up the sides of ruined buildings, recording, commenting, and storing data.

Factoids are nonviolent and prove to be quite talkative and willing to answer any question. As their knowledge is encyclopedic, asking a question of a factoid is a time-consuming endeavor. The little factoid will bounce along beside the questioner, spewing forth data until it has exhausted its supply of information on the subject. (Imagine asking a talking encyclopedia "What do you know?" and you'll get the general idea.) About the only way to get rid of a pesky factoid is to place it on its back—without any arms it's stuck there, legs waving in the air (but still happily gathering data). Slugnoids do this as a matter of course whenever they find a factoid.





The History of Bioborgs

The noble professor Womba, a mysterious figure in the Gammarauder Alliances, had for years aided that society with his remarkable inventions. Even the Slugnoids respected him as they stole those devices from him. His inventions made the blasted landscape bloom, recovered lost mineral deposits deep within the shattered cities, and got child-proof caps off aspirin bottles. When the Professor announced the imminent completion of his latest work, a means of melding creature and machine, all eyes, ears, and antennae were cocked in his direction.

He never had the chance to make his presentation to the Congress of Equals. His body was found in the lab (well, most of his body was found in the lab), the computer disk of his data stolen. The great device Womba developed had been pirated by their worst enemies (the Slugnoids left their usual calling cards, large wads of well-chewed bubble gum, all over the lab).

The people of the Gammarauder Alliances mourned the loss of their mentor, but their mourning was cut short by the appearance of Womba's invention on the battlefields. Womba had developed a method of painlessly modifying and controlling the great shambling beasts that still roamed the wastelands. These "biological cyborg units," or bioborgs, were designed to uncover lost or hidden pods and to dig out treasures deep beneath the ground. The Slugnoids turned this peaceful advance into the greatest weapons of war since the Golden Age. They modified the huge beasts with a variety of replaceable weapons of mass destruction and sent them into battle.

The Gammarauder society and the neutral Cryptic Alliances were thrown into shock when these massive armed creatures strode through their ranks "like the armies were no more than popcorn" (a name that has stuck, much to the chagrin of career army officers). Gammarauder scientists worked around the clock to replicate Womba's work while more Slugnoid bioborgs appeared, stomping the Gammarauder citadels like peanut brittle.

Finally, in the eleventh hour (well, it was really 2:37 A.M.), a desperate team of heroes, led by Womba's capable and beautiful niece, Allisdau, recaptured the missing disk from Slugnoid Central. Within days, the first working Gammarauder bioborgs were suited up and out there repelling the Slugnoid assault.

Well, as usual, once the two big kids on the block got a new toy, everyone else had to have one. Soon every petty Cryptic Alliance had its own bioborg out fighting for mom, apple pie, and those vehicles with fins. Some of these bioborgs were powerful, some were hideous, and some were powerful and hideous. All were weird. The Bioborg Age had begun.

Bioborg Technology

The last discovery of Professor Womba revolutionized the battlefields of the modern age. The Womba Process consists of two steps: removable weapon-systems are implanted in large creatures, and then human control of these creatures is acquired.

Most of the great shambling beasts are evolutionary dead-ends, creatures that cannot survive on their own for very long. Some come from packs of normal-sized creatures, while others are just one member of a gigantic race. (There are huge herds of land-bound bats and primitive societies of giant gorillians and fire-breathing lizards, for example.)

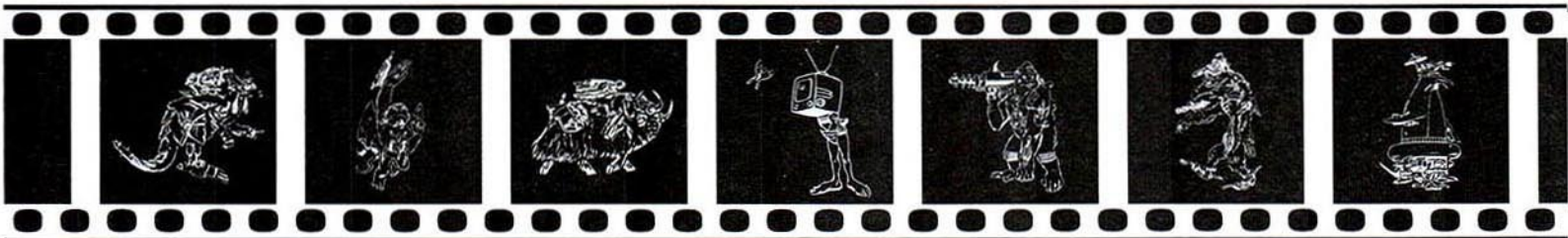
In many cases, the Womba Process saves the creature's life—correcting genetic defects and increasing its ability to survive, while giving it a "family" of humans and humanoids to work with. Shown affection and kindness, many of these creatures prove themselves to be lonely, caring individuals as well as blood-thirsty, city-smashing monsters. Many of these beings have much higher intelligences than their Golden Age ancestors. Though dim-witted by human standards, in a peaceful world they would do well as vehicle fin polishers and advisers to heads of state.

The Womba Process accelerates and then stabilizes the growth process, until the bioborg reaches a height of 40-50 feet (curiously enough, the smaller the original Golden Age creature, the larger the Wombacized bioborg). The process also dampens the creature's immune systems, allowing foreign objects to be installed and integrated into the creature's body. Most weapon systems installed are of a ceramic/plastic hybrid known as bioputty (Womba's name for it) that enables the creature's muscular system to operate the weapon controls.

The second part of the Womba Process involves connecting the creature's conscious thought processes to a human or humanoid mind. This does not negate the creature's instincts and intelligence. Rather, the human mind acts as an "adviser circuit" to the bioborg brain. The human adviser cannot exert the muscular control necessary to move or fire weapons, but he can instruct the bioborg as to which limbs to move or what to fire and when. The creature retains conscious and subconscious control of its bodily systems.

The adviser's helmet has a transmission range of several kilometers, but it works best within one-half kilometer of the bioborg (the bioborg's receiver is buried at the base of the creature's midbrain or equivalent). In combat the adviser must decide whether to remain close to the bioborg (risking bodily injury) or stay several kilometers away (risking signal jamming that freezes the bioborg).

Another difficulty in bioborg-adviser communications is a suspected spill-over of personality and subconscious thought between man and bioborg. Professor Womba, in his last known notes, mused over the possibility of bioborgs



and their advisers gradually becoming more alike, in much the same way that Golden Agers supposedly came to resemble their pets. This has proved to be true, as some humans attached to natural predators became more aggressive in their day-to-day dealings, while bioborgs attached to scientists developed great senses of intuition and logical capacity. Both bioborg and handler often engage in soul sessions (called "cosmic angst" in ancient texts) to determine who they are.

Relationships between bioborg and adviser/handler vary from team to team. The Gammarauder Alliances tend to treat their charges with respect and affection, earning the service of the great beasts. The Slugnoid groups tend to enforce their control by instilling a sense of fear and inferiority in the creatures, so that the bioborg dares not disobey a recommendation from its adviser/handler. In difficult cases, some Slugnoid Alliances have been known to implant explosive devices in their bioborgs along with the Womba Process, so that a creature that gets out of line can be disposed of easily.

At this point in time, there are many bioborgs/handler teams, outfitted by Gammarauder, Slugnoid, and neutral Cryptic Alliances, that operate as free agents, fighting for one cause or another. In the descriptions and details of these creatures, their tendencies and preferences are noted, but any bioborg/human tandem can work for any Cryptic Alliance.

THE CRYPTIC ALLIANCES

There are six Cryptic Alliances to choose from in this game. This section provides background information on these alliances—their forces and philosophies of life are given here for your enjoyment.

As far as the GAMMARAUDERS™ game goes, pick a Cryptic Alliance and then you're on your own. Hit the people you want to hit. Go ahead, enjoy yourself. You're controlling a 50-foot-tall killer penguinoid—go wild. Smash anything that gets in your way.

The Crimson Moon



One of the most powerful of the neutral alliances and respected by both Gammarauders and Slugnoids, the Crimson Moon Alliance is a mysterious organization that appeared about two decades ago. Putting forth the ideas of serenity and honor in battle and all things, the Crimson Moonies have proved invaluable assets to their allies and

implacable foes to their enemies.

The leader of the Crimson Moon is called the shogo; this position is filled by ritual combat. The shogo changes several times a year, but always presents to outsiders (gaygin) the passive face that comes from the East, home of the moon when it is not in the sky.

This alliance has worked with both Gammarauders and Slugnoids; the obvious difference between the two camps seems to be lost on the Crimson Moonies (they refer to all gaygin as the Accidental Powers).

Infantry: The infantry of the Crimson Moon dresses and arms lightly, apparently wearing little more than free-flowing robes and carrying a single staff and (for elite units) a ritualistic sword. Most wear stylized helms from Golden Age Japan, complete with fins and small rocket engines. Appearances are misleading, for the staves are high-pressure missile launchers whose darts can pierce the hides of bioborgs. The cloth of their gowns repels many energy and kinetic missile weapons—they are woven of a fabric that defied even Professor Womba's deductive powers.

Armor: The hover tanks of the Crimson Moon appear to be woven of wicker and move with only a faint humming sound. This wicker is strong enough to repel cannon-shot. Crimson Moon tanks are often decked with banners and sayings of wisdom. The alliance's primary battle-tank is called "The Ghost that Walks the Mists." It carries a team of three warriors.

Air Force: The jets of the Crimson Moon alliance look like small, humanoid bioborgs—men of metal with the command cockpit in the head and jets strapped onto the back. It was originally hoped that the similarity would cause bioborgs to hesitate before attacking. Instead, bioborgs seem to enjoy munching this type of gammajet the best. (No game effects, just relax and enjoy the description.)

Fortifications: The fortifications of the Crimson Moon resemble the castles of the ancient East, with castle wall and keep on top of castle wall and keep. The delicate-looking walls are paper-steel coated with concrete. Crimson Moon forts have spare molds in underground areas of the forts so that, once leveled, they can be easily rebuilt, given a pod energy source.

Rayzors



The Cryptic Alliance known as the Rayzors is as disreputable as the Crimson Moon is honorable. In general, this group of mutant toughs and the bioborgs that team up with it are regarded as little more than New Age berserkers. They cruise from settlement to settlement on their bikes,



looking for a rumble and individuals of the opposite sex (always referred to as "chicks") to impress.

The central unit of this alliance is the Pack. The Leader of the Pack has complete control over the alliance until he is deposed (which may be by a variety of means, including accidental death, challenge, or losing a drinking contest). The current Leader is called the Wild One. He whips his troops to heights of battle-frenzy with cries of "Nobody here unnerstands me!" and "Mooaannahh!"

The Wild One and his Rayzors will fight anyone, anytime, over anything. When things get slow, they fight each other, so one of the Wild One's main jobs is finding enemies so his troops don't kill each other. The Gammarauder and Slugnoid Alliances don't think too highly of the Rayzors, and the feeling is mutual. The Rayzors spit on both the Gammarauders (for their sickening abundance of morals) and the Slugnoids (for their lack of "class").

Infantry: The infantry of the Rayzors is among the flashiest in the New Age. It is motorized, and all members ride bikes and trikes (unfortunately, these cannot follow hover-tanks over water; each year three or four bikers forget and disappear beneath the faintly glowing waves). Most infantrybeings wear leather and carry a variety of slugthrowers and lasers, though they prefer close-range combat with pointed boots, chains, and knives.

Armor: Rayzor hoverships are the smallest and most versatile of the New Age armies. They are built along the same lines as the motorcycles used by the infantry. Instead of wheels, customized ground-effect pads are installed on the front and rear, each supporting light guns controlled by a joystick situated over the gas tank (all Rayzor vehicles carry a full gas tank, a very macho thing to do, since the energy for their vehicles comes from rechargeable fusion plants). Lightly armored at best, the Rayzor tanks make up for it with their speed in combat.

Air Force: As with the hoverships, the heart of the standard jet used by the Rayzors is a motortrike. The front wheel is retained, but the rear pair are replaced with fusion-driven turbo-props. The canopy is enclosed to keep the single pilot from blowing off at high speeds. There is a pair of armor-piercing machine guns mounted over the front wheel.

Fortifications: The Rayzors are very protective of the area they have claimed (their "turf"), but do little with the properties once they have them. Most of the important parts of any citadel are underground, but in the Rayzor's case this leaves little more than concrete embankments protecting their metal shops on top. These shops are continuously at work, producing new bikes, hoverships, and jets, redesigning and recustomizing the ones they already have, or chopping captured equipment for useful parts. Laugh at a Rayzor's latest creation at your own risk, as they are sensitive about this specialized artform.

Lab Rats



The Lab Rats are a generally reclusive group that fights to protect its chief interest: artifacts of the science of the past. They usually side with the Gammarauders in disputes, but they have been known to swing over to the Slugnoids if promised a valuable piece of equipment, like the superconducting atom-smasher that Sassin is using as a guest-remover.

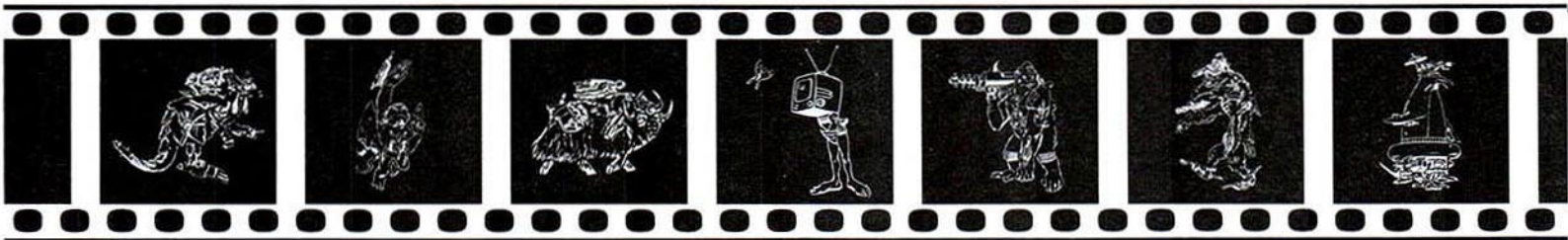
The Lab Rats respected Professor Womba, but they feel he fell in with a bad crowd, what with all this "science-for-a-higher-cause" business. The purpose of science is to create more science, as any fool can see. Lab Rats tend to have little patience with those who insist on the practical uses of knowledge. In fact, this Cryptic Alliance is one of the few groups that honestly enjoys talking to factoids.

The leader of the Lab Rats is the First Scientist, chosen once every 10 years by all members of the Lab Rats. The First Scientist of this decade is the newly elected Psid. "Psid the Squid" has a fear of new people and a hard time making friends. This tends to make him set his armed forces on emissaries from the other alliances, traveling merchants, and bioborgs looking for work. He's a nice guy though, really.

Lab Rats are generally human, but they include a large number who are obviously of ratoid stock. The latter are continually looking for hidden treasure troves of chocolate, sugar, nicotine, and cyclamates, which their ancestors were addicted to long ago. All Lab Rats, human and otherwise, tend to be jumpy, erratic, and hard to follow in conversation—moving from a discussion of hiring a bioborg team to new experiments without missing a beat (though often losing the listener).

Infantry: The standard Lab Rat infantryperson wears white kelvar body armor that is usually several sizes too large, except in the pants legs, which invariably ride two inches above the ankle. Hand calculators and small pen-lasers jutting out of the breast pocket are standard, as are protective lenses. All this makes the Lab Rat infantry a bit of a joke, though people are very polite in their presence (they each also pack a large, nasty-looking bazooka).

Armor: Lab Rat vehicles always seem to be in a state of disrepair. They all appear different, though they are from the same basic chassis and body. Like the Rayzors (whom they hate—rumor has it that Rayzors lie to factoids for the fun of it), Lab Rats continually modify and personalize their vehicles, using odd and often impossible materials (shatter-proof glass and carved stone, concrete and ice preserved by a plastic spray). The standard tank is called a "flood-wader" for reasons unknown, and carries an ice-gun that fires water frozen into dagger-like projectiles.



Air Force: The Lab Rat gammajets look like their tanks with wings added on—which is exactly what they are. Only the Lab Rats can get this non-aerodynamic shape off the ground. Most Lab Rat leaders are afraid of heights, but are calmed by friendly surroundings, so they don't feel so bad at 5,000 feet if they're in a hovertank. The Lab Rat jets carry five ice-guns in each wing.

Fortifications: Lab Rat citadels look like high schools in which chemistry experiments went too far. It is often difficult for invading bioborgs to determine if a Lab Rat fort has been destroyed or not—usually half the building is structurally unstable due to Lab Rat experiments or recently-disproved engineering theories.

The Men in Black



The Men in Black look like men in dark suits with dark hats and sun glasses. Even the women. All carry pipes. Their leader is named after a great mythological figure, Ward the Cutter. Each faction of the Men (and Women and mutants, etc.) in Black has its own Ward, so this Cryptic Alliance is continually breaking into feuding groups then recombining when outside danger threatens (then breaking up again when the threat is past).

The Men in Black are very interested in what is going on everywhere. They want to know what's *really* going on, not what people tell people is going on. They will lie (even to factoids), cheat, and steal to achieve their ends. This makes them ideal allies of the Slugnoids, who tend to find them singularly humorless and sinister (high praise indeed from a Slugnoid).

The Men in Black are particularly suspicious of the factoids, since they know the factoids know what is *really* going on and that the factoids know that the Men in Black *really* want to know what is *really* going on. It all makes sense to the Men in Black. Really.

The Men in Black are ruled by a mysterious council that appears in shadow during council meetings. These council members vary in number from three to nine and may vary from meeting to meeting. No one knows the name of the Men in Black's Leader, or even if the Men in Black have names.

The Men in Black have never been known to create their own bioborgs—they just hire freelancers or borrow them from other alliances. Those who have had the pleasure of dealing with the Men in Black report that they are closed-mouthed, mysterious, frustrating, and tend to speak in a monotone. Their battle cry is "Just the facts, Ma'am."

Infantry: The Men in Black tend to dress alike, regardless

of the branch of service they are in: black slacks, black shoes (with fins), black jackets (with padded shoulders), white shirts, black ties, black porkpie hats. Top it off with a pipe, a loony-looking smile, and a black semi-automatic machine gun tucked comfortably under one arm. They wear Womba Personal Body armor under the suit.

Armor: The hovertanks of the Men In Black are circular and painted (of course) black with white serial numbers on the rear. These numbers are changed continuously so as to confuse opponents into believing they have more forces than they do. Their upper surfaces are dome-shaped, with conning towers for pilots at the center of the domes. Gun ports dot the sides. The number of crew is unknown.

Air Force: The Men in Black have gammajets shaped like circular disks, in the tradition of the Ancient Flying Dinnerware Cattle Mutilators. These ships, of the Jupiter III line, move by an unknown power source known only as the "Top-most Secret Drive" and can move in any direction. Lasers, black rays, and other weapons jut from the edges of the disk, and the Men in Black can switch weapon systems easily in combat. The planes are highly maneuverable, but their tactics are rather predictable.

Fortifications: The Men in Black disguise their fortifications to look like other Cryptic Alliance fortifications—Crimson Moon citadels, Slugnoid concrete mushrooms, and Gammarauder dome clusters. But they always paint the forts black, so it doesn't fool anyone.

FOWLOTEs



FOWLOTE stands for Friends Of What's Left Of The Earth, a Cryptic Alliance dedicated to the restoration of the peaceful life as it once was. And they're willing to blow the snot out of anyone who doesn't believe in peace and tie-dyed vehicles with fins. Though their ideals are similar to those of the Gammarauders, their stiff-necked attitudes sometimes make them allies of the Slugnoids. Most often FOWLOTEs end up being hostile to everyone.

FOWLOTEs are led by their chief spokesbeing, Ginseng MacLaine Woodstock Hendrix Beat-Generation Commune Bongos Free Poetry Goldberg Boof Route Sixty-Six D'Angelo Summer-of-Love, a rabid proponent of the anti-metallic movement. Believing that metal and the search for metal are the roots of all evil, Ginseng has sought to remove it from the FOWLOTEs' everyday devices as much as possible. No ruling has been made against bioborgs, however, for while they are partly made of metal, they are very useful for accomplishing FOWLOTEs ends (such as the removal of competing Cryptic Alliances).



FOWLOTEs tend to wear tie-dyed colors with NRA stickers on them. They continually insist that other alliances join them in odd rituals, such as contacting the Golden Age through meditation or medication, not eating plants or animal flesh or rocks, or apologizing for stepping on the dirt, and generally make nuisances of themselves. They are not invited to many parties.

Infantry: FOWLOTE infantry is armed with double-recurved crossbows tipped with mutated animal bone, delivering an impact harder than most blasters of the same size. They wear tie-dyed body armor and camouflage gear in stylish blues, reds, and pink-yellows. To complete the ensemble, they sport berets (worn at a jaunty angle) and pencil-thin moustaches (for most of the men and some of the women).

Armor: Forbidden to use metal, FOWLOTE technicians have developed a type of mutated wood with properties similar to steel. All FOWLOTE fusion-driven hovertanks are made of this wood and armed with rapid-fire ballistae made of the same material. FOWLOTE tanks are painted in colors that show off well in ultraviolet light, usually with comments like "Give Peace a Chance, or We'll Nuke Ya!"

Air Force: Using the steel-wood material and coated with a liberal dose of organically grown feathers, FOWLOTE gammajets resemble great, long-winged birds. Though these planes boast solar-battery collectors on the upper surfaces, most FOWLOTE pilots prefer to glide and catch updrafts like the legendary condors. This silent flight helps them to catch many enemies by surprise.

Fortifications: FOWLOTEs like domes made of tiny interlocking triangles. A typical settlement consists of many of these domes encased in a larger dome, which is often surrounded by a concrete bunker in which trees are planted (to make it look natural). This makes FOWLOTE forts hard to trash, but by the same token, once one triangle is removed, an entire structure will collapse in minutes. Generally, once taken nobody wants the FOWLOTE citadels anyway, since they lack air conditioning or even decent plumbing.

Dah Boys



Followers of Dah Boys say dat before dah Golden Age dere was a *real* golden age. With real gold pavin' the streets and every mutant could grow up ta be bedder dan his old man was, if he had dah right connections, packed a gat, and could play ball, if you take my meaning and catch my drift.

Dah Boys are led by Dah Boss, who has not been seen since she became Dah Boss sixty years ago. Some folk say

it's time for a new boss, but others in Dah Boys say dat sort of talk ain't healthy.

Dah Boys believe in conservative action. Dey want to conserve your things into their possession, and will take whatever action necessary to accomplish dis. Pods, bioborg weapons, FOWLOTE religious tracts, if dere is a market for it, Dah Boys want a piece of dah action.

