

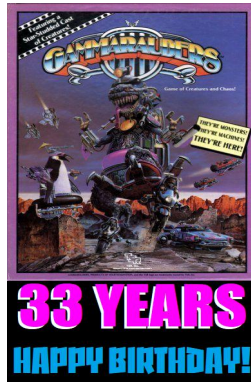
GREETINGS FROM THE BIG NADA



For Use With The

(extremely tiny) Roleplaying Game

v1.1 UPDATE HOT PATCH



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[Notice]: You will need a copy of the **Gammaraiders™ (et)RPG v1.35 Update Build** in order to use this expansion pack.

*Welcome To The First Expansion Pack For The Gammaraiders™ (et) RPG!

Handlers and Bioborgs aren't the only things living in this apocalyptic world. Not by a long shot! There are all sorts of populace to be encountered; some good, some bad, and some downright "WTF!?". This book will give you a better look at the world of **Gammaraiders™ (et)RPG**, with a buffet of new additions to your games.

As is customary, I want to point out that most of the things presented here are optional. Use the ones you like, ignore the

ones you don't. And as a guideline of good faith (and proper Boss hygiene), it's recommended that all players agree before using any of these.

Keep in mind, this is not a complete collection, but more of a starting foundation. There will be regular entries to this, as new creatures and people are discovered. The Big Nada is just that...big. Really big. I mean ridiculously amounts of big. And I would like to look at this as a cooperative effort; I'm always open to adding new material from fellow players and Bosses.

1. ALTERNATE CHARACTER CREATION

Instead of rolling dice to get a new character's Ability scores, you can use this option to get more control as to how your character is put together.

All new characters start with a score of 3 in each Ability (except Complex). You can then 'fine tune' their scores by lowering a score by -1 in order to add +1 to another (to a minimum score of 1, or a maximum score of 5). For your starting Complex score, it's 1/2 SCIENCE (rd) + 1/2 STYLE (ru).

2. MERCHANTS

*What Is The Currency Used In Gammaraiders™ (et)RPG?

You know, this is an excellent question that's been posed by many players/Bosses. Trying to install a form of currency into a game that has none can be both risky, and migraine inducing. Are they credits, actual cash, or some hybrid of the two? Well, the (un)official

response to this critical question is...chips (noted as “c”).

Now, we’re not talking about the wavy-honey-bar.b.q types. It’s more in the sense of the micro-semi-flaccid types. Everything tech-based runs on them, from weapon mounts to Popcorn warfare to even the main CPU’s of the enigmatic Factoids, the central concept remains the same.

*Using Merchants

Most things you buy or sell are done through Merchants. These micro-stores (usually of the “Mart-Of-Wall” variety) can be found in almost any city. It doesn’t mean you *will* find them in almost any city, but that you *possibly* could.

To locate a Merchant, make a STYLE check for your action (The Boss may apply **+/-mods** to this, depending on the likeliness of finding one or your familiarity of said city). As a general rule of thumb, the larger the city, the more likely you’ll a Merchant (maybe more than one). If a Merchant is found, you won’t have to make any future checks when you are in that city.

This doesn’t mean you *have* to buy and sell through Merchants. If you can strike a deal with an NPC (or a fellow Handler) directly, by all means go for it. The biggest advantage with Merchants, however, is that there’s absolutely no threat of handing over hard-earned money to a stranger, only to have them high-tail it out of Dodge without you getting the *whatever* you paid for.

*Inventory Chart

When you have found an item you wish to buy, but before actually paying for it, you need to make a quick roll on the Inventory Chart. This could alter the cost (or availability) of the item you want. If buying multiple items, you’ll need to do this for each item.

**Example: An item has a cost of 12c. I roll on the chart, and I get a 2 (a Hot Seller). The new cost is (12c x 1.5)=18c.*

Roll	Result
1	Sold Out The item you want can’t be bought at this time. The Boss will let you know when you can try again for the item.

2	Hot Seller Multiply item’s cost by x1.5 (ru).
3-4	Nada No adjusting needed.
5	On Sale Lower item’s cost by 1d3x10% (r2n*).
6	Clearance Sale Divide item’s cost by 3 (r2n*).

**(r2n): Round the total to the nearest whole number (up or down, to a minimum of 1).*

*Selling Equipment / Fittings

Face it, sooner or later you’re going to run out of closet space (or more likely money), with all the junk and crap you found / bought / “borrowed”.

When selling stuff, you get back **1/2 the final cost (rd)**. This means some gear could be worthless (such is the luck of a typical Handler). It really should go without saying, but just to be safe Bioborgs can’t be bought or sold through Merchant Warehouses by any means, nor can collected Pods and / or disabled Factoids.

