

TURN

At the end of each and every phase, you may have only five cards in hand.

- Cards in front of you count against your hand limit.
- Cards on your bioborg layout do not count against your hand limit.

1) Collect, shuffle, and deal out all turn cards. Then, in turn order, draw one card from the deck.

2) Make trades (as desired) involving pods (at fortress), cards, and turn cards. After completing trades, get reinforcements.

- Cash in reinforcement cards at face value (2-5-8-all) for yourself OR other players. Cards must be used in their entirety if allocating to multiple players.
- You may not voluntarily remove or change army units already on the board.
- Burn a single pod from your fortress or bioborg for any combination of five units (any type) or cards from the deck.
- Pass remainder of turn (skip all remaining phases) to cash in turn card for value in combination of units or cards from the deck.
- Place all reinforcement units in their owners' fortresses.

4) In turn order, roll two dice and place a pod in that numbered area.

5) In turn order, move any or all of your units.

Army units and bioborgs move from area to area where areas share a clear border/edge.

Base movement

- Bioborgs move up to 6 areas/turn and can carry up to 5 pods.
- Soldiers move up to 3 areas/turn and can carry 1 pod.
- Gammajets can travel anywhere on the board in one turn.
- Hovertanks move up to 4 areas/turn and have an innate attack range of 1.

Terrain issues

- Gamma jets and flying bioborgs ignore terrain concerns.
- Water reduces nonflying bioborg movement to 1 area/turn and blocks soldier movement.
- Mountains block hovertank movement.
- Cities are friendly to a unit only if they contain the fortress owned by the player of that unit, or an opponent's trashed fortress. A non-flying unit or bioborg entering an unfriendly city ends its movement for the turn.

Enemy territory

- Army units may enter but not pass through enemy-occupied territory without permission.
- Non-flying bioborgs may enter, but not pass through areas occupied by enemy bioborgs.
- Each and every prior occupying unit (and fortress) must grant "permission to pass" for any/all newer units to pass through an area.
- Gamma jets and flying bioborgs never need permission to pass.
- Nonflying bioborgs do not need permission to pass from army units.

Moving and pods

- If a unit picks up a pod, it cannot move for the remainder of the turn.
- A unit may drop a pod and continue to move.
- Carried pods don't count against the fortress storage limit of 5 pods.

6) In turn order, rebuild fortresses and refit bioborgs as desired.

- Burn a pod in your fortress area to rebuild your fortress.
- You may refit your bioborg if it is in your standing fortress. You may swap cards between your hand and the bioborg, or rearrange cards on the bioborg itself.
- A bioborg must refit ASAP if it has no cards on its layout sheet.

7) In turn order, attack other enemy units and fortresses, as desired.

- Announce attack
 - Name target area.
 - Name target Alliance.
 - Declare attacking units/bioborg. Fortresses can only defend.
- Determine/negotiate for allies
 - Ally recruitment may only be initiated by the primary attacker/defender.
 - Allies may add army unit strength, present bioborg weapon, 1 die, and pods to primary totals.
 - Allied units may NOT withdraw once committed, but a single Alliance may help both attacker and defender!
- Declare up to 5 pods to be burned
 - Make declarations simultaneously.
 - Each player declares their own pods.
 - Pods must be present in target area.
 - Pods must be with bioborg or fortress.
 - Primaries' pods and weapons must come from same source (bioborg or fortress).
- Show weapon card used in combat
 - Make declarations simultaneously.
 - Each player declares their own weapons.
 - Bioborg chooses weapon from layout only.
 - Defending fortress chooses weapon from hand.
 - Primaries' pods and weapons must come from same source (bioborg or fortress).
- Figure attack total
 - $\text{Weapon power value} + 1/\text{army unit} + 1 \text{ die} + 1 \text{ die/pod burned}$
- Figure defense total
 - $\text{Weapon power value} + 1/\text{army unit} + 1 \text{ die} + 1 \text{ die if defender is in fortress} + 1 \text{ die/pod burned}$
- Resolve attack – defender wins ties.

If you win a combat

- First the primary winner, then each of the winning allies in turn order, may pick up any/all loose pods in the combat zone.
- Primary winner discards/replaces weapon card face down on bioborg sheet, as appropriate.
- First the primary winner, then each winning ally in turn order, draws one card from the primary loser's hand (includes face up cards, but not bioborg weapons).

If you lose a combat

- Lose a number of army units equal to the difference between your total and the winner's total (your choice). The primary loser determines whether these losses come from personal/ally units.
- Retreat your bioborg and surviving army units to an adjacent friendly area. If there is no friendly area, then retreat to a hostile area.
- If the losers are in a fortress, the fortress is trashed and the city is ruined. Give the winner and each ally a coup counter if the don't have one of yours already.

Fortresses

- If trashed, cannot refit bioborgs or bring in reinforcements.
- If trashed, must be rebuilt before they can be trashed again.
- Cannot be trashed by its own Alliance.

IMPORTANT: You may abort any attack as long as

- The defender has NOT played a card in response to your attack.
- No allies have committed to joining the attacker/defender.
- No one has declared how many pods they intend to burn.

CREDITS

This rules compression and play aid written by M. Shanmugasundaram. This document intends to facilitate game play, not infringe on intellectual property rights. The actual game is required to make any use of these rules.

See original rules for any clarifications/elaborations on the rules herein.

Original rules design by Allen Varney. Images and text copyright TSR, Inc. Gammarauders, Bioborg, and Factoid are trademarks of TSR, Inc.

GAMMARAUDERS Rules!

OBJECTIVE

Destroy three different enemy fortresses (not your own).

Have your own fortress standing.

TYPICAL STRATEGY

Collect pods. Crush others' fortresses.

Yes, this is a game of (nearly) mindless destruction.

SETUP

Choose Alliance.

Choose Bioborg.

Separate turn cards from remainder of deck.

Deal 10 Factoid cards and one turn card to each player.

- Of the 10 cards, discard and redraw any that say "Play Immediately."
- Mulligan if no weapons cards are drawn.
- Play weapon cards face down on bioborg weapon slots (as desired).
- Reserve weapon card in hand to defend fortress (if desired).
- Discard down to five cards in hand.

Reshuffle discard pile into deck.

Lay out map.

- Shuffle hexes into a pile.
- In turn card order, players flip hexes and lay them on the table.
- Each hex must touch at least two others whenever possible.
- In turn order, place fortress counter in a city area, accompanied by bioborg token and four of each type of army unit. Two forts can share the same hex, but not the same city area. Don't flip counters accidentally.