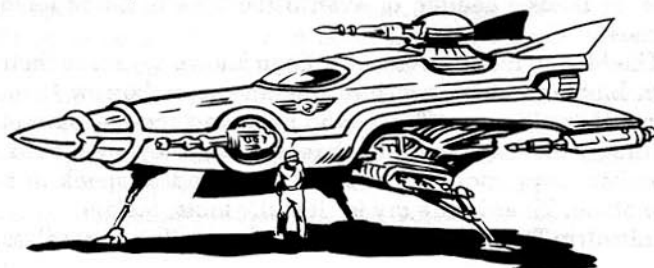
In dah New Age—dah Bioborg Age—pods, knowledge, and huge bioborgs are considered valuable. So naturally Dah Boys are making deals right and left, with Gamma-raiders and Slugnoids, Lab Rats and Rayzors. Nobody really trusts dem, but everybody deals with dem. (One member of Dah Boys perceived an interest in factoids and began hoarding dem. Dere is still a warehouse full of the creatures somewhere, but dah member who made dis error has since been given a cement-boot farewell.)

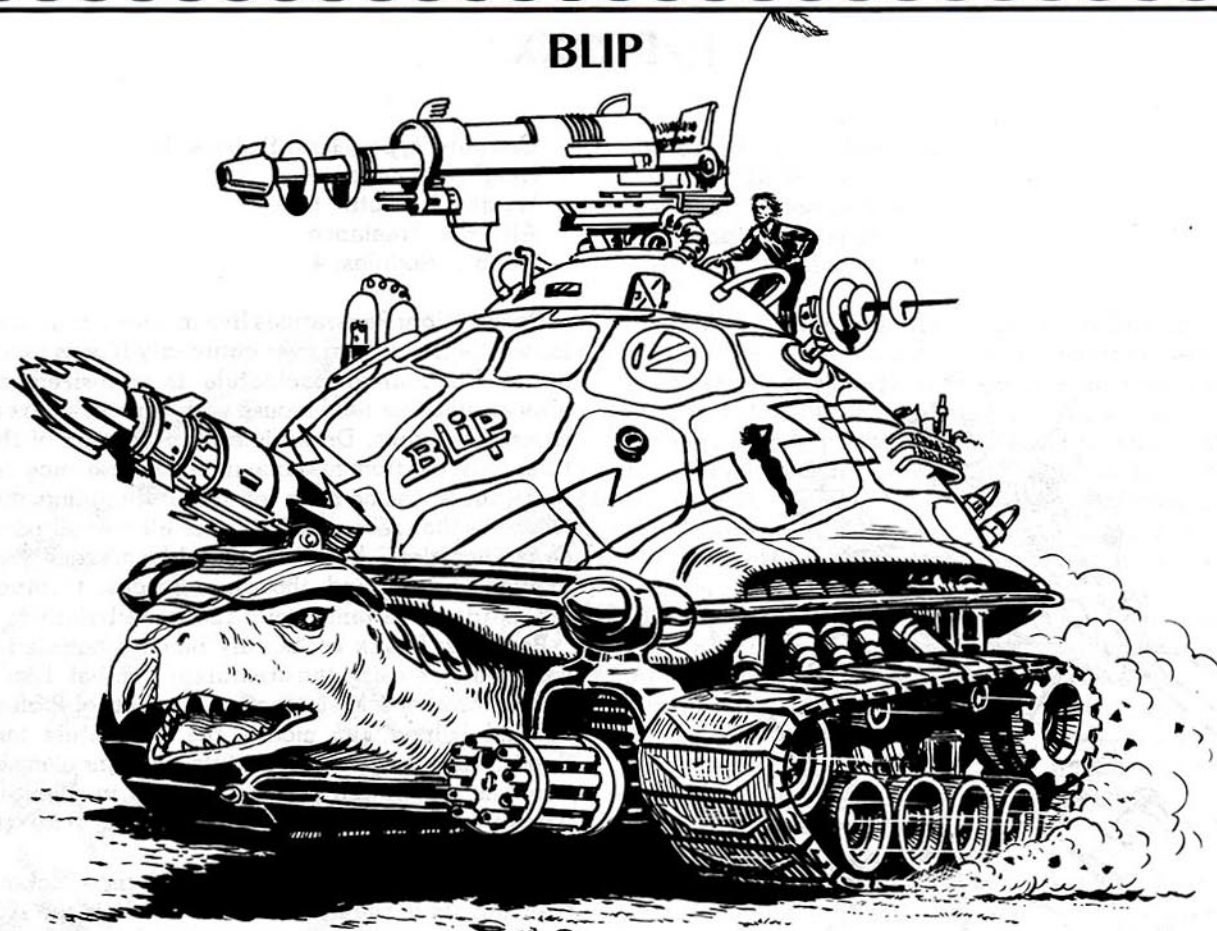
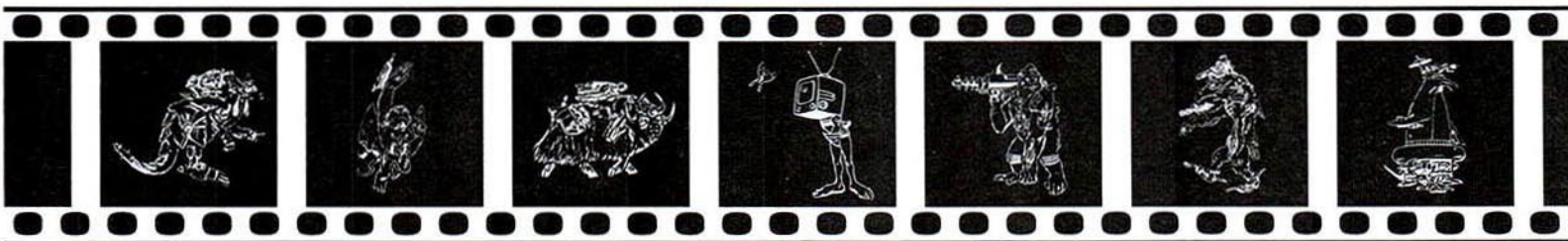
Infantry: Ya gotta look snazzy in Dah Boys, so pin stripes are in. On dah suit. On dah boots. On dah helmet (with fins). On dah custom-made tommy-gun with rotating laser-barrel sight. Prominent members of Dah Boys wear shades, though dah Men in Black have taken issue to this, setting off a number of petty wars. Dah Boys also like to chew on small slivers of wood and drink strange things from hip flasks.

Armor: Dah Boys have determined dah Womba Air Car to be dah finest piece of "Datroit steel" (a compliment of unknown origin) dey have ever seen. So dey have "acquired" a number of dese air-cars and made further modifications, including running boards and rumble seats. Dah modified Wombas (called Doozyburgs) carry a crew of three with three outside machine gunners.

Air Force: Dah turboplanes of Dah Boys' air force are of "original design," stolen from some ancient vault and built with information gained from talking to dah warehouse of factoids. Dese are often pointed to as dah results of talking to factoids, as Dah Boys' air force is steel and wood and fabric with two or more wings, open cockpits, jet engines, and forward-mounted guns. (But dey somehow outperform most of dah other planes in dah air.)

Fortifications: Dah Boys like concrete. Derefore dere is a lot of it in their installations. Concrete bunkers. Concrete doors. Concrete trees. Concrete walls. Many former allies of Dah Boys can be found within dese walls (no longer alive—just within dese walls). Dese are not pretty things, but as Dah Boys note, "Hey, youse here ta win a beauty contest or a war, eh? Get movin'."





Creature Type: Teleporturtle
 Height: 5 meters
 Length: 10 meters
 Weight: 25 metric tons
 Alliance: Freelance/Men in Black
 Weapon Nodules: 5

Description: As the Womba Process began to be applied to many different kinds of creatures, the Men in Black, for (as always) mysterious reasons, tended to work with some of the odder creatures of the New Age.

In Blip's case, they began with a Gamma Age reptile whose defense mechanism is to teleport out of dangerous situations. Either discovering a giant version or enlarging the original snapping turtle stock, the Men in Black trained it to teleport to areas where pod life can be found. The result of these manipulations is the teleporturtle Blip. Blip's shell is reinforced with super-hard steel alloys and dotted with weapon nodules. Blip is also the most colorful of the bioborgs, for both shell and metallic inserts ripple like a rainbow in the New Age sun.

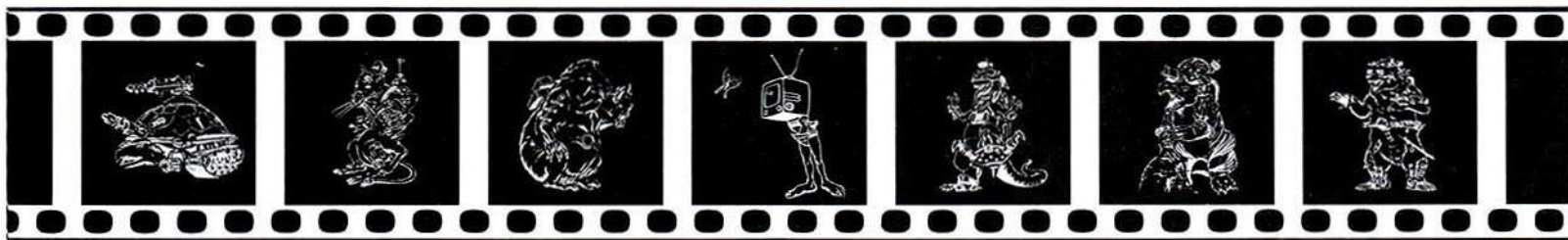
Partner: Landstech Surveyman Ilso Diamon dreamed of becoming a great hero and adventurer. When rumors circulated by the Men in Black mentioned a new type of bioborg,

he left his position in Womba Labs and joined up. He was mildly disappointed, as he expected to guide a juggernaut of the scale of Onko and Muskor, not some low-bodied, shelled reptile who zipped around in a random fashion.

Diamon makes no bones about calling his bioborg a lemon; this makes Blip feel very guilty and sad. Still, the creature's power has served them a number of times in getting out of tight situations, and on the whole Diamon would rather be a live fool than a dead hero. Diamon dresses in black, regardless of whom he is working for, with the billowing sleeves and tight pants of a Pirate King.

Tactics: Blip was designed to zip to a pod area, grab pods, then blip back to home base with them. He is not as powerful as some of the other bioborgs so he tends to keep a low profile. If operating in the same area as several other bioborgs, Blip encourages an alliance against the strongest, allowing him and the weaker bioborgs a chance of living to collect pods.

Power: Blip can teleport, either directly to the area of his home fort (whether trashed or not) or to a pod area. In the latter case, roll two dice and place Blip in the indicated area. Teleporting is in place of Blip's normal move. Blip can also teleport to home base when forced to retreat from combat (though he must suffer all other results of that combat).



DRAXX

Creature Type: Giant Packratula
 Height: 15 meters
 Weight: 10 metric tons
 Alliance: Freelance
 Weapon Nodules: 4



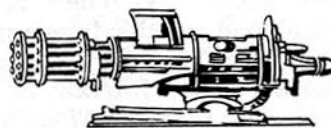
Description: Packratulas live in huge communities in the far west, often taking over entire city blocks for commune-nests. The normal packratula is man-sized, similar in appearance to a field mouse with vane-like ears and eight mouse-like limbs. Draxx is a giant version of these creatures, cast out from his commune because once he was in a room, there was no room left to put the things they collect (which is the reason for living for all normal packratulas). Draxx has glossy brown fur and, like his relatives, collects anything he can find, though in his case this includes old billboards, hovertanks, jets, and small buildings.

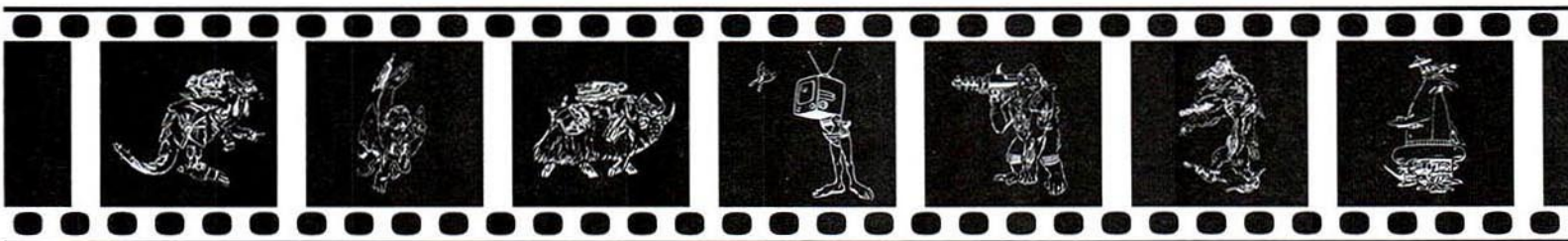
Partners: Draxx is the only bioborg handled by twins, who rotate advising the creature in combat. Ran and Rene DeJois, brother and sister, were students of Professor Womba and helped him modify the packratula for bioborg duties. Giving a giant packratula weapons of mass destruction was not viewed as a sound idea in scientific circles (Draxx continually tries to dismount and hide the equipment given him).

The twins have gone freelance with their bioborg, selling their talents to the highest bidder. Ran is the brother, the elder of the two, with copper-colored skin and silver hair. Rene is his sister, who has silver skin and copper-colored hair. Both are expert at handling the bioborg, though Ran tends to be more conservative in his actions, while Rene encourages Draxx to engage in combat early and often. Most cases of multiple human handlers have proven to be disastrous to both man and creature, but the similarity in Ran and Rene's gene structure has prevented any form of psychosis or brain damage in the trio (at least none that has been noticeable).

Tactics: Given their bioborg's tendency to pick up anything interesting in the field and bring it home in one of his many arms, the pair have a great deal of weapons and options to choose from. Their greatest problem is deciding what to equip Draxx with; the bioborg spends lots of time in the fortress refitting.

Power: Instead of a five-card limit to his hand, Draxx's player can have up to seven cards in his hand at any one time.





DWEEMISH

Creature Type: Hamsterian
 Height: 20 meters
 Weight: 15 metric tons
 Alliance: Freelance
 Weapon Nodules: 5

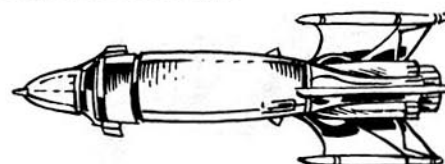


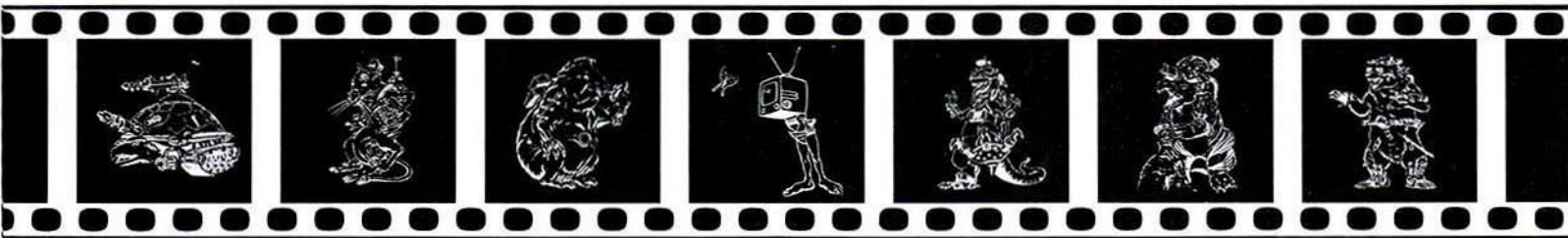
Description: Hamsterians are normally four centimeters in length, but experiments in the Lab Rat facilities created this example of *hamsterus realbigus*—all power and not much wits. Dweemish is covered with brown and white fur, has huge front teeth the size of '57 Buicks, and is fat. (How fat? His childhood nickname was Goodyear.) Dweemish is a pet name; in official Lab Rat reports he is referred to as Project Goodyear. After growing Dweemish, his creators held a secret raffle to decide who would "test-drive" their new creation.

Partner: Nigel Inkstamp Battlebone had never won anything in his life and was quite happy in his position as assistant spot-remover in the Lab Rat library. When a brown envelope arrived declaring that he might already be a winner, he tossed it in the trash. Then the Lab Rat security troops came after him. Turns out he was already a winner, and his prize was 15 tons of hamster. Nigel had never had any pets, but he took a liking to the huge creature. He soon had to engage in freelance mercenary activities for the Lab Rats and others to keep his pet in huge mutated carrots and shredded newspapers (lots of shredded newspapers). The Dweemish/Battlebone team has served admirably on many sides in the battles for the pods, but Nigel wishes they would all just go away and let him go back to removing spots from ancient issues of *National Geographic* and teaching Dweemish about atomic theory.

Tactics: Dweemish and Battlebone hate loud noises, bright lights, and officious people. They tend to avoid things that make a lot of noise, like armored units, infantry, jets, and other bioborgs. If forced into a fight, they sometimes surprise more powerful foes (such as Onko, whose last battle with Dweemish is still a sore point with his handler, McMann).

Power: Dweemish can burrow beneath one area per turn. This is taken as part of his normal move and means that he can ignore the terrain and units in one area during his move. He can burrow beneath the water and city terrain that slow down most bioborgs.





ELVIN

Creature Type: Tyrexian
 Height: 20 meters
 Weight: 15 metric tons
 Alliance: Freelance/Slugnoid
 Weapon Nodules: 4

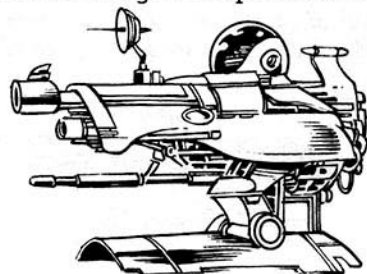
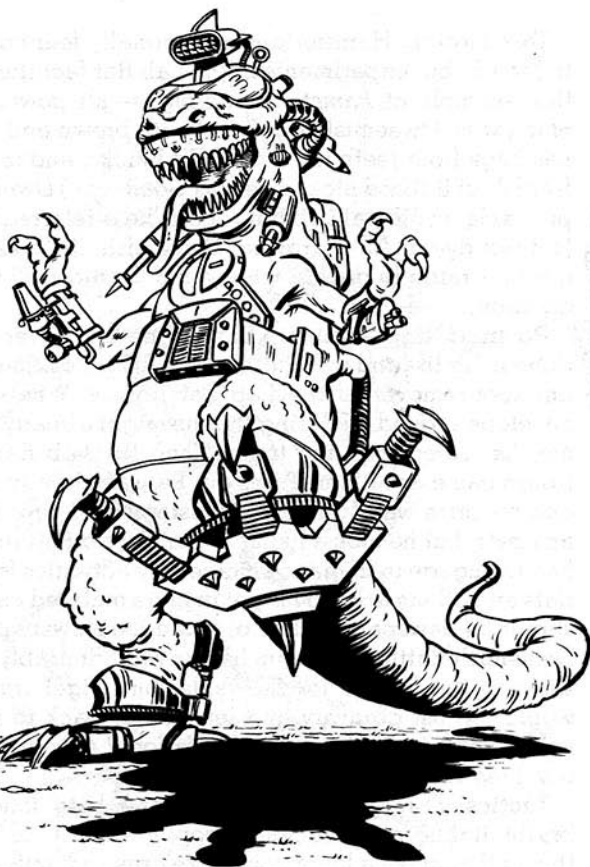
Description: Like the tricerians, the tyrexians are the result of either Golden Age science or Gamma Age radiation. Whatever the source, Elvin is the meanest, nastiest, ugliest, foulest creature ever to walk the New Age Earth. He resembles the tyrant lizards of old, but his forearms are much larger and end in manipulative members. Elvin's skin (what little shows under layers of polished chrome and reinforced armor) is a mottled grey.

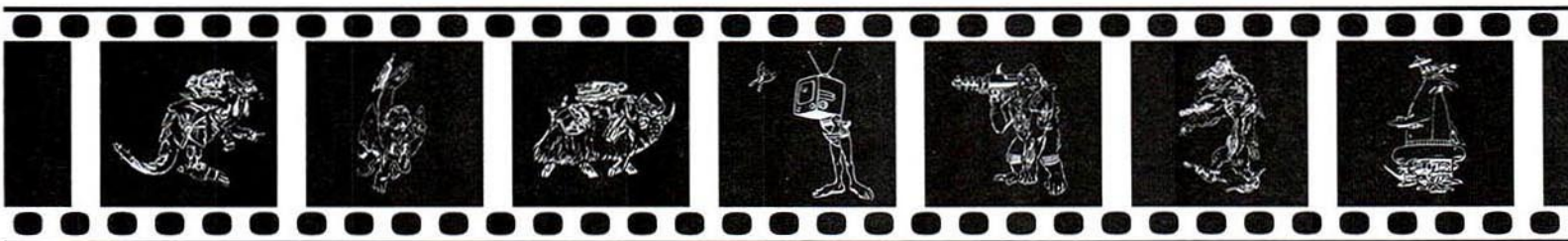
Partner: Psi Vegar, Elvin's human partner, does not like his charge in the slightest. He feels that he was put in charge of the beast by the Warlord Sassin as punishment for some small error in his work (weapons technology division).

Vegar and Elvin do not get along very well; when not on the battlefield, Vegar prefers to spend as much time as possible away from that "smelly, scaly, hunk of extinct flesh." Vegar has, however, proven himself adept at handling the creature, whatever his thoughts on the matter. Vegar's true love is the weapons that are made available for his bioborg. Vegar is constantly modifying anything that is to be used on his creature, improving its accuracy and range (he is also very careful to make sure he disassembles these improvements before returning the weapons to his employers). Vegar is motivated by greed and curiosity and will fight anyone, anywhere (including his former masters, the Slug-noids) in exchange for neat weapons.

Tactics: The Elvin/Vegar team likes to fry its opponents from a distance. Vegar also really enjoys joining with one or more bioborgs to squash a mutual opponent. This team tends to take a central position on the field so it can enter any of a number of combats. The idea of attacking from a distance pleases both man and bioborg, since it minimizes the risk to their precious hides. For that reason, the Filmoore/Darkwest tricerian team is their number-one enemy on the battlefield, since that duo has enhanced ranged weapons.

Power: All nonranged weapons the bioborg carries have a range of 1 area. Ranged weapons are unaffected.





FILMOORE

Creature Type: Tricerian
 Height: 12 meters
 Weight: 16 metric tons
 Alliance: Freelance/FOWLOTEs
 Weapon Nodules: 4

Description: Tricerians resemble the ancient horned dragons that ruled the Earth in the years before the Golden Age. Whether this titanic race was restored by Golden Age science in some hidden place (as many believe) or is a Gamma Age mutation is unknown.