How much you get from your plunder of items is returned to your current Contract amount. Keep in mind, what you get back is based on the **adjusted** cost (i.e. the Inventory Chart), so you may want to keep tabs on what something costs.

*Vending Machines

These are comparable to “micro merchants”, and come in handy when you’re low on certain gear (like ammo, med-kits, or those oh-so-adorable arachni-kittens you may want to adopt).

Finding one can be done in any city (even if it also has a warehouse). It’s a STYLE roll with a **+1 mod**. Not all locations will have VM, and some that do might have VM’s out of order (dice roll for this?).

*Trying to steal a VM or break into one causes 2 things to happen:

*Anything inside the VM is melted down, and rendered useless.

*The VM broadcasts an alarm to any local law enforcers that a theft is in progress.

*VM’s do not buy things, only sell.

*Inventory chart is used, but take a -1 mod to the d6 roll (to a min of 1).

***Price Haggling**

Some Handlers may try to use their swagger to negotiate a price with Merchants. Doing so can be done before or after rolling on the Inventory chart.

This is known as an Opposed Ability Check, using STYLE as the Ability. Both make an Ability check at the same time (your Boss may inject mods into this, for some snazzy roleplay with a convincing speech or sob story). The chart below will tell you the result of this check, based on the Sd6 rolled.

Check	Result
You>Them	Get an additional +1d6 to the roll on the chart, and use the lowest roll for your result.
Both Tie or Both Fail	No adjust to the Inventory chart roll.
Them>You	Take a -1 mod to the Inventory chart roll for each Sd6 more they have over you (min result of 1).

***Traveling Merchants**

In this day and age, simply running a merchant store just isn't enough for that ultimate shopper experience. No, these days you need to be mobile.

Traveling Merchants are much tougher than one might think. There have been numerous rumors stated that Traveling Merchants wiped out entire rogue nomad gangs. This means a Traveling Merchant has a unique ability, should they find themselves in a donnybrook:

**Roll 7: Roll 7d6, re-roll any 6's. If the second roll is either a 1 or 6, treat as 7. For any rolls of 2-5, treat as 6.*

3. INHABITANTS OF THE WASTELANDS

***Bioborg Classes**

A recent addition to the Womba Process legacy, Bioborgs are categorized in various Classes. Unless you really want to get overly-technical about it, the Classes don't really have any special game FX.

This also shows that even after his passing, Professor Womba's unique process continues to update and evolve as new types of Bioborgs are discovered and categorized.

Fossil	Elvin, Filmoore, Blip, Spadzoot
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B.A.M. Big-Ass Monster	Onko, Gruz, Squawwk, Dweemish, Hoag, Muskor, Jaggo, <i>Xanadu*</i>
Mutatoxic	Scav, Draxx, Fydo, Kizaro, Frag, Roddis, Tuscaloosa
Abomination	Gammasaurus

**Xanadu is not an "official" Bioborg.*

***Factoids**

Next to Bioborgs, the Factoids are the most commonly sighted creatures. Factoids live only to amass as much data as possible. They operate with a collective hive mentality; what one Factoid knows is what *all* Factoids know. The absolute worst thing to **ever** say to a Factoid would be "Oh yeah? Well what the Hell do *you* know?!". Because they will tell you...*everything*.

***Typical Citizen**

You know, the typical resident of any given city in the **Gammarauders™** game world. Male, female, humanoid, mutanoid, you get the general idea.

***Typical Chop-Shop Worker**

When you need Bioborg weapon fittings, you go to a Chop-Shop (not quite in the shadows of the black market, but not quite good enough to be open on Thanksgiving). They do qualify as a merchant, but they also know how to "spit-rig" something together in the most hazardous condition possible.

***Typical Nomad Wanderer**

Nomad Wanderers, while *technically* considered a citizen, have decided to break off from "the norm", and explore the world around them (read as: they didn't think things through very well, and had been evicted from their apartment).

***(Citizens/Chop-Shoppers/Wanderers):**

Most will be moderately different from each other. So, all of their Abilities are of 1d3 scores. On any 3's that come up, roll another 1d6. If that is a 1 or 6, the Ability score becomes a 4.

And, you won't run into a whole lot of them sporting heavy artillery (at least, you better hope not anyways). But, you may

want to give them some light gear, maybe some chips (for you nasty robber types).

You'll be able to spot these character types as they are listed in **red**.