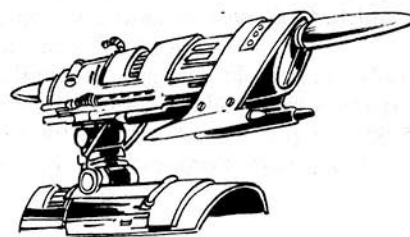
What is known is that Filmoore is the largest tricerian ever found. He was raised from a hatchling by FOWLOTE scientists, then put through the Womba process. The entire headsheath of the tricerian has been redesigned in FOWLOTE woodmetals and ceramics to permit additional gunports where the horns once were (the day-glo pink color of the headsheath was Filmoore's idea).

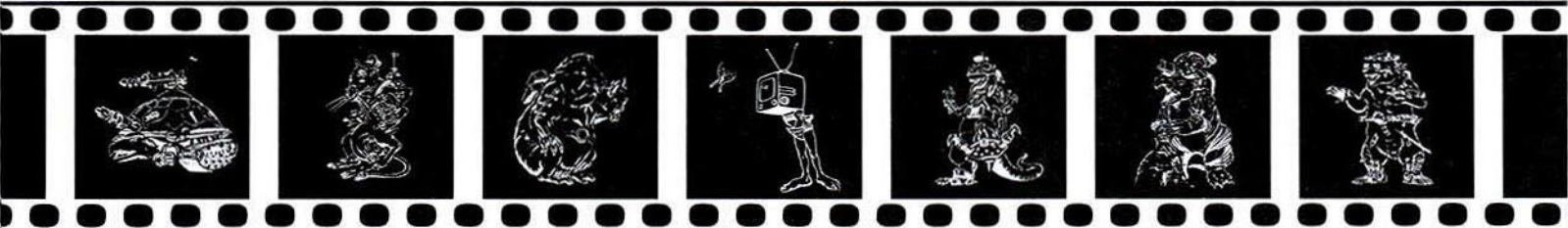
Partner: Filmoore's human link raised the creature from a pup. She gladly volunteered the use of her pet for the Womba Process in order to further FOWLOTE doctrines. The partner's name is Natasia Darkwest. She is considered stiff-necked, obnoxious, and fanatical—even by FOWLOTE standards.

The Filmoore/Darkwest bioborg team left the FOWLOTE camp after that Cryptic Alliance lent her services to the Rayzors. She was so disgusted by Rayzor activity and by the fact that her own alliance would make deals with these vermin that she left the FOWLOTE fort. Naturally she took Filmoore with her (and naturally he left a large hole in the fort wall). In the time since then, she and her bioborg have mellowed to the point where she will serve for any side, including Rayzors and FOWLOTEs. Those hiring Filmoore/Darkwest should be warned that even among the FOWLOTEs Darkwest is considered a reactionary.

Tactics: The credo of this team is "Do unto others before they undo you." For that reason the pair prefers to install ranged weapons into the tricerian's weapon nodules, as the peculiar construction of the tricerian body increases the power of these weapons.

Power: All ranged weapons have their power values increased by three (+3) when mounted on Filmoore. This power works any time Filmoore is in a combat, whether attack or defender.





GRUZ

Creature Type: Ursinoid
 Height: 15 meters
 Weight: 13 metric tons
 Alliance: Freelance
 Weapon Nodules: 4



Description: The ursinoids are a race of creatures that live on the radioactive salt flats that line a few of the glowing seas. These creatures exist in conditions extreme even for the Gamma Age. They have developed the ability to raise temporary immunity shields to protect themselves against attacks. The rest of Gruz's tribe was wiped out by a Slugnoid nuclear experiment. Gruz was further mutated by the blast and placed in the Womba Process to evolve into his present state. Gruz is a giant bear with tatters of long hair over scarred skin. He is almost as ugly as Elvin.

Partner: Gruz's human partner is Slash, the youngest and meanest graduate of the Slugnoid bioborg school. The two fit into a cruel, evil, viciously functional team that revels in destruction and chaos.

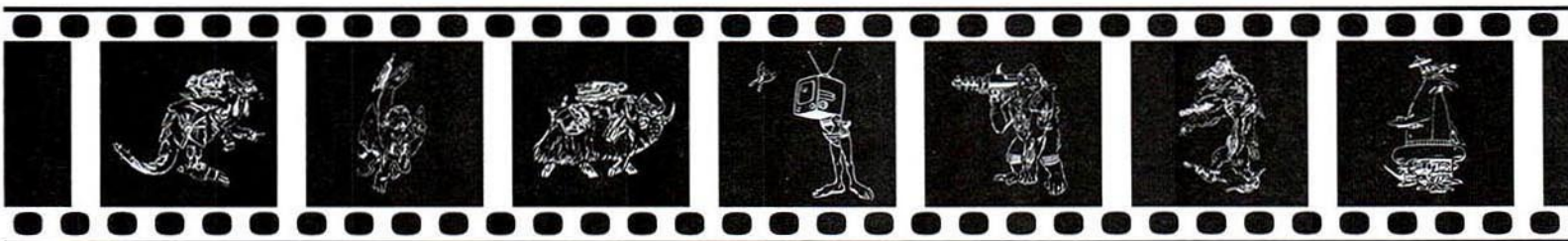
Slash is disliked among Slugnoids as it is no secret that the punk bioborg handler considers Warlord Sassin to be too old and unfit for command. Slash also believes the leaders of the Cryptic Alliances should be bioborg commanders. This attitude has led the Slugnoids to toss the Gruz/Slash team out of their fortress. Slash and his partner will work for anyone, especially Gammaraiders, who are out to topple the Slugnoids. People never know what Slash's angle is, and that suits Slash just fine.

Tactics: Slash plays a guessing game in every combat, trying to figure out what his opposition is packing. Often an enemy bioborg will use his or her best weapon first time out, so Slash instructs Gruz to handle that weapon. Experienced bioborg handlers are wise to this tactic, so they try to use different weapons in each combat against the beastly bearian. In this way, a game of think and double-think, Slash gets his jollies (particularly if he wins).

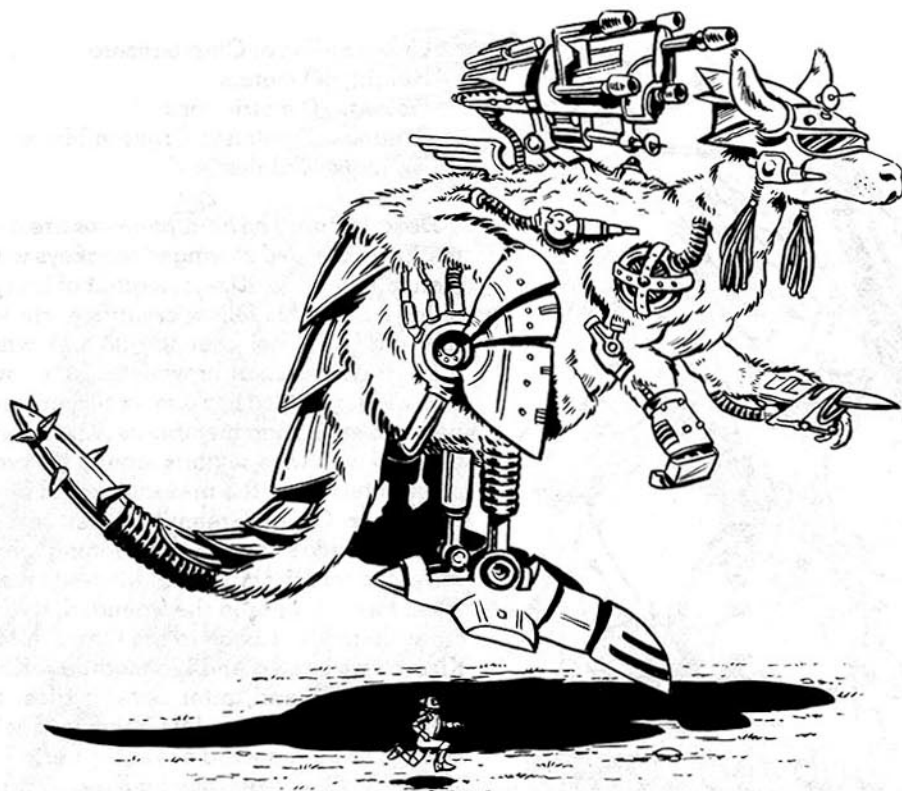
Powers: After an opponent chooses a weapon in a combat (without revealing it yet), Gruz declares his immunity defense. He can pick from the following:

Blaster	Sluggger
Laser	Sonics
Flamer	Missile





HOAG



Creature Type: Kangaroid
Height: 20 meters
Weight: 14 metric tons
Alliance: Freelance
Weapon Nodules: 5

Description: Hoag is a 60-foot-tall descendant of the Golden Age kangaroo, which was almost driven to extinction by manufacturers of shoes and America's Cups. Hoag is the lone member of his race found so far, so it is not known whether he is a giant of his race, or if somewhere there are herds of 60-foot-tall kangaroids bounding across the plains. Though capable (like all bioborgs) of great broad jumps, Hoag tends to move in short, earth-shaking bounces. Hoag has blue-grey fur and wears a pair of giant wrap-around sunglasses made of wombaglass, a birthday present from his partner.

Partner: Before teaming up with Hoag, Jok Tadsforth had pretty much gone through every major Cryptic Alliance and was working on the lesser ones. In each case, he would start promisingly, rise to a position of power, then be struck by bad luck that would ruin his career, his department, and often the fortification he was based in.

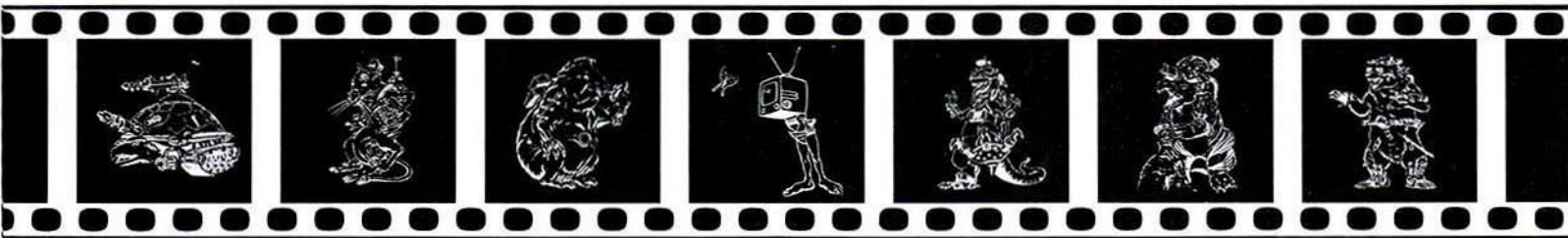
Frustrated, Jok joined the Slugnoids under an assumed name and rescued the kangaroid, who was being indoctri-

nated into the Slugnoid version of the Womba Process (which teaches obedience by electric shock). Stealing a helmet, man and bioborg broke out of the Slugnoid citadel and are currently operating freelance.

Since the process of bioborging the only known member of a species was top secret, few Slugnoids know the origins of the Hoag/Tadsforth team. The pair have worked freelance for the Slugnoids on a number of occasions. Jok and Hoag like to work for important-sounding titles, retirement benefits that are counted even if the pair leaves, and beer. Lots of beer. The Rayzors can usually hire Hoag by letting it be known that a 500-gallon vat at the distillery is full.

Tactics: Hoag is a team player, but Tadsforth insists on being given titles so as to make troop command easier (he prefers to outrank anyone else in the army—who outranks a man with a 14-ton kangaroid?). He prefers to travel with popcorn, seeing their presence on the battlefield as something that may save his hide.

Power: Unlimited numbers of Hoag's Alliance's army units can move with Hoag (in the kangaroid's pouch) if they begin the turn with the bioborg. They can be dropped off anywhere during the bioborg's move, but cannot move after being dropped off.



KIZARO

Creature Type: Chimpanzero

Height: 10 meters

Weight: 10 metric tons

Alliance: Freelance/Crimson Moon

Weapons Nodules: 4

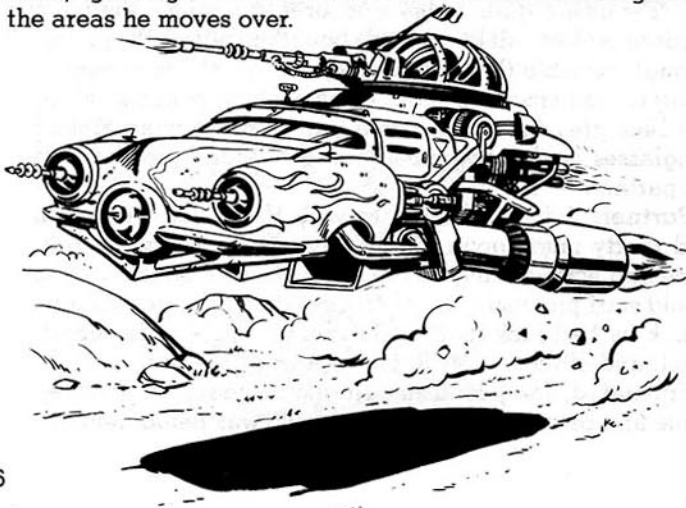


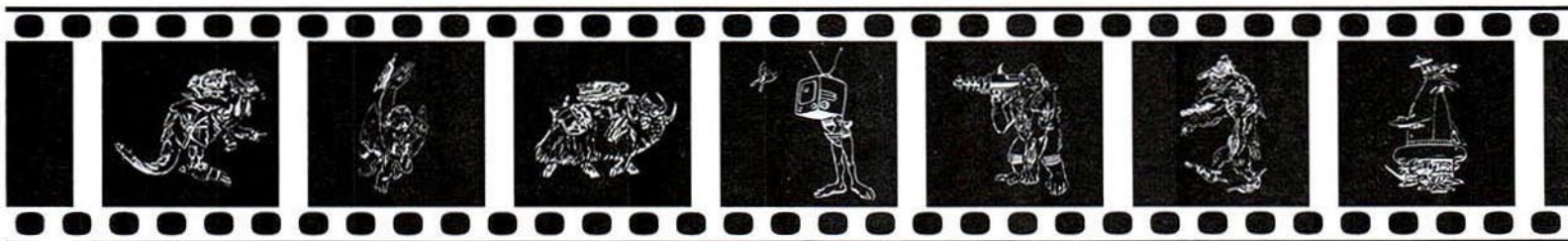
Description: The chimpanzeros are a race from the Gamma Age—a breed of winged monkeys with fell, almost inhuman intelligence. Kizaro, a giant of his type, was driven out of his nest by his fellow creatures. He would have died in the wild had it not been for the man who became his partner. Kizaro has short brownish hair all over his simian body and wings. He also has a set of turboprop thrusters installed beneath each wing membrane. Kizaro often wears a banner covered with wise sayings around his brow. He is the smallest and fastest of the present crop of bioborgs.

Partner: Chuck Greenwood was cast out of the Crimson Moon Alliance for his questioning of authority. He had retreated into the mountain wastes to meditate on his future when he encountered the wounded, dying Kizaro. Man and creature made it back to the Crimson Moon Castle, where Kizaro was healed and bio-modified. Kizaro would take no other partner and, after several tries, the Crimson Moon Alliance was forced to let Greenwood take command of the beast. The team served a lengthy period of indentured service to the alliance (to pay for Kizaro's repairs and modifications). The two will work for any organization that agrees to let them fight on their terms—with honor and dignity.

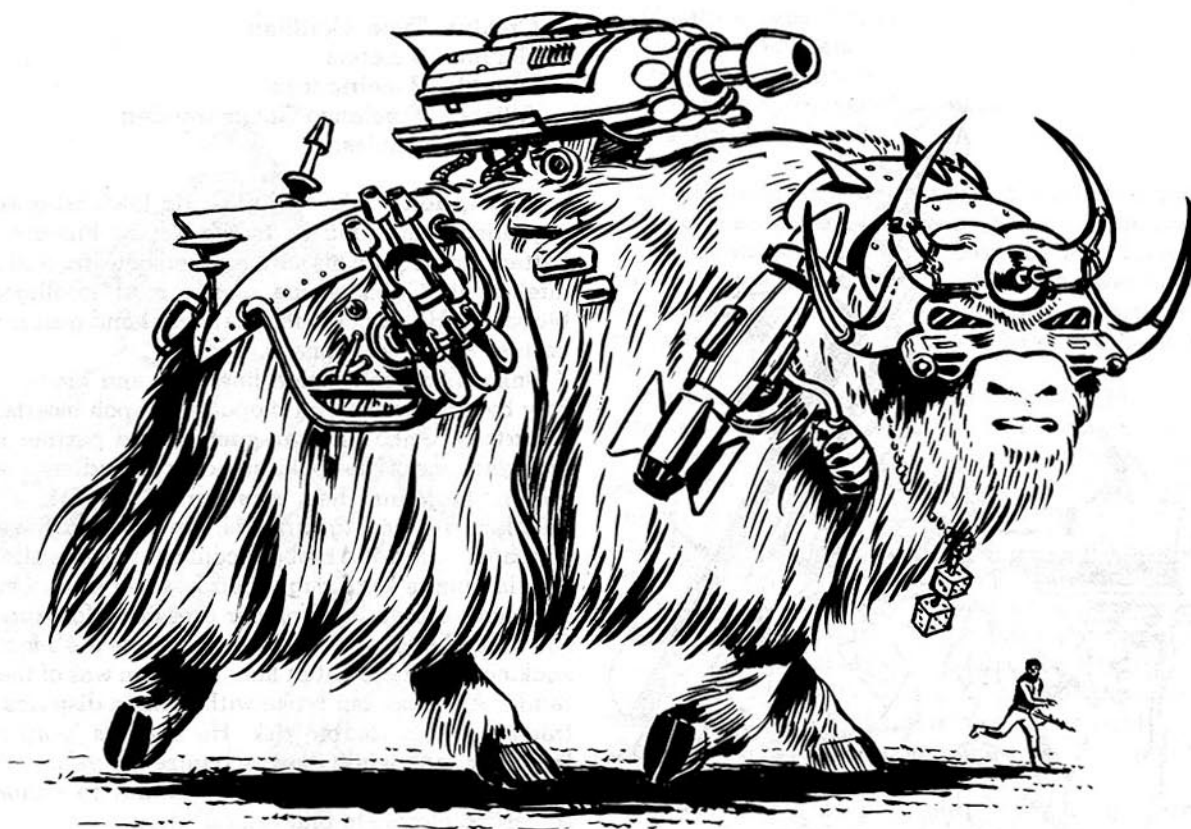
Tactics: Kizaro's strength is in his flight, not his combat skills. While he rarely flees a contest of strength, his best tactic is to skim the edges of the battlefield, gathering pods and power, then zero in on a foe and deliver an overwhelming attack. Kizaro is content to watch other bioborgs destroy each other in battle, weakening themselves so that he may best them in fair combat.

Power: Kizaro can fly up to his bioborg movement allowance, ignoring the terrain features and other bioborgs in the areas he moves over.





MUSKOR



Creature Type: Oxoid
 Height: 13 meters
 Weight: 15 metric tons
 Alliance: Freelance/Gammarauders
 Weapon Nodules: 4

Description: Muskor was the largest and most powerful of his herd of oxoids, giant mutated musk oxen that had migrated south from the polar lands. Muskor is covered with long, shaggy fur; his head is crested by a wicked set of four curved horns. Muskor's fur covers his weapons when they are not in use.

Muskor is the most intelligent of his race—some bioborg watchers maintain that he is smarter than Onko or Kizaro. It is certain that Muskor has a fine sense of defense that seems supernatural to those unaccustomed to his battle-field prowess.

Partner: Muskor's human partner is well-matched, for Nanse Hiakawo is a master of martial arts, in particular those involving defense through a minimum of exertion. (Some say this is because she is steeped in ancient wisdom, others say she is just plain lazy.) This trait has passed

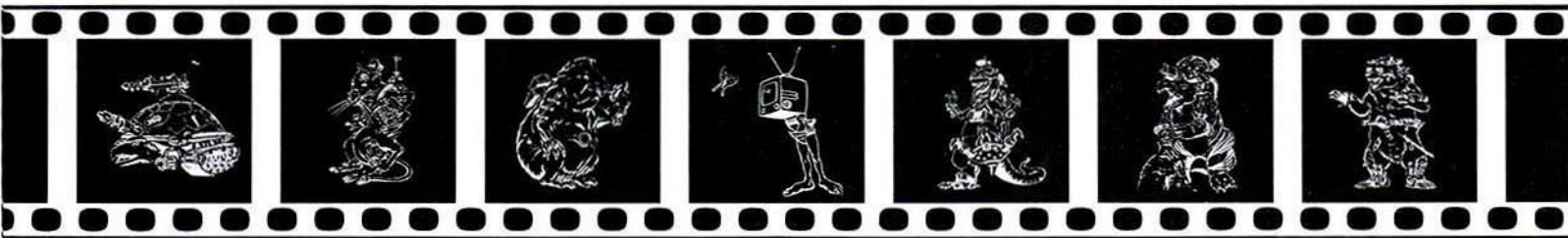
through the linkage to her bioborg, for Muskor can execute perfect judo steps in combat.

Hiakawo is quiet, reserved, and tends to spend her off-duty time with her 'borg, grooving to the Golden Age classics of the Three B's (Bach, Beethoven, and the Byrds). Hiakawo and McMann are bitter rivals; neither they nor their beasts get along very well. Onko knows that with similar weapons, Muskor can take anything that Onko can fire at him, and that makes the pair natural opponents in the field. When Onko and Muskor are operating in the same area, it is only a matter of time before they square off.

Hiakawo considers McMann a bad example for would-be bioborg partners.

Tactics: Muskor/Hiakawo prefer to see the battle come to them—they try to put others in the position of having to attack them. Hiakawo believes there is a philosophy involved in the nature of battle itself; she spends her free time refining that philosophy.

Power: When Muskor is defending in a combat (not the attacker or allied to the attacker) or allied to the side that is defending, he receives a +4 bonus to his defense total.



ONKO

Creature Type: Gorillian
Height: 15 meters
Weight: 12 metric tons
Alliance: Freelance/Gammaraiders
Weapon Nodules: 4

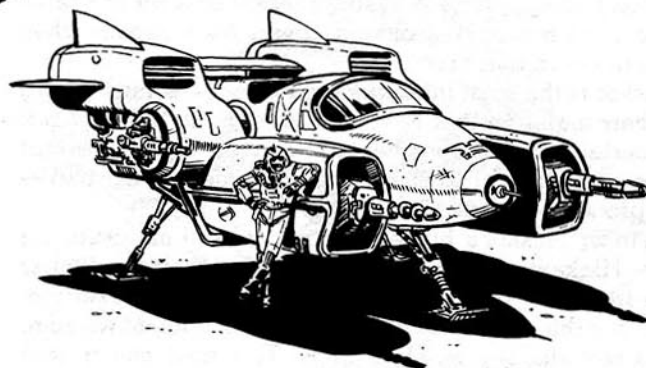
Description: Onko is a gigantic lowland gorilla whose gigantism was stabilized by the Womba Process. Onko has better posture than his normal-sized cousins, and he is more intelligent (Onko is one of the most intelligent of the bioborgs). He can communicate via hand gestures with his partner and other humans.