*Rune Wyrms



A recent discovery by the Gammaraiders Science Patrol, Rune Wyrms are proof that giant creatures are becoming more commonplace (aka Bioborgs in training). Rune Wyrms are highly sensitive to ground vibrations, and burrow underground in hopes to catch their prey by surprise.

Rune Wyrms, while not the brightest crayons in the box, are known to be aggressive when hunting. There's been more than 1 rumor that Rune Wyrms are capable of actually besting, and even taking down lesser-sized Bioborgs.

**Burrowing uses normal rules for distance, but then it is divided by 3 (r2n) because it is burrowing.*

*Hergun Raiders



Nicknamed as the "Scourge of the Sands". They are nomad war mongers, meaning they don't have a fortress of their own (or means to hire Handlers, for that matter). It's not uncommon to see members of a Hergun Raider clan working as mercenaries for hire.

As is expected, most Hergun Raiders operate with the Slugnoids (they find the Gammaraiders to be too "squeaky clean" for their liking).

*Arkanoids



Yeah, they're basically giant spiders that are light on the cyber-implants. Normally found deep in caverns, or other moderately dark and isolated location. Sometimes, they will form small packs with other Arkanoids, commonly referred to as Nests (usually 1d3 or 1d3+1 in quantity).

]...Local Militia/Law Enforcer

Science: 2 Style: 1

Rumble: 5 Bod: 3

Control: **N/A**

Gear: Duo Parabolic Blaster, Ammo Refill (Blaster) (2x), **Poli-Temporal Shield Screen (AR: 20)**.

]...Merchant

Science: 3 Style: 5

Rumble: 2 Bod: 2

Control: **N/A**

]...Chop-Shopper

Science: ?* Style: ?*

Rumble: ?* Bod: ?*

Control: **N/A**

]...Citizen

Science: ?* Style: ?*

Rumble: ?* Bod: ?*

Control: **N/A**

]...Factoid

Science: 6 Style: 1

Rumble: 1 Bod: 1

Control: **N/A**

]...Hergun Raider WarGrunt

Science: 1 Style: 1

Rumble: 6 Bod: 4

Control: 2

Gear: Ultra-Technic Slugthrow Cannon, Neo-Temporal Shielding (**AR: 15**), Ammo Refill (Slugthrow) (1x).

]...Low-End Back Ally "Medic"

Science: 4 Style: 1

Rumble: 2 Bod: 2

Control: **N/A**

Gear: 1d3-1 MedKits, (roll 1d6, roll 1 or 6=) 1 Uber-Elixir

]..."Flat-Backer"

Science: 1 Style: 5

Rumble: 2 Bod: 2

Control: **N/A**

Gear: 1d6c, shank knife (DV+1).

]...Street Ganger Thug

Science: 1 Style: 1

Rumble: 4 Bod: 3

Control: **N/A**

]...Street Ganger Leader

Science: 1 Style: 2

Rumble: 5 Bod: 3

Control: **N/A**

]...Typical Nomad Wanderer

Science: ?* Style: ?*

Rumble: ?* Bod: ?*

Control: **N/A**

***Beasts/Monsters/Nasties**

]...Hergun Raider ChaosKatt Mount

**A ChaosKatt Mount is technically not considered a Bioborg, mainly do to its size. When in battle, it operates in the same fashion as a person.*

Bod: 5 Brains: 1

Control: 1 Armament: 1

Power: 1

Arsenal: Any weapon with damage of 1.

]...Rune Wyrn

Bod: 60 Brains: 1

Control: **N/A** Armament: 0

Power: 7

]...Arkanoid

Bod: 30 Brains: 2

Control: **N/A** Armament: 1

Power: 2

4. ADVANCED GAME OPTIONS

***Energy Pods**

We already know that energy pods (or simply "Pods") are the new "in thing" when it comes to energy sources. Entire cities can be powered from just a few of them. Pods are fairly easy to spot in the Big Nada, as they resemble over-sized purplish pumpkins that put off a metallic glow.

Cryptic Alliances love to hoard these things, as they are used to power weapon and vehicle productions, as well as power all of the fittings equipped on a Bioborg. Even some savvy Handlers have learned to stash pods for themselves (during those times when contracts are on the dry side). In this world, Pods have become more valuable than any chips, street-cred, or gold combined.

***Pod Farms**

As has been recently discovered, pods can be farmed and harvested (provided you grew them in a military-grade underground bunker so they don't get stolen (...damn Slugnoids, anyways). But, not all pods create seeds to farm. And, it's still a risk to crack open a pod to see if it even has seeds to begin with.