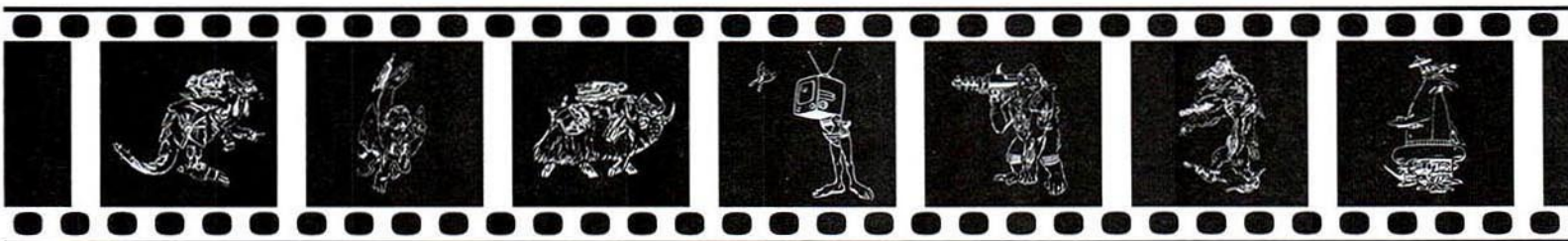
Onko is covered with a fine gray and black fur, broken only by the chrome and bioputty weapon inserts.

Partner: Onko's human contact and partner is Riddley McMann, one of the cockiest bioborg handlers ever to come along. McMann has a natural rapport with Onko (McMann's former girlfriends say the two have a lot in common)—man and bioborg communicate as often through sign language as through their headset links. On many an occasion, a high-level officer dressing McMann down for some small offense would look up to see a 45-foot gorillian sticking its tongue out at him. McMann was of the Gamma-raider Alliance, but broke with them in disputes over contracts and acceptable risk. He and his 'borg now work freelance, and while they recognize the value of the Gammaraider Alliance, they are hesitant to connect themselves too closely to that organization.

Tactics: Onko, under McMann's guidance, is one of the most powerful bioborgs in the world. His intelligence and manipulative hands enable him to out-think and out-manuever tougher opponents. Bioborgs who face Onko usually want to have the heaviest weapons available or try to remain with their troops in order to defeat him.

Powers: When attacking (initiating a combat or allying with someone who initiated a combat), Onko gains a +4 bonus to his attack total. He does not gain this bonus when defending.





SCAV

Creature Type: Vulturian
 Height: 16 meters
 Weight: 10 metric tons
 Alliance: Freelance/Slugnoids
 Weapon Nodules: 3



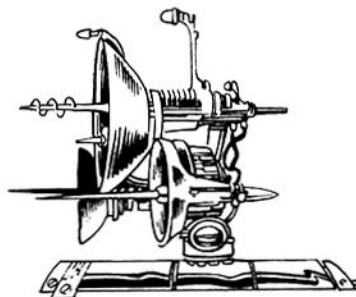
Description: Scav is a slender combination of man and vulture. His people ruled a wide domain to the north before a plague wiped them out. Scav, the sole survivor of his gigantic race, came southward until he was captured by the Slugnoids and modified for use as a bioborg. Scav has a petty intelligence, just enough to hate, and he hates everyone, including his partner.

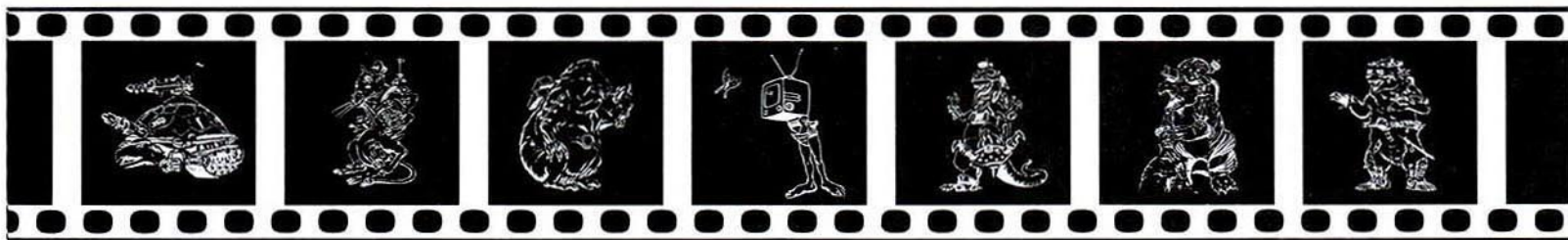
Partner: Danj Jeerblade was a knife fighter in the dark alleyways of some scum-ridden city before he was caught and sentenced to re-education. The process turned him even more violent and cold-blooded than he was before, making him an ideal candidate for an equally evil bioborg. Man and borg hate each other only slightly less than they hate the rest of the world; they go to great lengths to seek the destruction of both friend and foe. In recent months, Jeerblade's personality has become more savage as the influence of the last of the vulturians destroys his remaining vestiges of humanity. The pair are self-declared mercenaries, willing to fight for anyone or anything, as long as they have a chance to stomp other bioborgs and trash cities.

Tactics: Jeerblade picked up much of his early wealth from looting bodies of the fallen; he still operates on the same principles, though on a much grander scale. Anything that isn't nailed down is his, and if he can pry it loose, then it isn't nailed down. His mortal enemy is Draxx, whose tendency to acquire more than he needs has caused several brutal fights, from which the packratula has emerged bloodied but unbowed.

Power: Scav can pick up any weapon that is discarded (lost in battle or tossed away to the discard pile). He is still limited to a five-card hand. He cannot pick up discarded Factoid or Reinforcement cards, only weapons. He cannot pick up a weapon that he has just lost or discarded.

Scav can only refit his weapons when he is in his fortification, like any other bioborg.





SQUAWWK

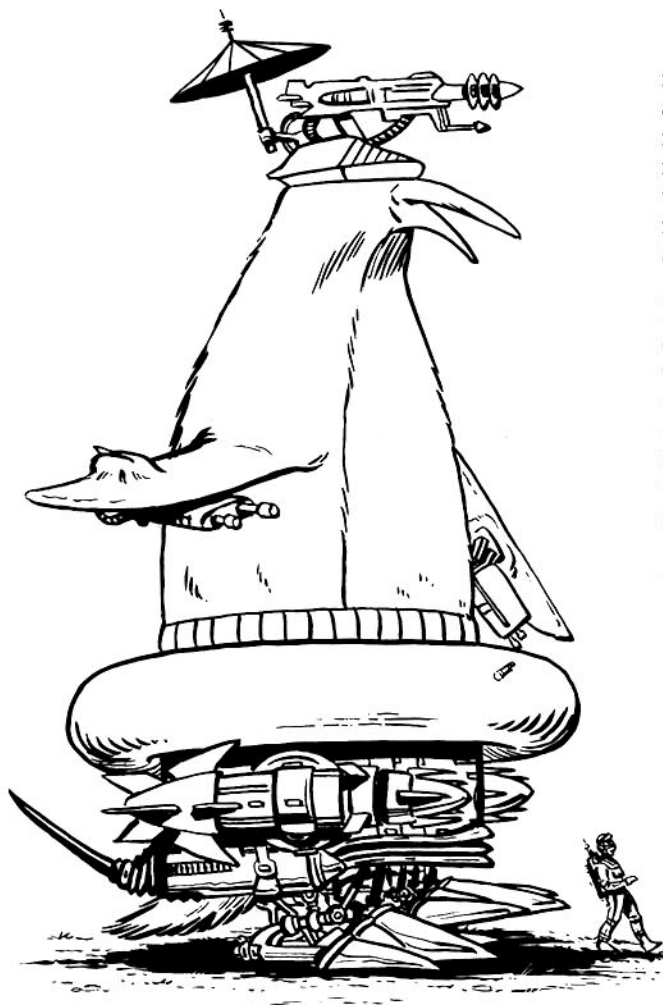
Creature Type: Penguinoid

Height: 24 meters

Weight: 25 metric tons

Alliance: Freelance

Weapons Nodules: 4



Description: Squawwk is a huge malevolent mountain of feathers and beak, a stark black and white behemoth against the crimson sunsets of the New Age. One of the most massive of the bioborgs, this mutated kinsman of the friendly penguin from the tropical Antarctic islands (well, they're tropical Antarctic islands now) is relatively simple minded. He follows instructions to the letter, not out of loyalty, but simply because nothing else occurs to him.

Partner: Big Jimbo Jerimas is a large (he worries about being overweight), greying (he worries about growing old), careworn (he worries about his wrinkles), and moody man who worries about worrying too much. The sole survivor of the first attack of Gruz the beastly bearian on an armor column, he was also the only pilot to walk away from Kizaro's first assault on an airborne unit. Big Jimbo believes that his number is up, his ticket has been punched, and the next Mega-Missile has his name stenciled across its front.

Jimbo figured the safest place to be was hiding behind the biggest thing on the battlefield. Thus he signed up for bioborg training and was assigned the bioborg universally acclaimed as the biggest, dumbest, smelliest, creature that has walked the earth since professional wrestling was banned. Man and bioborg were unaware of Squawwk's power until they were cornered by Slugnoid forces and Jimbo told Squawwk to "do something." The opposing Bioborg was thawed out the following summer.

Tactics: Jimbo feels that his luck is about to run out and so the Squawwk/Jimbo team is very cautious. Jimbo's sure it's only a matter of time before he gets into a situation where he won't be so lucky and it'll be bring down the curtain and cue the harps and open the gates for old Jimbo.

Power: Squawwk has the power to freeze an opponent in its tracks with his freezing-cold breath, just like the Freeze Factoid card. He can freeze one bioborg or all the popcorn belonging to one side in a single area, once per turn.

To successfully freeze the units, Squawwk's player must roll 1d6. If the result is less than the number of pods Squawwk is carrying, the freeze succeeds. If the roll exceeds the number of pods Squawwk has, there is no effect. A roll of "1" always succeeds, even if Squawwk has no pods. No pods are burned when Squawwk uses his power.

Squawwk can use this power at any time during the opponent's move—the indicated piece(s) stop immediately.

POD

POD

POD

POD

POD

Blip the Teleporturtle™

Power:

Teleport to home fort or a random pod area (roll 2d6). Teleport for retreat after lost battle.

Shell

Weapon

Shell

Weapon

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

Shell

Weapon

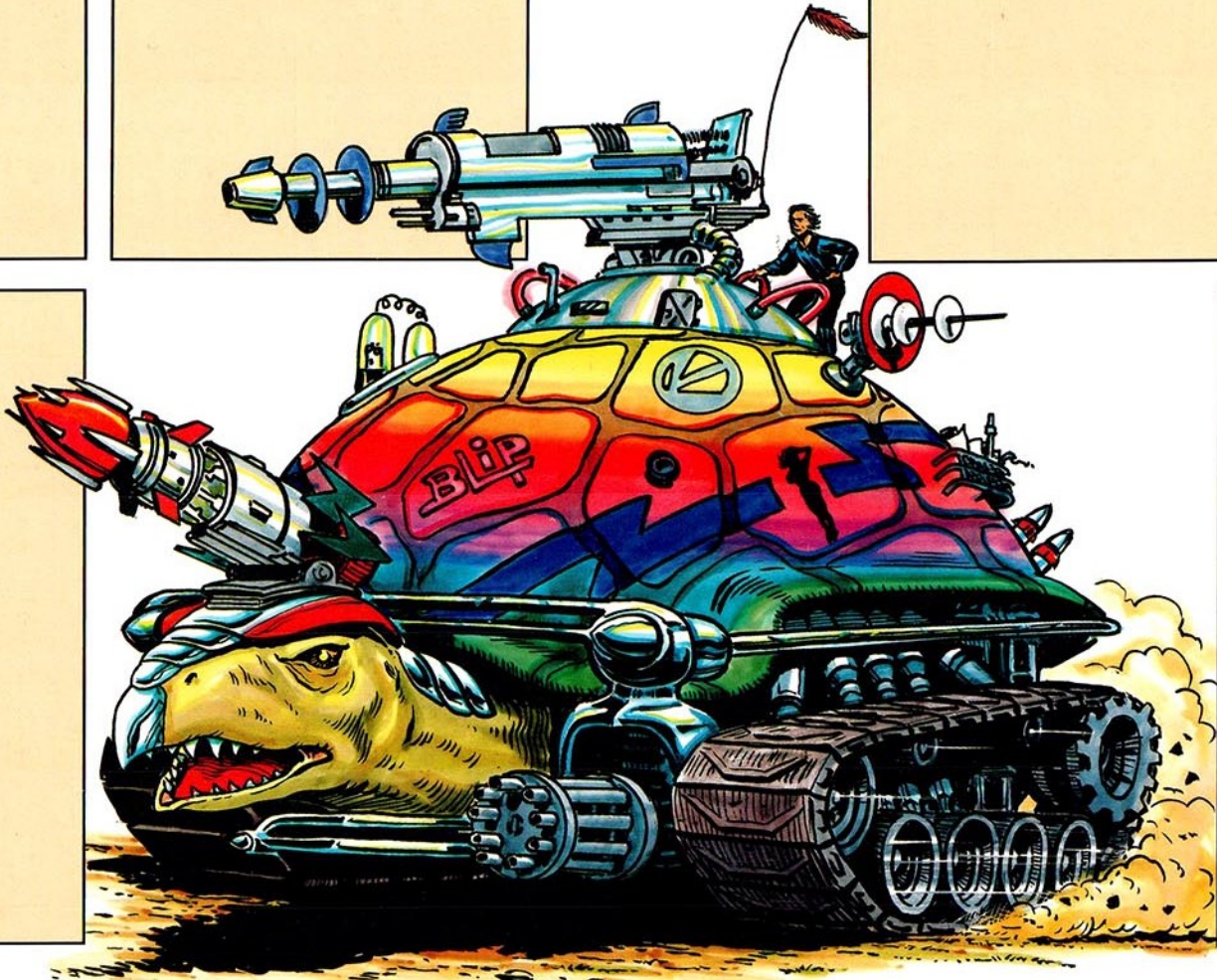
POPCORN WITH BLIP

Head

Weapon

Shell

Weapon



POD

POD

POD

POD

POD

Draxx the Packratula™

Power:

Can have a seven-card hand.

TURN SEQUENCE

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

Shoulder
Weapon

Shoulder
Weapon

Rear

Leg

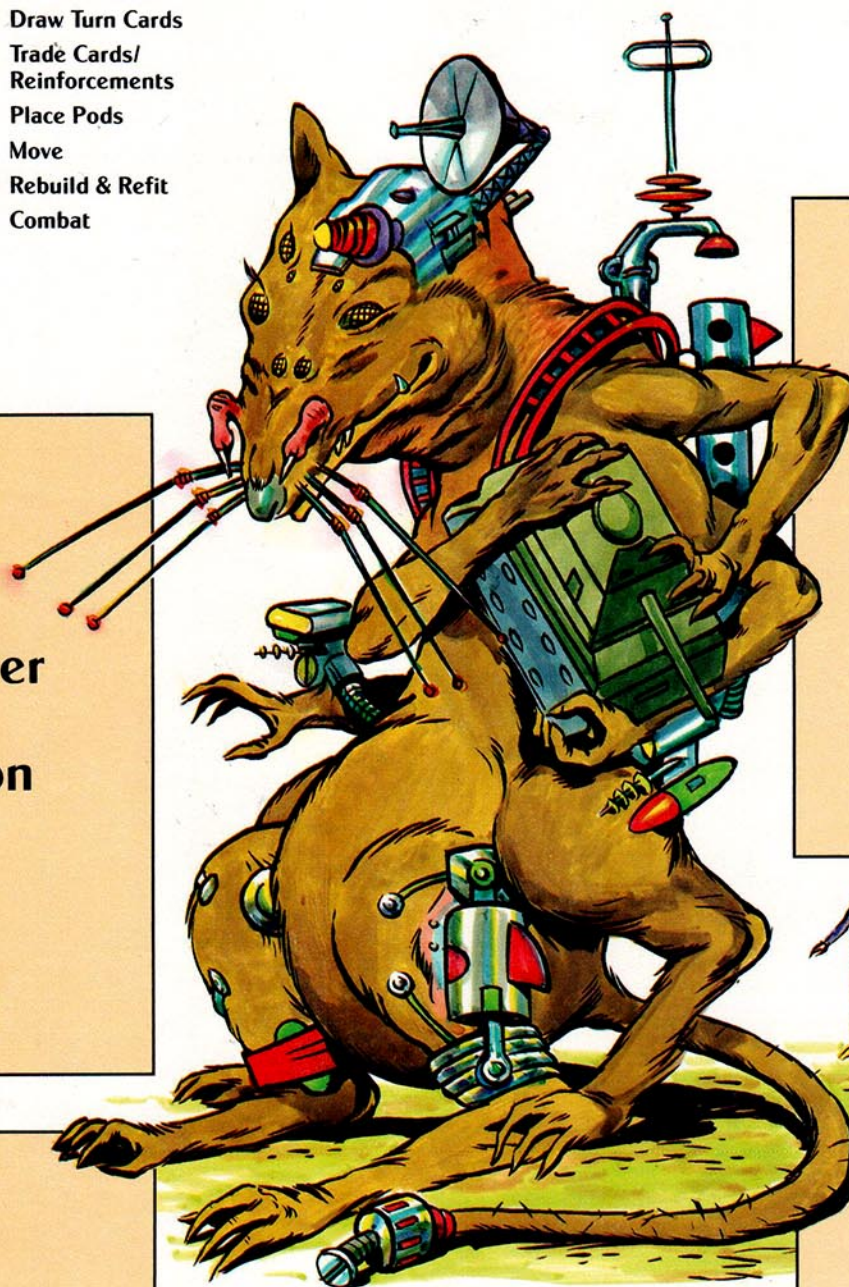
Weapon

Rear

Leg

Weapon

POPCORN WITH DRAXX



Dweemish the Hamsterian™

Shoulder
Weapon

POD

POD

POD

POD

POD

Power:

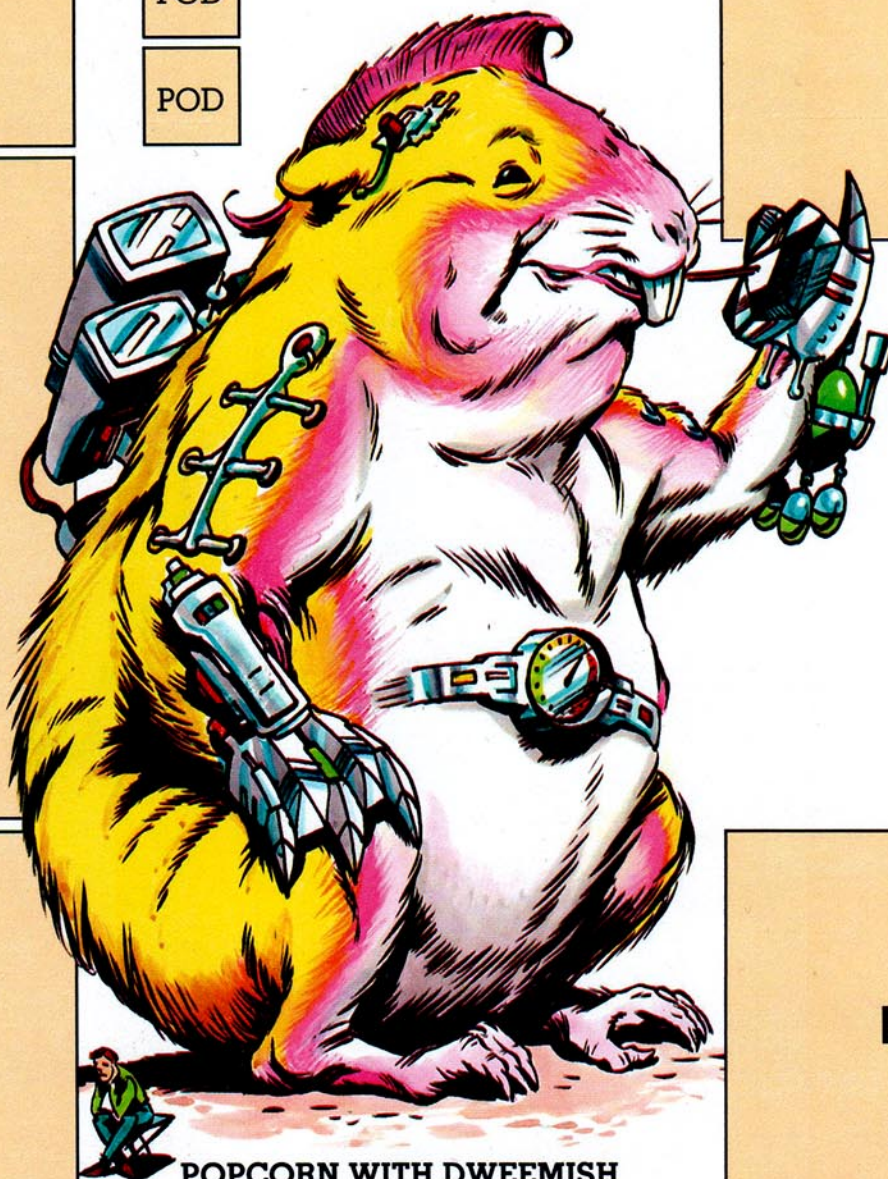
Can burrow beneath one area per turn. Ignores terrain and units in that area.

Shoulder
Weapon

Back
Weapon

TURN SEQUENCE

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



POPCORN WITH DWEEMISH

Rear
Leg
Weapon

Rear
Leg
Weapon

POD

POD

POD

POD

POD

Elvin the Tyrexian™

Power:

Any weapon without a range has a range of one area when Elvin uses it. Weapons that normally have ranges are unaffected.

Shoulder
Weapon

Shoulder
Weapon

Front
Leg
Weapon

Front
Leg
Weapon

POPCORN WITH ELVIN

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

Filmoore the Tricerian™

Head
Weapon

Head
Weapon

Back
Weapon

Power:

Add +3 to power values
of all ranged weapons.

TURN SEQUENCE

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

POPCORN WITH FILMOORE

Back
Weapon

Gruz the Ursinoid™

POD

POD

POD

POD

POD

Power:

Immune to one weapon per combat (choose which weapon before weapons are revealed in combat).