Cracking open a pod is a SCIENCE check, with a **-1 mod** attached. If you succeed, the result (i.e. Sd6 rolled) is how many seeds the pod has. However, if you fail this, it automatically triggers a BFB (you can find that in *Pod Popping* below).

It takes 2 seeds and a SCIENCE check to successfully plant a pod (if you fail this, the seeds are ruined but there's no BFB). It then takes (15-Sd6 rolled x 3d6 days) for planted seeds to become full pods.

***Pod Popping**

This option allows you to participate in the age-old tradition of what has been nicknamed "career suicide". This is a classic case of "just because you *can* doesn't always mean

you *should*". It involves attacking a Pod, triggering a massive explosion.

Popping a Pod is different than burning one; you're going to use the Pod as an impromptu BFB device (**Big Freak'n Boom**). The result is a really-Really-REALLY massive explosion, complete with a funky purple-glow mushroom cloud, and a rolling whimsical shockwave (and who doesn't love those things, eh?).

To pop a Pod, you directly attack it. This makes you take the **Microwave Popcorn** mod to successfully hit it, and is in addition to any other mods The Boss throws at you (probably in a desperate attempt to get you to reconsider what you're about to do). If you roll **2 or more Sd6**, the Pod detonates...BFB time! Getting only 1 Sd6 destroys the Pod, but it doesn't detonate.

The detonation has a blast radius of roughly **500 meters** in every direction, and damages any Bioborgs (including Handlers), Popcorn, or any other "destructible" things. This includes the Bioborg and Handler who popped the Pod in the first place (way to go, *jerk...*).

How much damage it does depends on how far away from it you are. See the chart below to calculate damage:

Distance	Range	Damage
0-50	Ground Zero	6d6x200
51-150	To Close For Comfort	5d6x150
151-299	Just Over There	4d6x100
300-399	Wwwaaayyy Over There	3d6x50
400-500	Gotta Squint	2d6x25

*Cryptic Alliances

Many larger payout contracts will come from the various Cryptic Alliances. However, they are much more demanding, and less forgiving to bonehead mistakes.

On the upside, freelance Handlers gain access to an Alliance's military forces. And we all know that on the battlefield, a supporting military can make or break the outcome of a battle. From time to time, a Handler may get an offer to do freelance work for an Alliance. Of course, it's perfectly okay to turn down a contract (but why would you?!).

Also, Cryptic Alliances allow Handlers under contract a bonus 'perk', known as a

deposit. With this, Handlers can take some (or all) of their contract value, and stash it for safe keeping.

Example: Jok has a contract (whopper 13) with the Crimson Moon. Jok can take some of that (or all), and stash it in a deposit. He stashes 6 of the contract's value, leaving him with 7.

However, be advised that if you have a deposit at an Alliance's fortress, and the fortress is trashed, you lose whatever you had stashed in the deposit.

*The "Microwave Popcorn" Option

There have been numerous confirmed reports (and a ton of gossip around the radiation-toxic watering hole), where Bioborgs specifically attacked people.

When a Bioborg attacks a person, it takes a **-4 mod** to the attack roll (try shooting at ants with a sniper rifle and you'll know why). This is in addition to any other applied mods. Also worth noting, in most circumstances the range to target is not applied (probably something to due with the Bioborg's size advantage).

Should the attack be successful, the damage total is:

(weapon used): **weapon's damage x Sd6 rolled [x5]**

(no weapon): **Sd6 rolled [x10]**

*Complex Ability Rolls

Most times when making an Ability check, you only need 1 Sd6 for it to be considered a success. There may be times, however, when a desired action requires a number of Sd6 for the check to be considered a success.

When a Complex Ability check is needed for something, it will have a "Complex Rating" (or CR) attached to it. Obviously, the higher the CR, the more difficult it will be. The CR tells you two important things: how many Sd6 are needed to succeed, and how many turns you get to try to succeed the challenge.

Technically, Bioborgs *can* make Complex Ability checks as well. But you'll need a really good (or at the very least really entertaining) reason why The Boss should allow the Bioborg to try.

One thing to keep in mind, if you have to

“break off” from the Complex check, then go back to it, the Sd6 you already had is canceled and resets back to 0. But, the Complex timer *does not reset*.

Example: Jok is trying to disarm a Magnet-O-Big-Boomer before the timer runs out. The Boss gives it a CR of 4. This means Jok has 4 turns to roll a total of 4 Sd6. If Jok has to perform a different action during this, any Sd6 he rolled resets back to 0. The timer, on the other hand, is continuing and doesn't reset back to 4.