Choose from:

Blasters	Flamers
Lasers	Missiles
Sluggers	Sonics

Front

Leg

Weapon

Front

Leg

Weapon

TURN SEQUENCE

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

Tummy

Weapon

Tummy

Weapon

POPCORN WITH GRUZ



POD

POD

POD

POD

POD

Hoag the Kangaroid™

Power:

Can carry any of his popcorn that start the turn in same area as Hoag.

POPCORN WITH HOAG

Head

Weapon

Back
Weapon

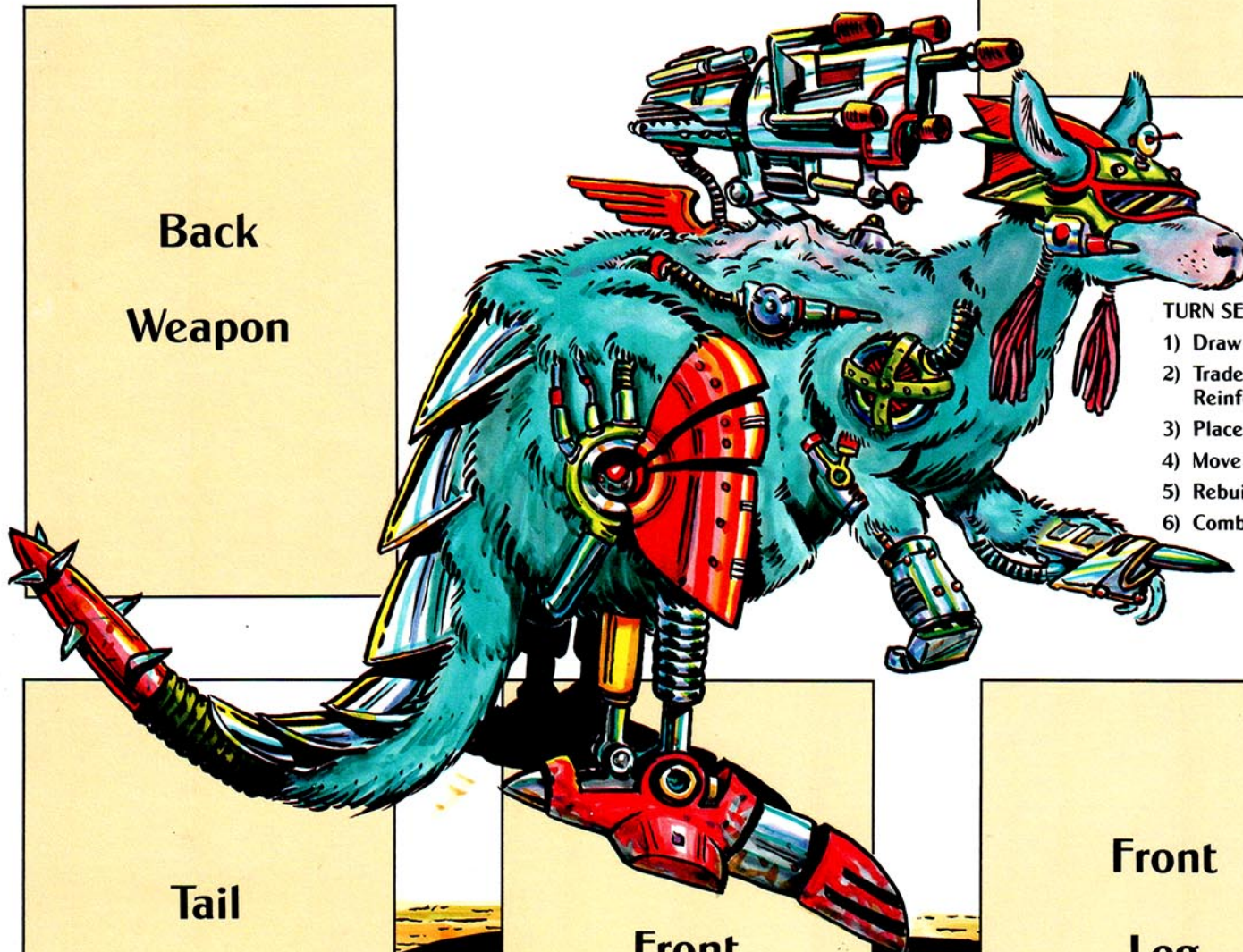
TURN SEQUENCE

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

Tail
Weapon

Front
Leg
Weapon

Front
Leg
Weapon



Kizaro the Chimpanzero™

POD

POD

POD

POD

POD

Power:

Can fly six areas per turn. Ignores terrain and units in areas passed through.

Arm
Weapon

Arm
Weapon

Back
Weapon

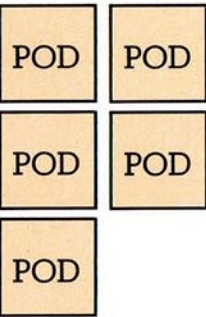
- TURN SEQUENCE**
- 1) Draw Turn Cards
 - 2) Trade Cards/Reinforcements
 - 3) Place Pods
 - 4) Move
 - 5) Rebuild & Refit
 - 6) Combat

Back
Weapon

POPCORN WITH KIZARO



Muskor the Oxoid™



Power:

Gets a +4 bonus to defense total (only when defending against an attack).

TURN SEQUENCE

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

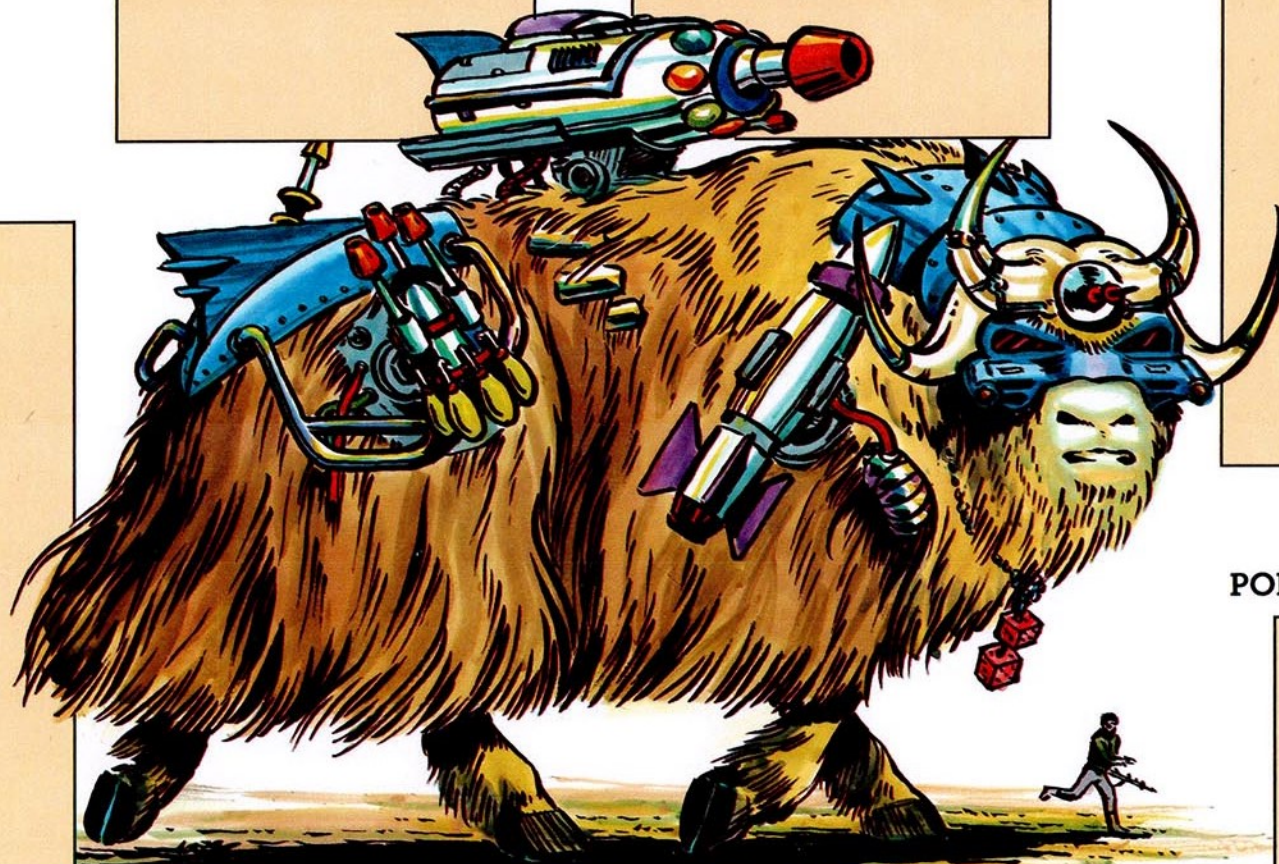
Back
Weapon

Shoulder
Weapon

Shoulder
Weapon

Rear
Weapon

POPCORN WITH MUSKOR



Onko the Gorillian™

POD

POD

POD

POD

POD

POPCORN WITH ONKO

Power:

Gets a +4 bonus to attack total (only when attacking).

**Shoulder
Weapon**

**Shoulder
Weapon**

TURN SEQUENCE

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

**Arm
Weapon**

**Arm
Weapon**



Power:

Picks up any weapon card lost in combat or discarded. Cannot pick up his own lost or discarded weapons.

Scav the Vulturian™

POD

POD

POD

POD

POD

Head

Weapon

POPCORN WITH SCAV



Arm

Weapon

Arm

Weapon

TURN SEQUENCE

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

Squawwk the Penguinoid™

Flipper
Weapon

POD

POD

POD

POD

POD

Power:

Can freeze one bioborg or all popcorn in one area at any time during its move. Must roll 1d6. If result is less than or equal to number of pods Squawwk carries, freeze succeeds. If result is greater, freeze fails. A 1 always succeeds.

TURN SEQUENCE

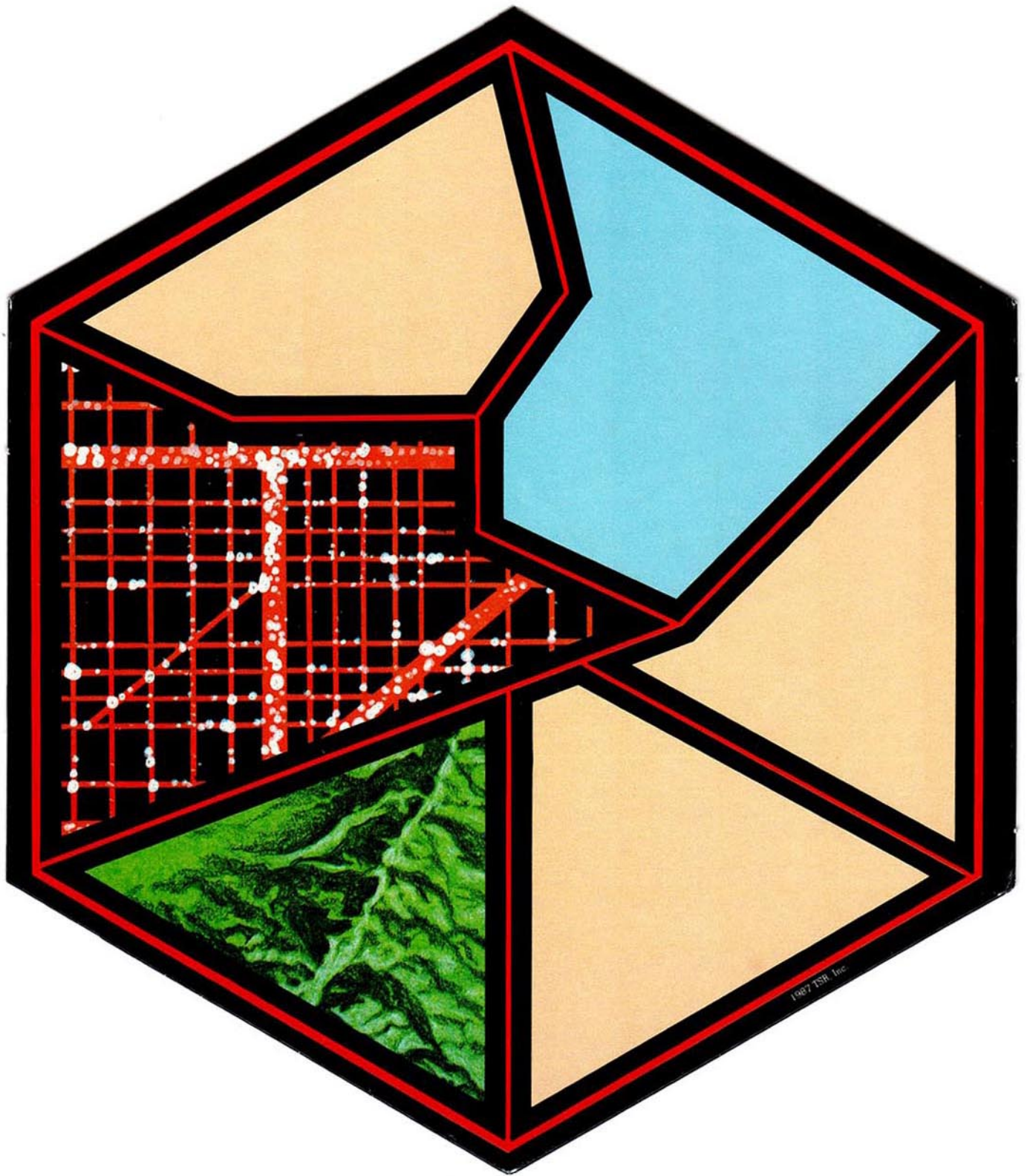
- 1) Draw Turn Cards
- 2) Trade Cards/Reinforcements
- 3) Place Pods
- 4) Move
- 5) Rebuild & Refit
- 6) Combat

Flipper
Weapon

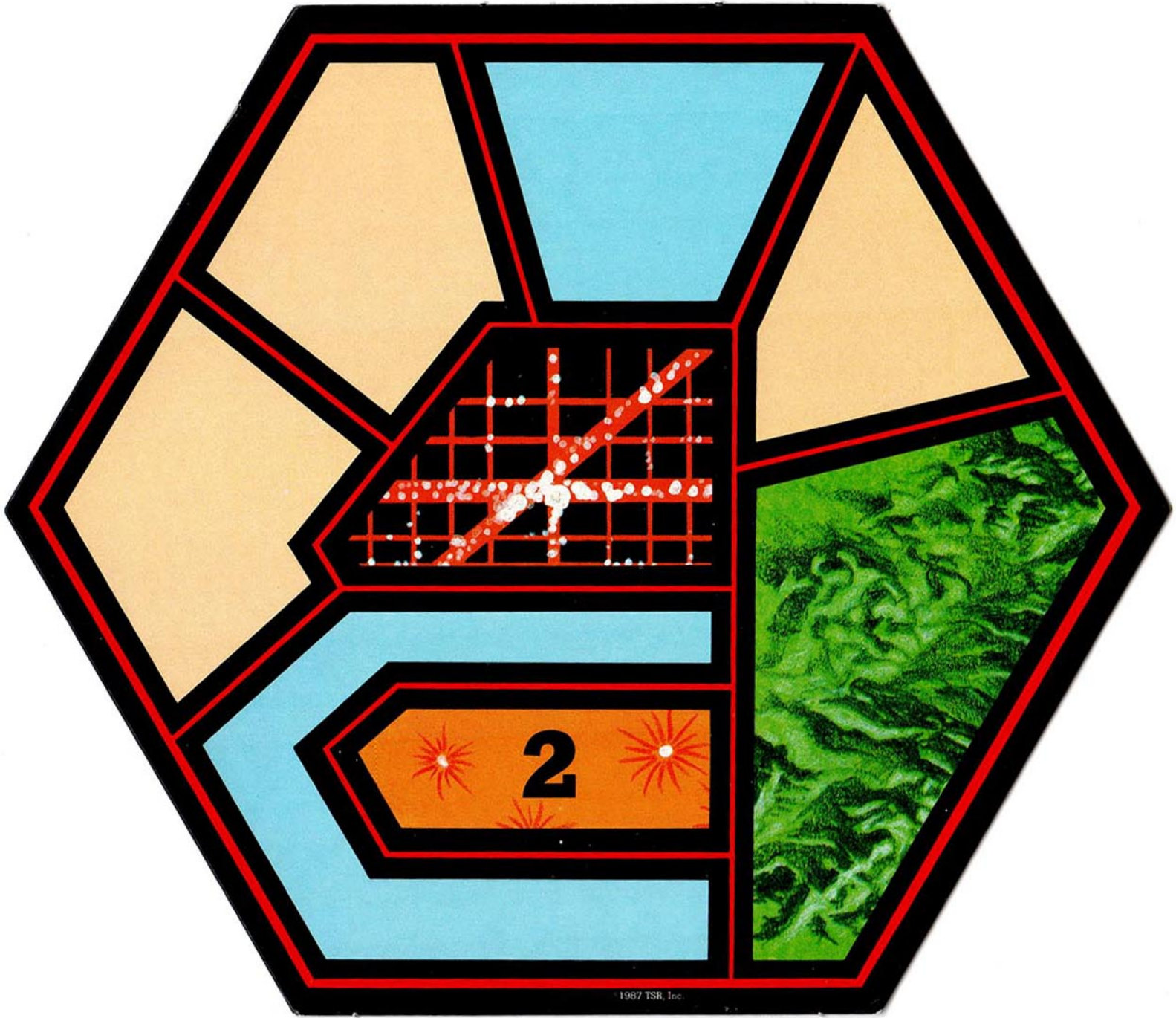
Tummy
Weapon

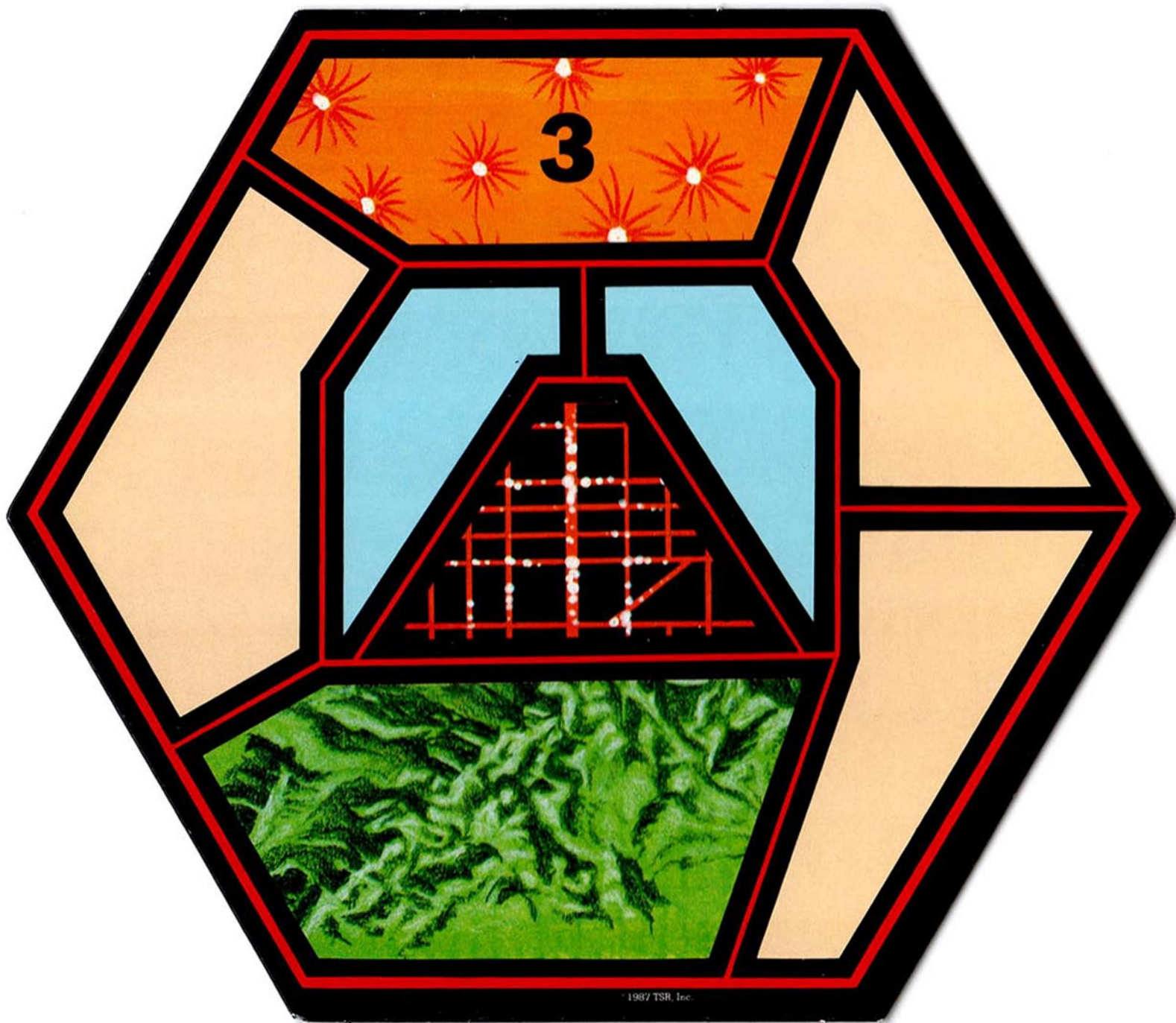
Tummy
Weapon

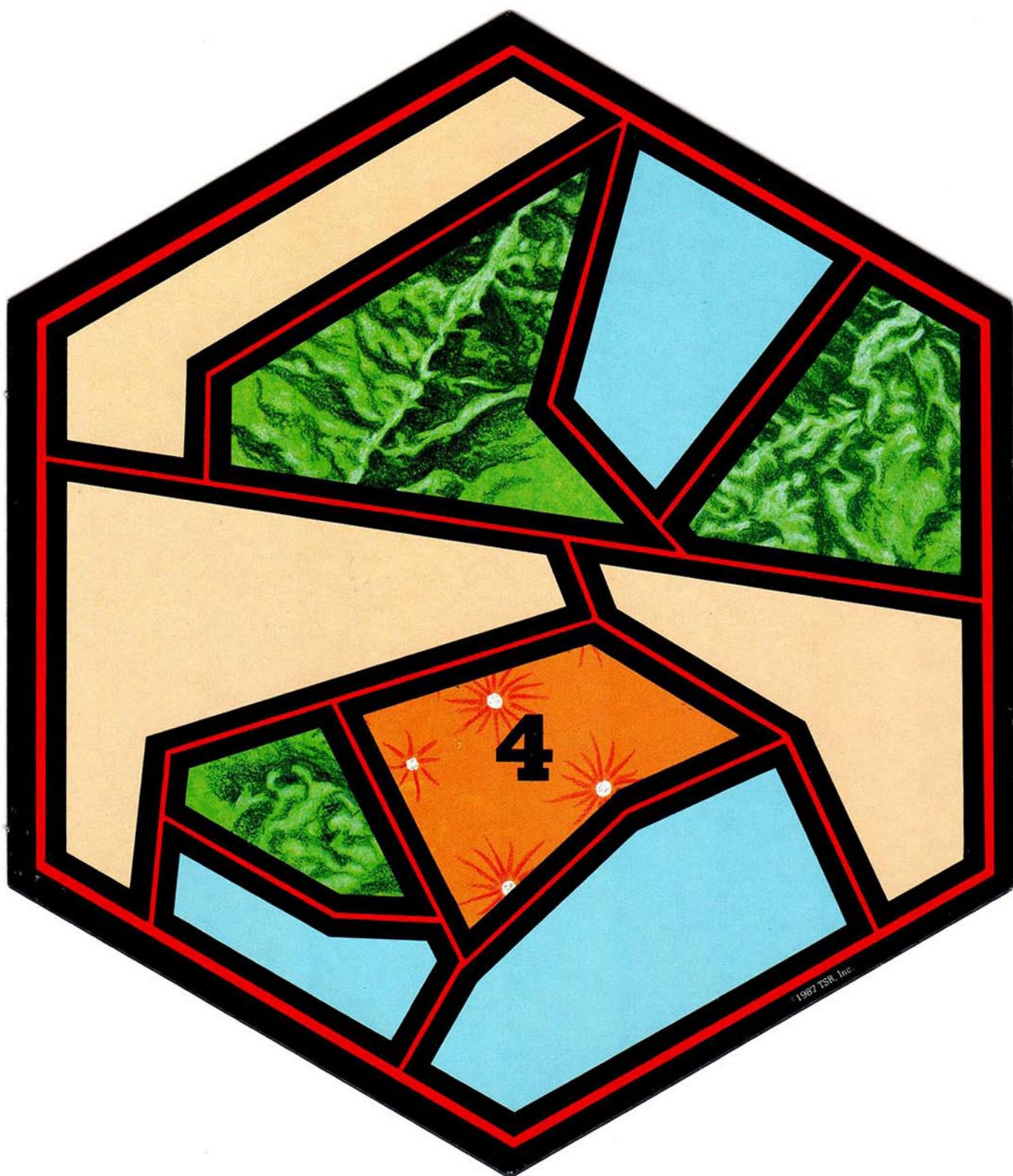
POPCORN WITH SQUAWWK



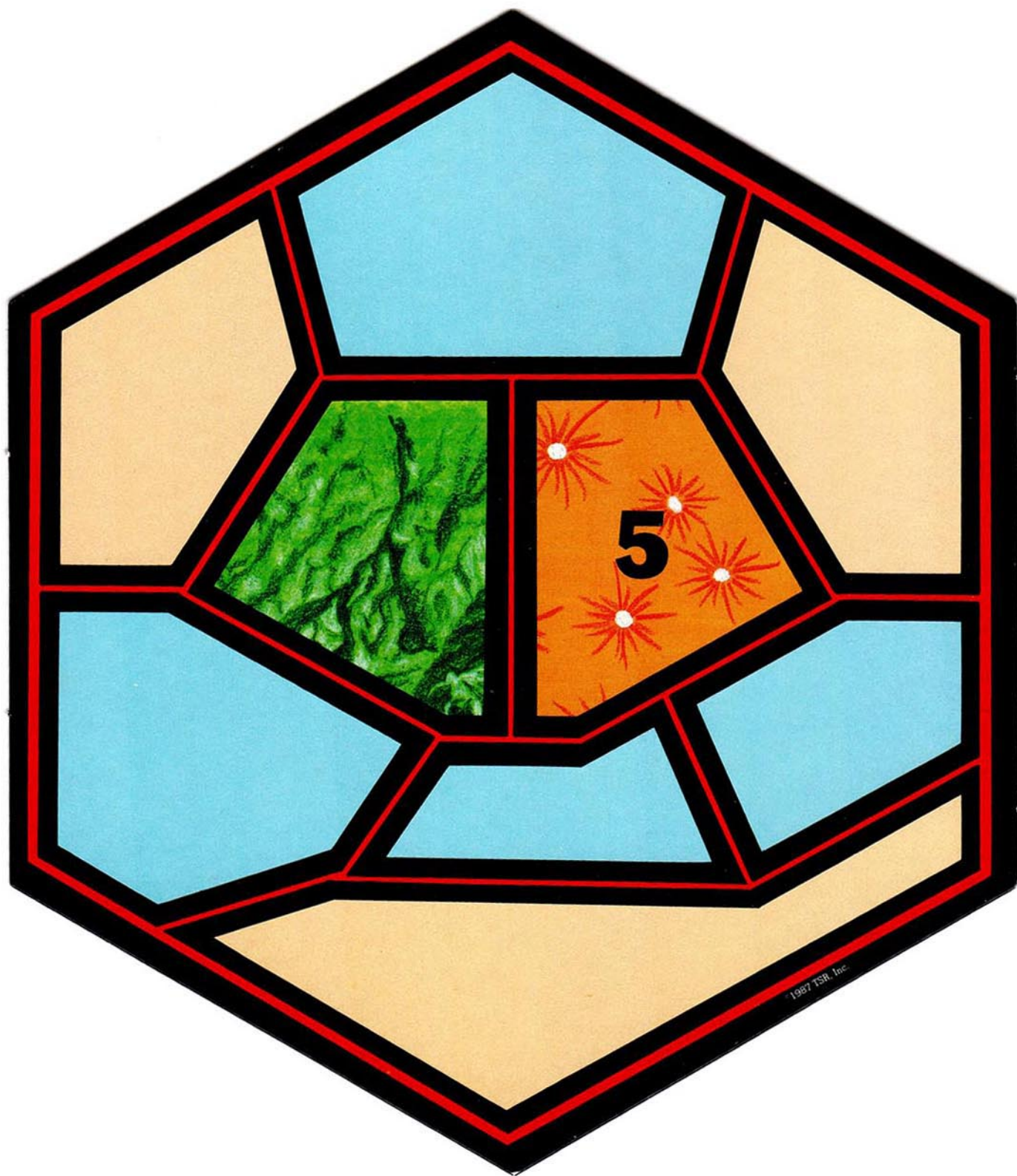
1987 TSR, Inc.



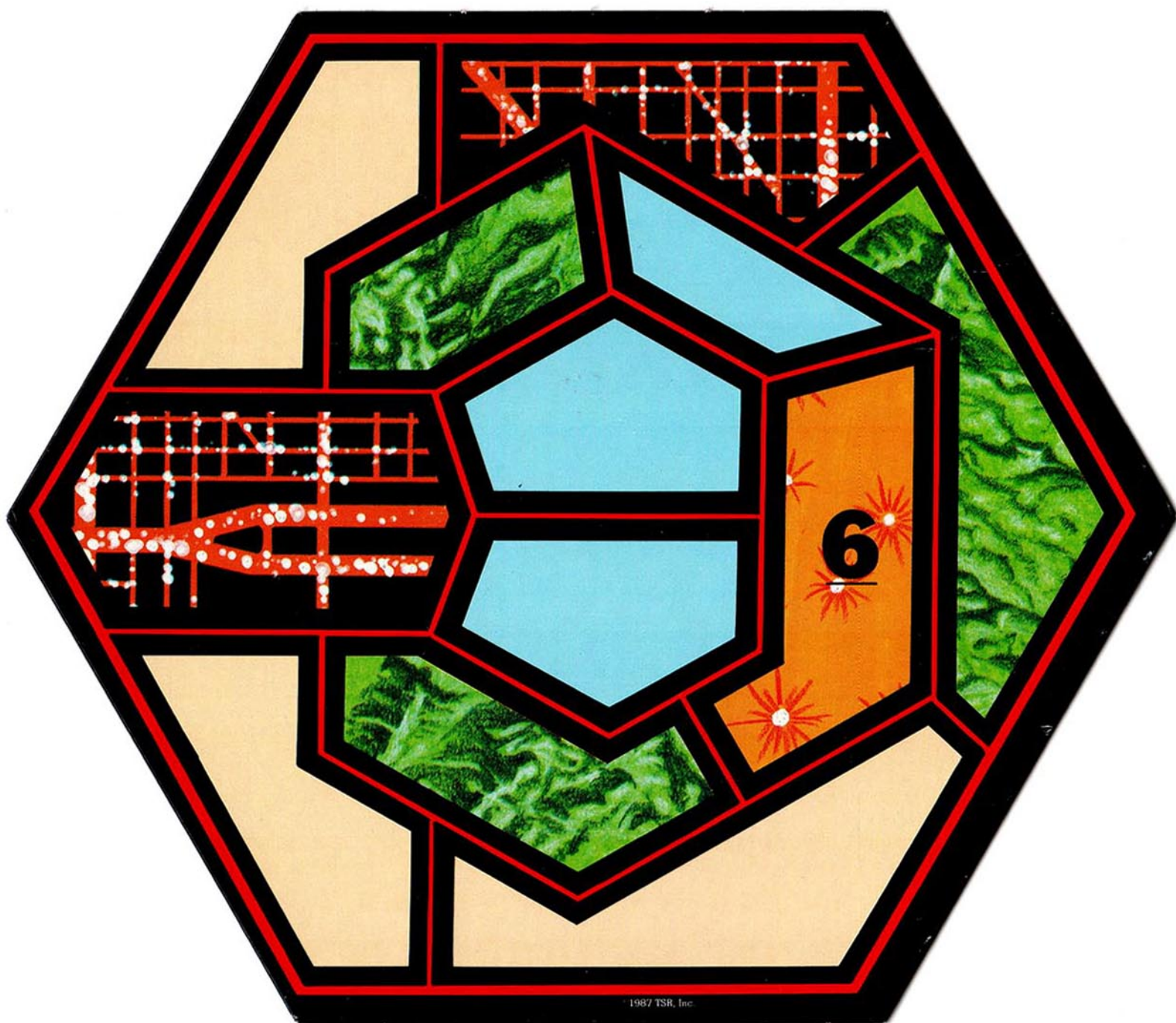


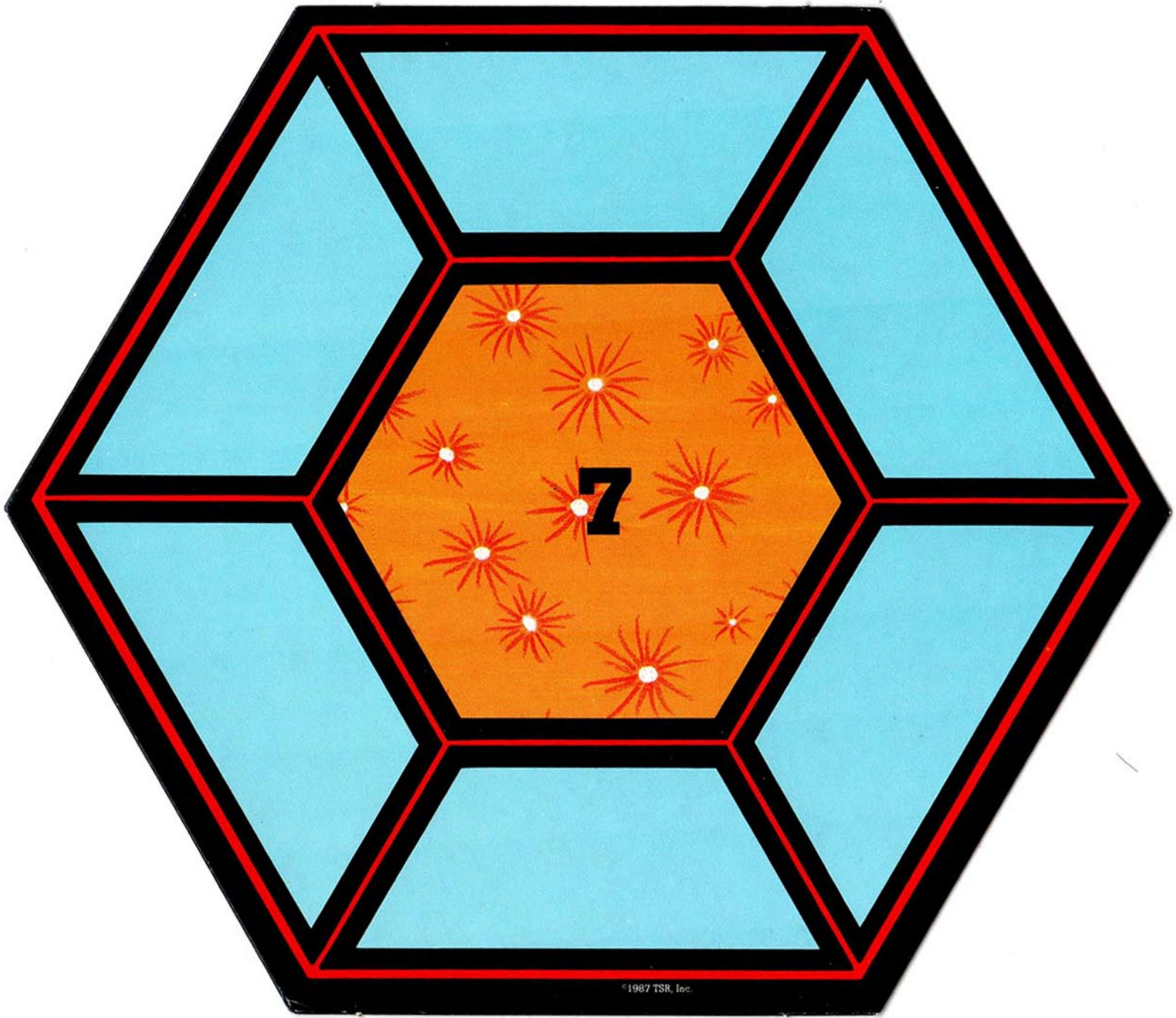


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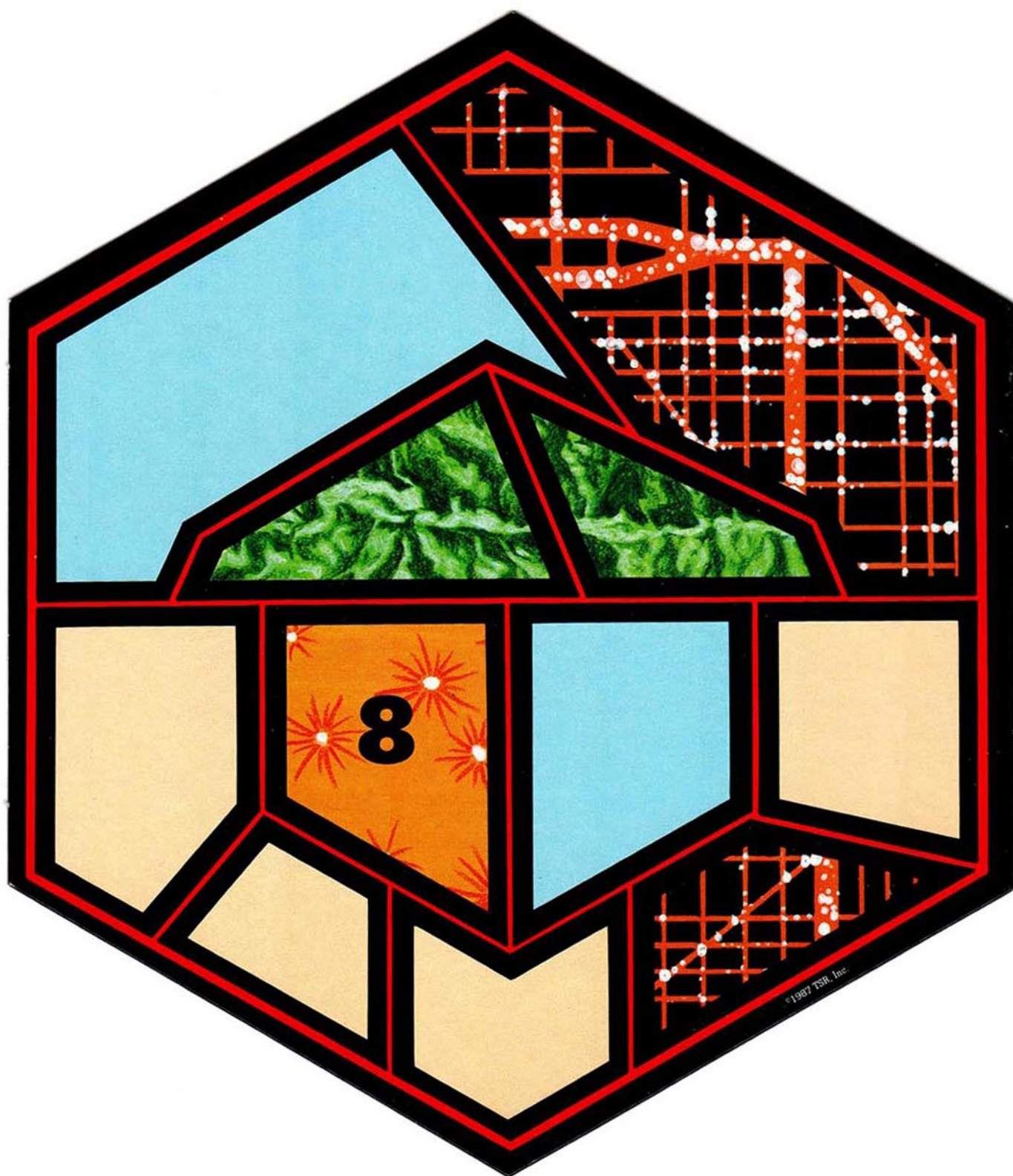


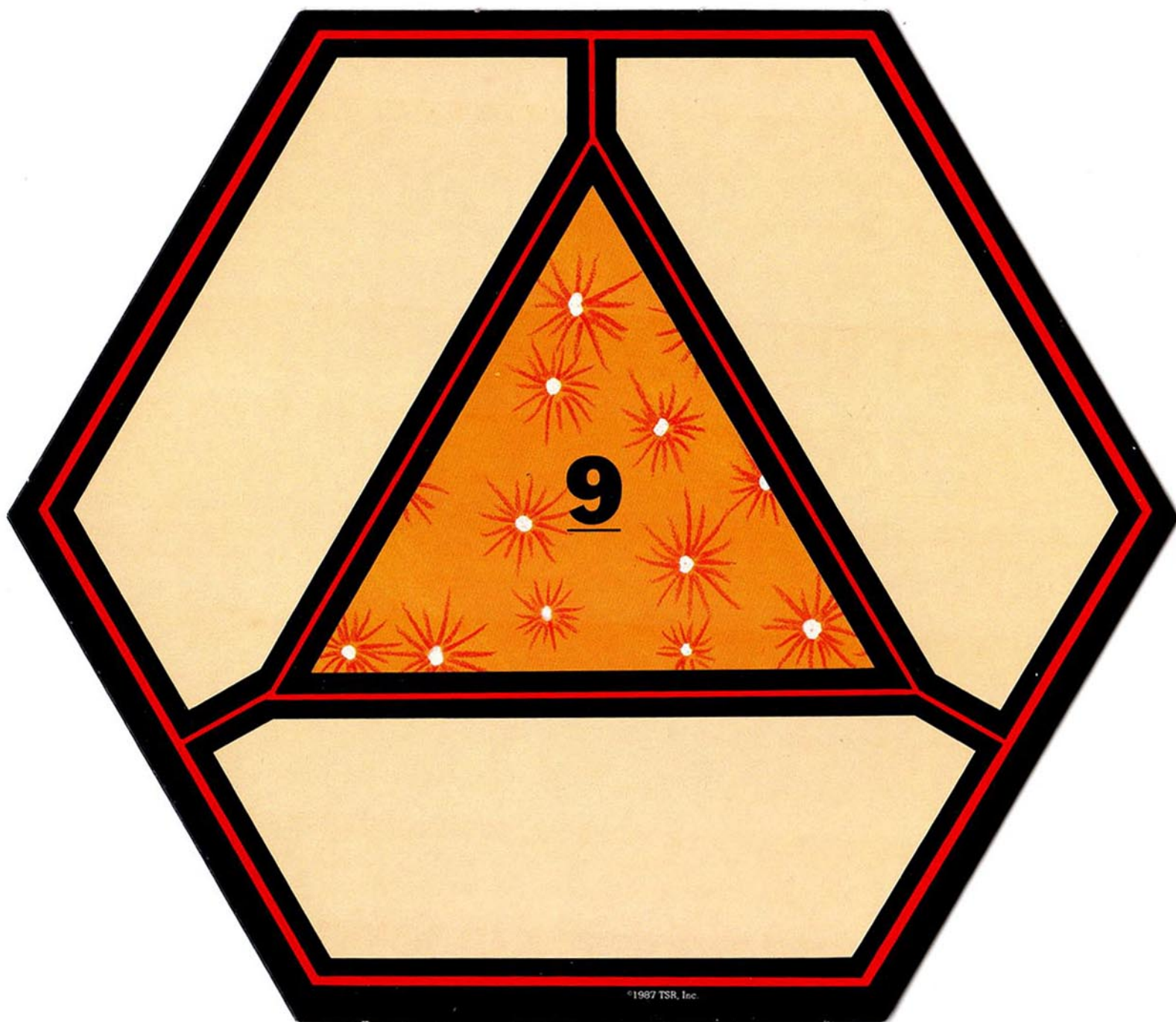
© 1987 TSR, Inc.