***Getting A Handle On The Whole Personal Armor Fiasco**

One of the more obscure aspects in the (et)RPG core rules was how personal armor was utilized. To be honest, there were no hard-set rules when it came to armor; aside from it being an extension of one's BOD score. Therefore, this is a gray matter that needs to be addressed.

Keep in mind, this is not going to be the end-all for using armor. But, more of an *end-all for the current time being*. And, this doesn't affect Bioborg armor/shields.

...Personal armor still acts as extension of your character's BOD score. When you take damage, the Armor Rating (AR) is always applied first. Any armor that has its AR reduced to 0 is considered to be destroyed, and is no longer usable.

Depleted armor can't be sold to Merchants (it's considered to be junk to them). But, used armor can be sold (as long as it has an AR of at least 1). For this, lower the selling by -1 for each AR point that was removed (so, armor with AR 15, but currently at AR 10 would lower how much you get for selling it by -5). This may drop some armor to 0c, so keep that in mind.

Also, armor can't be layered on top of other armor (the exception being Quilted Under-Armor, which can have one other armor type layered on top of it).

***Tweaking Attack Rolls (Optional)**

This is just a last-minute adjustment to combat, in regards to successful attack rolls with ranged “gun type” attacks.

In all cases, add the Sd6 you rolled to hit

to your damage total. It may not seem battle-breaking, this option has proven it can sometimes make a difference as to the outcome of the battle. This is added after all other possible adjustments to damage, but before resolving damage with armor.

5. SOME NEW STUFF

***Melee Weapons**

Crude hand-to-hand weapons, for when you just need to be up close and personal. They have a very short range to them (usually 2-10 feet), and are considerably weaker than most gun weapons. On the other hand, armor types will affect melee weapons as well (in terms of Immunity and so forth).

Unlike ranged gun weapons, melee weapons do damage based on your RUMBLE Ability. Add the weapon's “DV+” as a mod to your RUMBLE FoD, then make an ability check (also apply any other mods your Boss may have for you). The damage done is equal to the number of Sd6 you rolled.

Example: Nigel has an ion sword that's listed at “DV+2”. This means he gets a +2 mod to RUMBLE, and the damage done will be how many Sd6 he rolls.

Cost	Weapon*	DV+
1c	Dagger	+1
3c	Sword	+2
2c	Axe	+1
2c	Mace	+1
3c	Spear or Staff	+2
5c	Ripper (aka chainsaw)	+3

*Roll on the Item Name chart to get a flashy name.

***New Gun Weapons**

**Range (Rng):* All weapon ranges are listed in feet.

**Damage (Dmg):* Amount of hurt it lays on your current target. For ease, damage is listed as a number, which is how many d6 to roll (so if it does 1d6 damage, it will be listed simply as “1”). If there's a mod, it will be listed as (+?). Something that does 3d6+1 damage would be “3(+1)”.

**Clip (Clp):* How many shots can be fired before needing to be reloaded (regardless if the shot hits or misses).

Name	Rng	Dmg	Clp	Cost
Duo-Parabolic Blaster	400	1(+1)	10	2c
Supra-Technic	150/	2(+2)	7	5c

Sonic Popgun*	300	1(+1)		
Macro-Cosmic Missile Launcher	400	3	2	25c
Helio-Celluri Flamer	100	3(+2)	5	14c
Ultra-Technic Slugthrow Cannon	350	2	10	9c
Contra-Ion Laser Pistol	550	1	12	1c

*(**Supra-Technic Sonic Popgun**): (range 1-150) dmg 2d6+2, (range 151-300) dmg 1d6+1.

*New Gear

Cost	Name	Game FX
3c	Fixer-Upper Med-Kit	1x use. Heals 1d3 BOD due to injuries.
6c	Uber-Elixir	1x use. Heals all BOD due to injuries.
2c	Lazer Tag Scope	Must attach to gun. Get +1 mod to hit target with chosen gun.
2c	Armor Plugs*	5x uses. Each use repairs up to 5 points to armor . After 5 uses, this is removed (sorry, no refills).
2c	Ammo Refill	Good for 1 type. Amount of ammo refill based on gun's Clip.

*New Armor

***Armor has been adjusted to work with the updating of the game rules.**

(A.Rating): Armor Rating.

Cost	Armor	A.Rating
7c	Ultra-Psionic Aura	20
5c	Iso-Flux Emitter	18
4c	Contra Chromatic Field	15
5c	Duo-Helical Projector	16
5c	Tri-Cosmic Screen	16
8c	Macro-Parabolic Shield	22
3c	Supra-Axial Ion Bumper	16
4c	Neo-Temporal Shielding	17
2c	Quilted Under-Armor	7

*AR 0 = destroyed and can't be repaired.