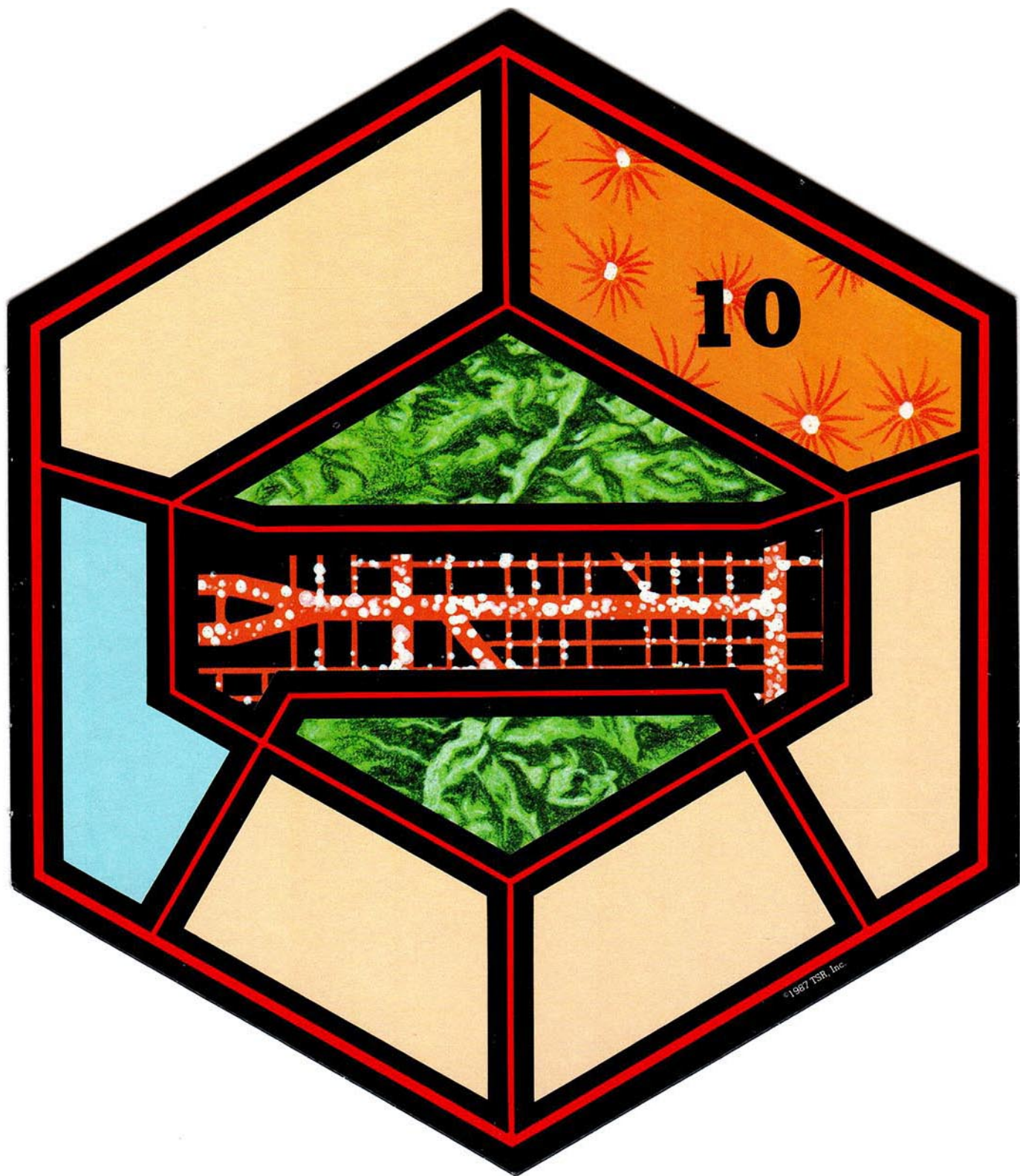


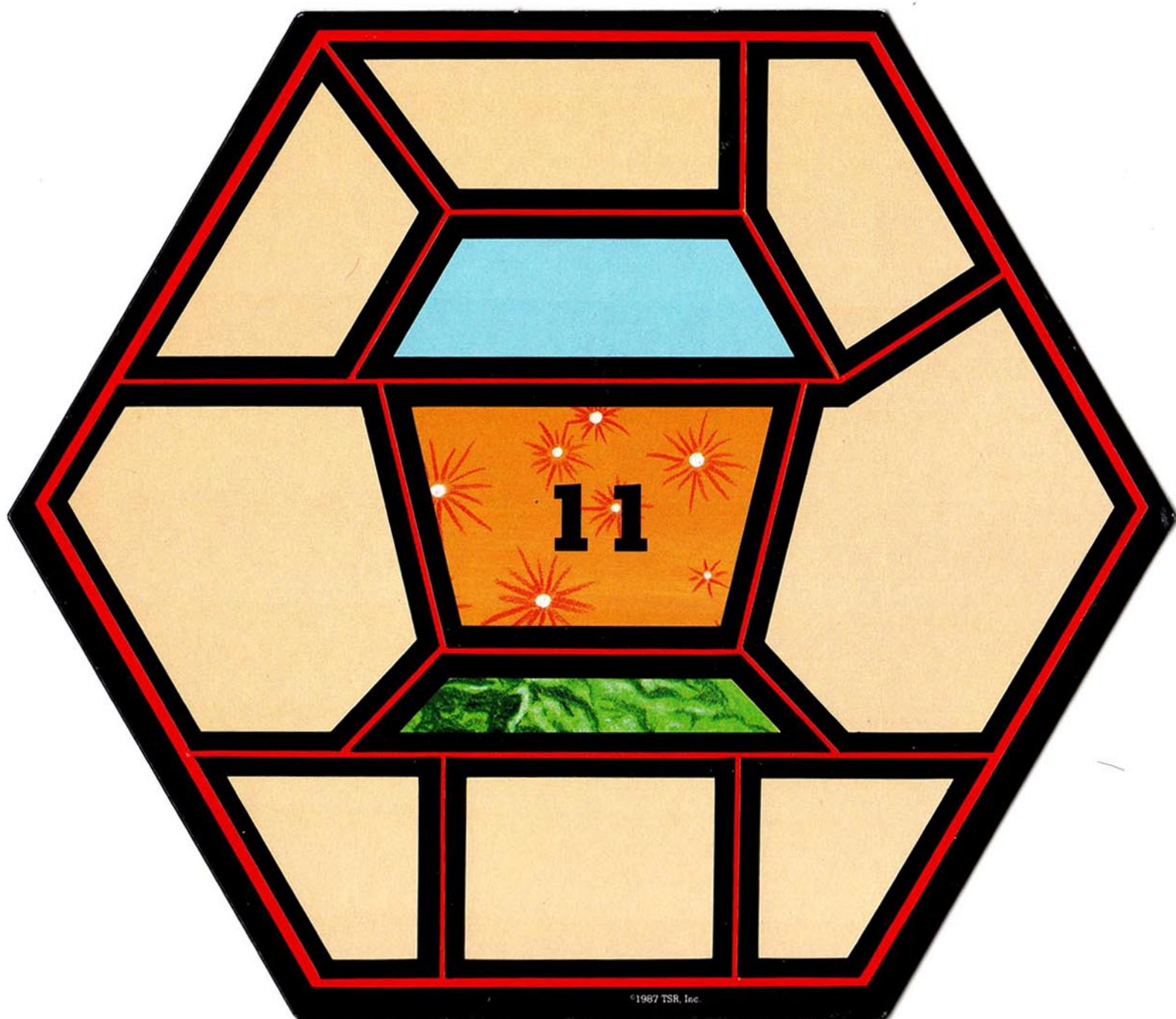


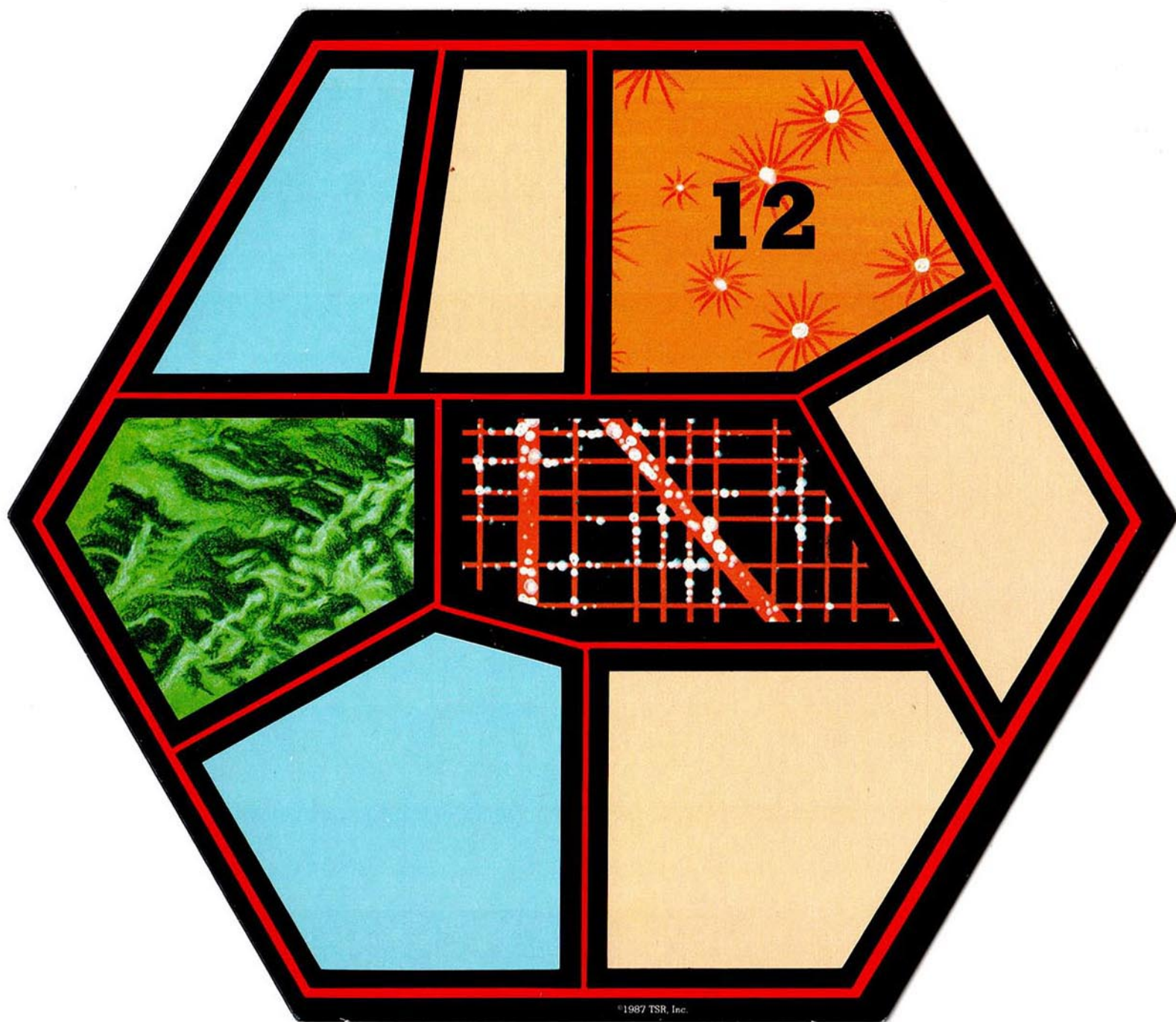
©1987 TSR, Inc.

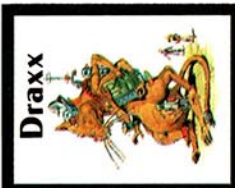
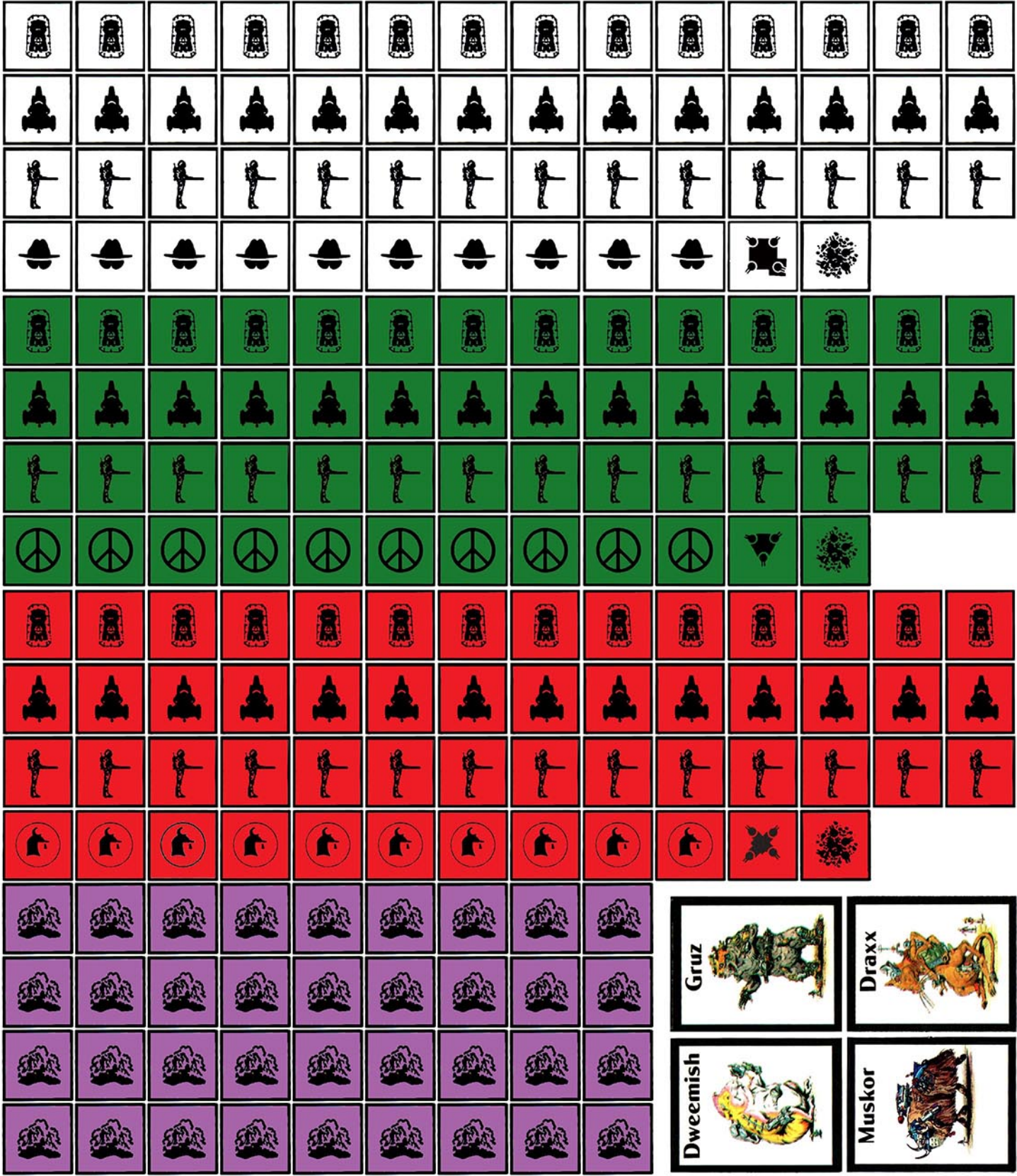


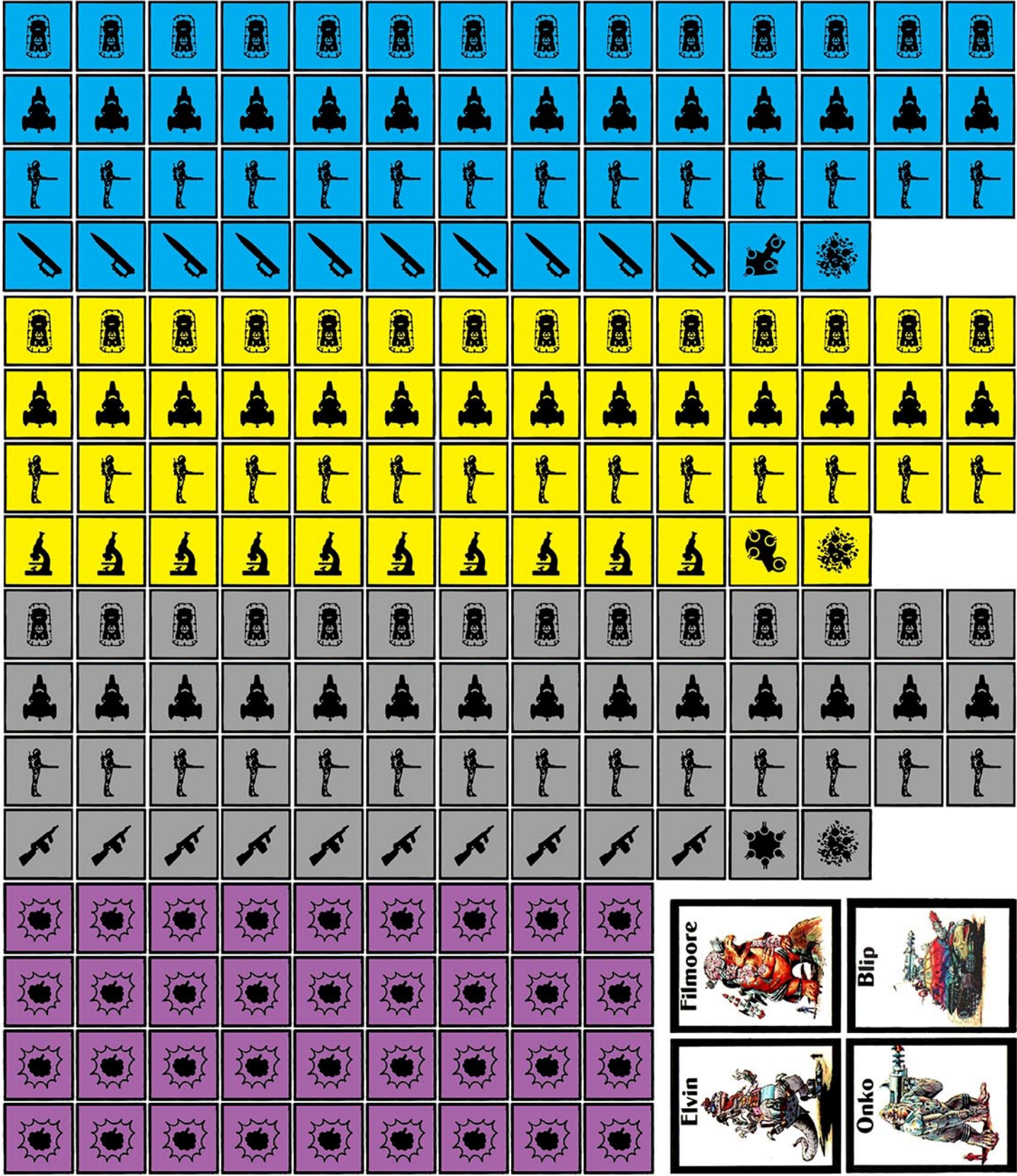












The Men in Black



POD

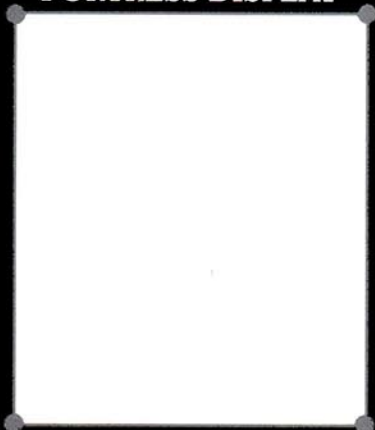
POD

POD

POD

POD

FORTRESS DISPLAY



MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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FOWLOTEs



POD

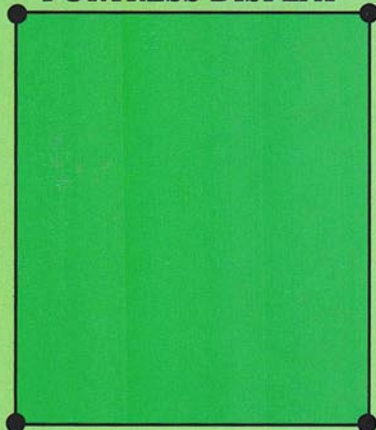
POD

POD

POD

POD

FORTRESS DISPLAY



MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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Lab Rats



POD

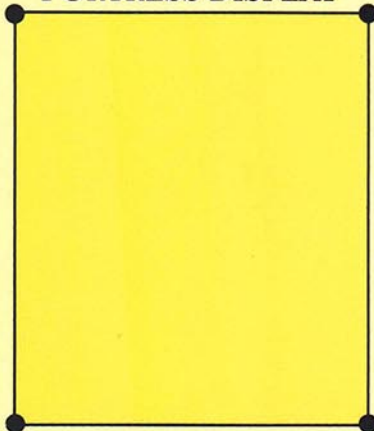
POD

POD

POD

POD

FORTRESS DISPLAY



MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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Crimson Moon



POD

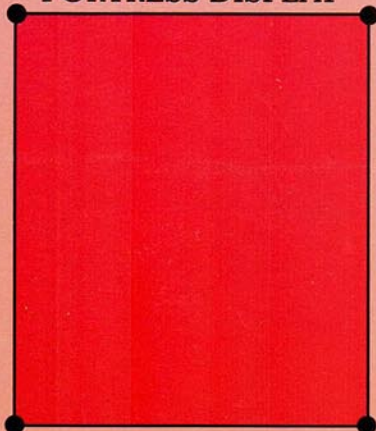
POD

POD

POD

POD

FORTRESS DISPLAY



MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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Dah Boys



POD

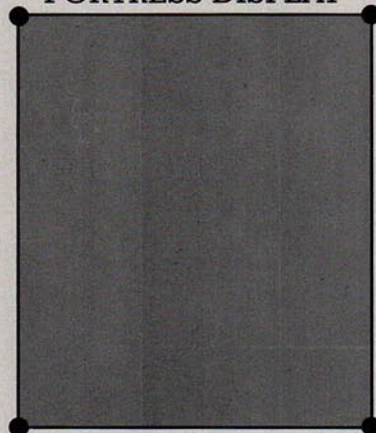
POD

POD

POD

POD

FORTRESS DISPLAY



MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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Rayzors



POD

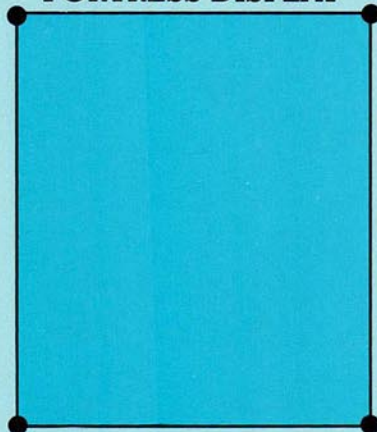
POD

POD

POD

POD

FORTRESS DISPLAY



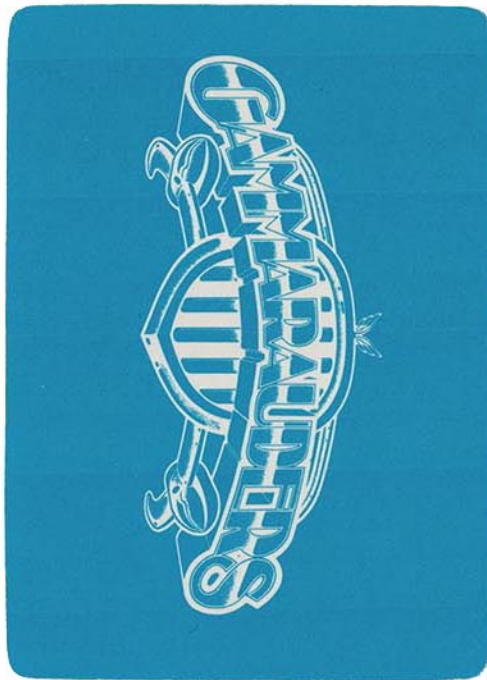
MOVEMENT

Soldiers = 3
Hover tanks = 4
Bioborgs = 6
Gammajets = Unlimited

TERRAIN

Mountains: No tanks
Water: No soldiers
Bioborgs move 1/turn
City: Stop when entering
(except jets) until
stomped

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GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

1

TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

2

TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

3

TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

4

TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

5

TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

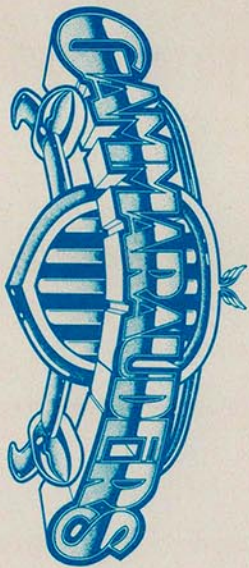
GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

TURN CARD

6

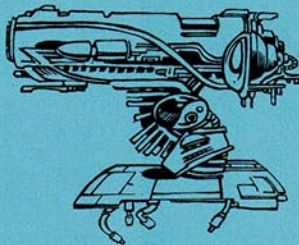
TURN CARD

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS



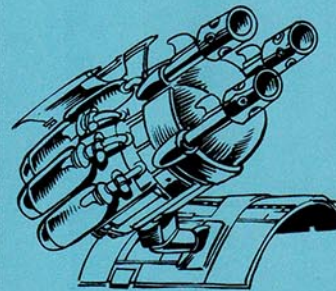
6

Helio-Conic Slugger



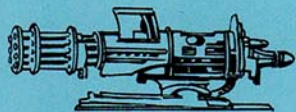
6

Holo-Magnetic Flamer



8*

Macrotechnic Popgun



* Works only on army
units (even if they're
in a fortress).

Power value = 0 if a
bioborg is in the enemy
forces.

8*

Macrotechnic Popgun

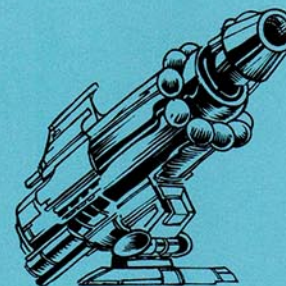


* Works only on army
units (even if they're
in a fortress).

Power value = 0 if a
bioborg is in the enemy
forces.

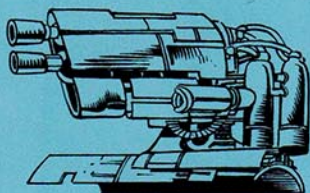
7

Multihelical Slugger



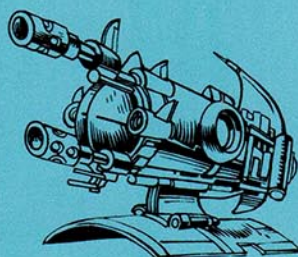
8

Neonuclear Flamer



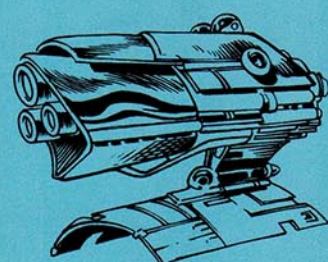
7

Ortho-Charged Flamer



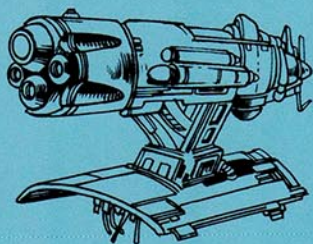
10

Quasi-Spacial Slugger



8

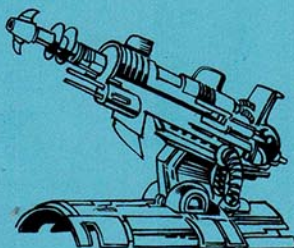
Supra-Axial Slugger



8

Range 1

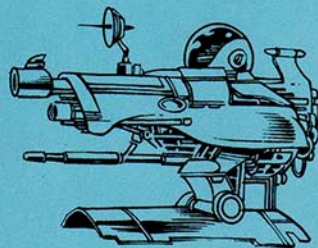
Duodigital Laser



5

Range 1

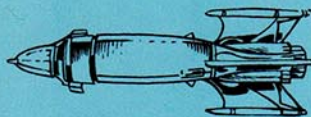
Gyrogravitic Blaster



6

Range 2

Hyperflux Missile

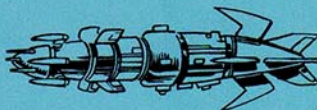


One-shot weapon!
Discard after use.

8

Range 2

Intra-Galactic Missile

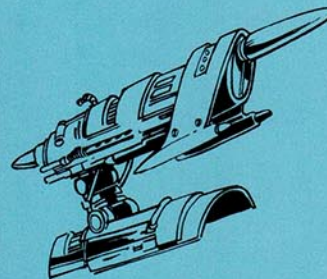


One-shot weapon!
Discard after use.

6

Range 1

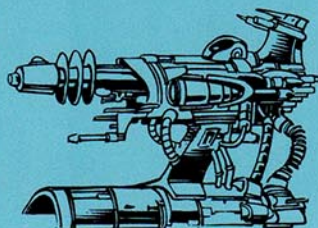
Uni-Chromic Laser



10

Range 1

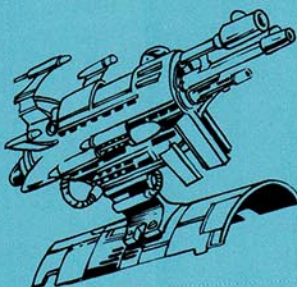
MegaSpectral Laser



7

Range 1

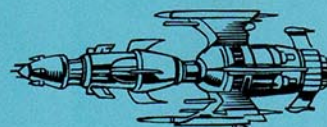
Para-Temporal Blaster



10

Range 2

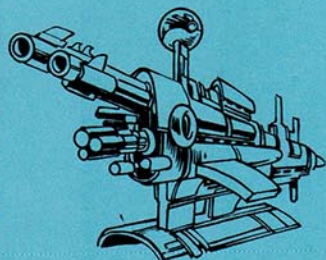
Trans-Cosmic Missile



One-shot weapon!
Discard after use.

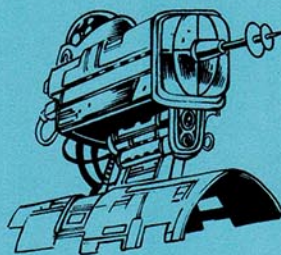
9
Range 1

Ultrachronic
Blaster



4

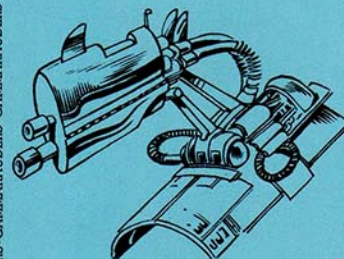
Anti-Impact
Plasma Projector



Immunity: Sluggers

3

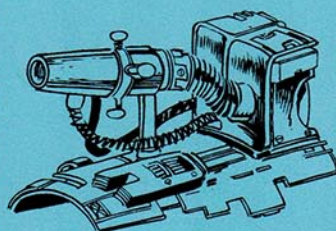
Autoreflective
Gas Emissions



Immunity: Lasers

3

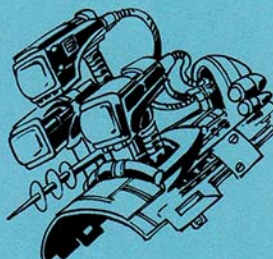
Bi-Hyperbolic
Water Cannon



Immunity: Flamers

5

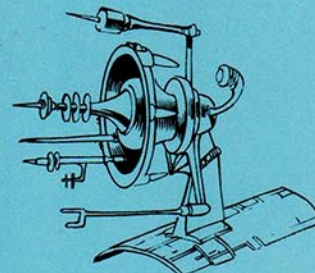
Contrasonic
Plasma Projector



Immunity: Sluggers

3

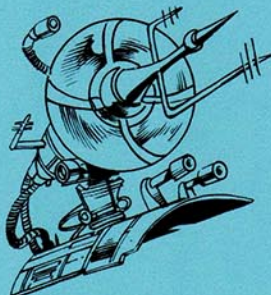
Exospacial
Psionic Aura



Immunity: Blasters

5

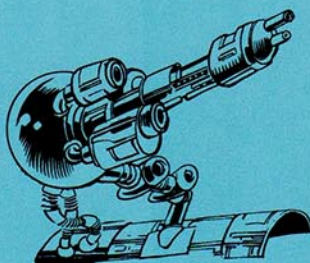
Holo-Neural
Psionic Aura



Immunity: Blasters

4

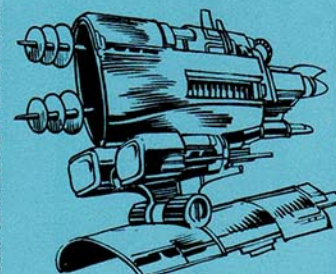
Iso-Parabolic
Water Cannon



Immunity: Flamers

6

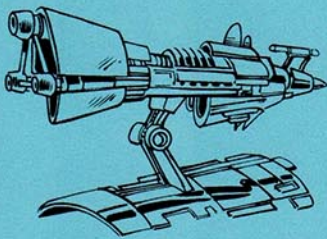
Magneto-Inertial
Plasma Projector



Immunity: Sluggers

3

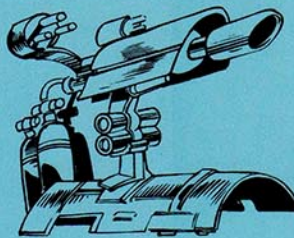
Microcellular Ion Beamer



Immunity: Missiles

6

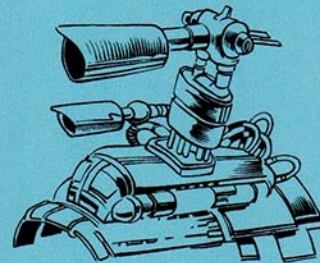
Neo-Osmotic Gas Emissions



Immunity: Lasers

4

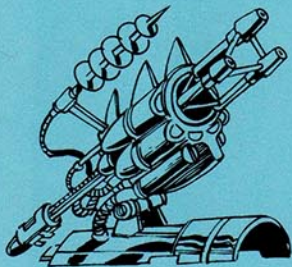
Omni-Ionized Gas Emissions



Immunity: Lasers

4

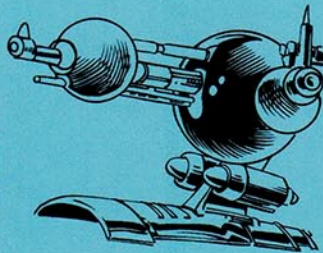
Omnistatic Ion Beamer



Immunity: Missiles

5

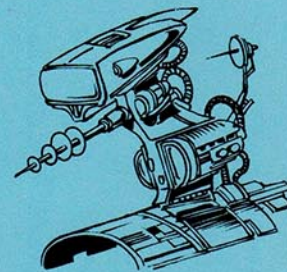
Polythermic Water Cannon



Immunity: Flamers

3

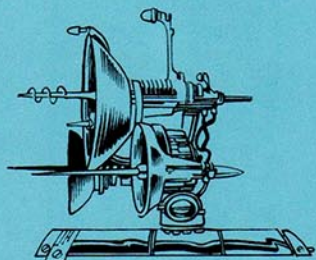
Spectro-Kinetic Plasma Projector



Immunity: Sluggers

4

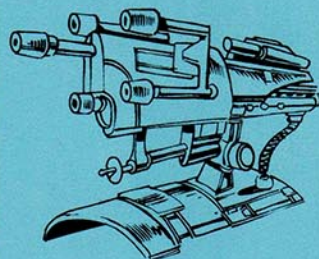
Triharmonic Psionic Aura



Immunity: Blasters

6

Ultra-Stellar Ion Beamer



Immunity: Missiles

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



Any

- 1 Card = 2 Army Units
- 2 Cards = 5 Army Units
- 3 Cards = 8 Army Units
- 4 Cards = All Available Army Units

Play during Step 2 of turn.

Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



Any

- 1 Card = 2 Army Units
- 2 Cards = 5 Army Units
- 3 Cards = 8 Army Units
- 4 Cards = All Available Army Units

Play during Step 2 of turn.

Discard after use.

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Play during Step 2 of turn.

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GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



GAMMAJETS

- 1 Card = 2 Jets
- 2 Cards = 5 Jets
- 3 Cards = 8 Jets
- 4 Cards = All Available Jets

Play during Step 2 of turn.

Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

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REINFORCEMENTS



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Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



HOVERTANKS

- 1 Card = 2 Tanks
- 2 Cards = 5 Tanks
- 3 Cards = 8 Tanks
- 4 Cards = All Available Tanks

Play during Step 2 of turn.

Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

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REINFORCEMENTS



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Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



SOLDIERS

- 1 Card = 2 Soldiers
- 2 Cards = 5 Soldiers
- 3 Cards = 8 Soldiers
- 4 Cards = All Available
Soldiers

Play during Step 2
of turn.

Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

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REINFORCEMENTS



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Discard after use.

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REINFORCEMENTS



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GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

REINFORCEMENTS



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- 1 Card = 2 Soldiers
- 2 Cards = 5 Soldiers
- 3 Cards = 8 Soldiers
- 4 Cards = All Available
Soldiers

Play during Step 2
of turn.

Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

CONSTRUCTION 'BOTS WERE HERE!

This card enables you to rebuild *any* trashed fortress.

Play at any time.
Discard after use.

FACTOID

CONSTRUCTION 'BOTS WERE HERE!

This card enables you to rebuild *any* trashed fortress.

Play at any time.
Discard after use.

FACTOID

COSMIC RAYS!

Pod mutation increases. Each player rolls two dice and places a pod in the indicated area.

Play Immediately!
Discard after use.

FACTOID

EARTHQUAKE!

When you play this card, you can ruin one city area of your choice. This does not affect fortresses.

Play at any time.
Discard after use.

FACTOID

EXIT, STAGE LEFT!

Combat odds against you? Move all your combatant units from one area into an adjacent area. No other players can attack these units this turn.

Play during step 6, before pods are declared.
Discard after use.

FACTOID

FACTOID VOID!

This card negates any Factoid card played against anyone (including you). It does *not* negate "Play Immediately" cards.

Play at any time.
Place both cards in the discard pile.

FACTOID

FACTOID VOID!

This card negates any Factoid card played against anyone (including you). It does *not* negate "Play Immediately" cards.

Play at any time.
Place both cards in the discard pile.

FACTOID

FIVE-FINGER DISCOUNT

Your bioborg can steal one pod from another player's unit in the same area or in an adjacent area. Can steal from a fortress.

Play at any time.
Discard after use.

FACTOID

FORTRESS PLUMBING REPAIRED!

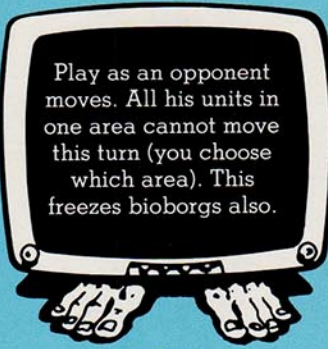
Morale improves—each soldier in your fortress *defends* as two units during this turn only.

Play at any time.
Discard after use.

FACTOID

FREEZE

Play as an opponent moves. All his units in one area cannot move this turn (you choose which area). This freezes bioborgs also.

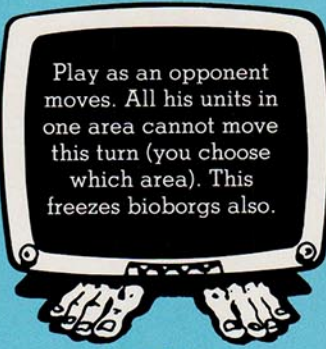


Play during opponent's move.
Discard after use.

FACTOID

FREEZE

Play as an opponent moves. All his units in one area cannot move this turn (you choose which area). This freezes bioborgs also.



Play during opponent's move.
Discard after use.

FACTOID

GATE CRASHERS

Play this to move your units from one area into an adjacent area to join a battle.



Play when allies are requested during a battle.
Discard after use.

FACTOID

GATE CRASHERS

Play this to move your units from one area into an adjacent area to join a battle.

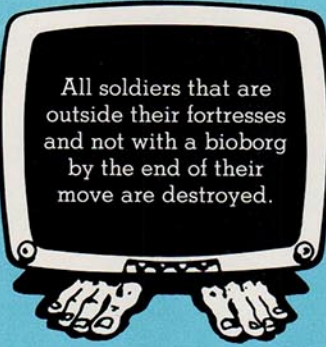


Play when allies are requested during a battle.
Discard after use.

FACTOID

HEATWAVE

All soldiers that are outside their fortresses and not with a bioborg by the end of their move are destroyed.



Play Immediately!
Discard after use.

FACTOID

HURRICANES!

When you play this card, all gammajets are grounded and cannot fly for the rest of the turn.



Play at any time.
Discard after use.

FACTOID

HYPNOSIS

This card enables you to choose the card your opponent's bioborg plays as a weapon in combat. Pick without seeing his cards.



Play before weapons are revealed in combat.
Discard after use.

FACTOID

LANDSLIDES!

Hidden passes enable your hoverships to cross one mountain area during your move. Choose which mountain area. Your tanks cannot end their movement in a mountain area.



Play during your move.
Discard after use.

FACTOID

THE LOST PATROL

Play when you are attacked. Roll one die (1d6). That many of the opponent's popcorn units disappear from the attacking forces. You choose which units.



Play when attacked, but before pods are declared.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

MASS MUTATE!



Play Immediately!
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

MINDMELD



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

MUTATE



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

MUTATE



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID



POD BONANZA!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID



POD BONANZA!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID



POD BONANZA!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID



POD BONANZA!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID



POD BONANZA!



Play at any time.
Discard after use.

FACTOID



POD BONANZA!

Pod appears in pod
area of player's choice!

Play at any time.
Discard after use.

FACTOID

POWER ZAP!

Play this card to negate
one bioborg's special
power for this turn only.

Play at any time.
Discard after use.

FACTOID

POWER ZAP!

Play this card to negate
one bioborg's special
power for this turn only.

Play at any time.
Discard after use.

FACTOID

RAPID OXIDATION!

When you play this on
an opponent, remove
one weapon card from
his bioborg layout
sheet (don't look at his
cards before picking).
Discard the weapon.

Play at any time except
after player has chosen a
weapon for combat.
Discard after use.

FACTOID

REVERSE COMBAT RESULT!

This card exchanges
the attack and defense
totals of a battle. The
loser now wins. *Cannot
be used to aid the
attacker.*

Play after someone
(including yourself)
loses a battle.
Discard after use.

FACTOID

REVERSE COMBAT RESULT!

This card exchanges
the attack and defense
totals of a battle. The
loser now wins. *Cannot
be used to aid the
attacker.*

Play after someone
(including yourself)
loses a battle.
Discard after use.

FACTOID

RUNNING BROAD JUMP

Your bioborg can move
7 areas during the turn
in which you play this
card. It can also leap
over 1 obstacle area
(city, water, or area
with a bioborg) as part
of this move.

Play during your move.
Discard after use.

FACTOID

RUNNING BROAD JUMP

Your bioborg can move
7 areas during the turn
in which you play this
card. It can also leap
over 1 obstacle area
(city, water, or area
with a bioborg) as part
of this move.

Play during your move.
Discard after use.

FACTOID

SLEIGHT-OF-HAND

When you play this
card, you can
exchange your
remaining hand of
cards for up to five
cards from any
player's hand.

Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

SLUGNOID RAID!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

SLUGNOID RAID!



Play at any time.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

SUBSTITUTE

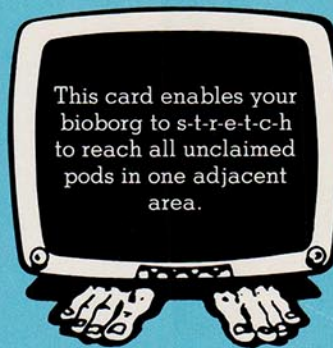


Play when someone discards a card.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

TAFFY LIMBS



Play during your move.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

TELEPORT



Play when you move.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

TELEPORT



Play when you move.
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

FACTOID

UPHEAVAL!



Play Immediately!
Discard after use.

GAMMARAUDERS•GAMMARAUDERS•GAMMARAUDERS

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GAMMARAUDERS™

Game of Creatures and Chaos!



Revving up their Inertio-Stabilized Wombatanks, Dah Boys watch nervously as two clouds of dust converge on their fortress. Suddenly, through the parting dust, they see the mighty forms of Elvin, the tough techno tyrexian, and Hoag, the renegade kangaroid, barreling toward the fort with hover tanks churning the ground behind them. Overhead, gammajets race forward, displaying the nasty knife-and-knuckles symbol of the Rayzors.

As they finger their neutronic tommy-blasters, Dah Boys begin to chant, "Squawwk, Squawwk, SQUAWWK!" And Squawwk answers.

From the deep, dark, dank depths of the fortress comes the echoing reply. The 50-foot-tall, dressed-to-kill penguinoïd takes one look at the approaching forces and says, "Squa-a-a-w-w-k? **



* "Why me?"

But Squawwk reluctantly lumbers out with Dah Boys' spiffy forces to fight for mom, podinoïd pie, and vehicles with fins.

Just another day in the radioactive lands of the Gamma Age.

The GAMMARAUDERS™ game is a wahoo brawl of world conquest and spiffy weapons with fins! The playing board consists of 12 hexagonal map pieces that can be arranged in millions of different ways, giving you a new board for every game. Each player commands a monstrous bioborg and an army of soldiers, hover tanks, and gammajets in a fast-moving free-for-all.

Get up to five of your friends and drag them into the post-nuclear holocaust world of the Gammarauders. Grab your bioborg (a huge, mutated creature decked out for full-scale war), rev up your hover tanks, collect some pods (podinoïds—the ultimate, living power packs of the future), and go out there and trash some fortresses!

Now get out there and trash them before they trash you!

All You Need for World Conquest and Loads of Fun:

- 12 mighty (and mighty ugly) bioborgs
- An easy-to-assemble world that changes for every game
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- 12 counters representing the fearsome and fearless bioborgs
- Bioborg layout sheets for you to assign your juggernaut's weapons
- Fortress display cards to hold the forces in your fortress
- 12 pages of easy-to-learn rules
- 20 pages of bioborg background, Cryptic Alliance news, and world history
- 108 playing cards containing esoteric weapons, army reinforcements, and lots of neat things you can do to your opponents

For 2 to 6 players • Ages 10 and up
Playable in 1 to 2 hours



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