



Classics Board Game Update To v1.5 Edition

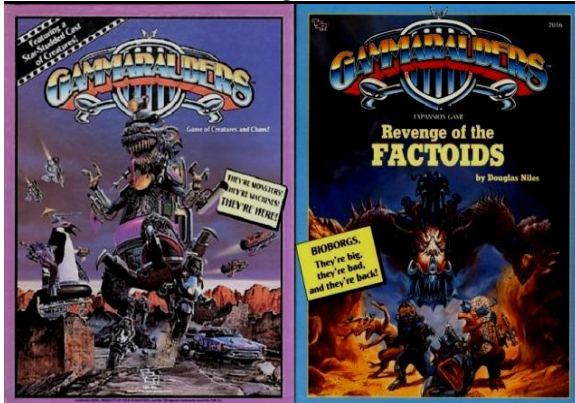


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Ever since I got this classic game again over 30 years later, it's become my own personal mission to spear-head a revival. Not only was this my first venture into tabletop 'war games', but also my first foray into the awesome world of kaiju-based tabletop war games.

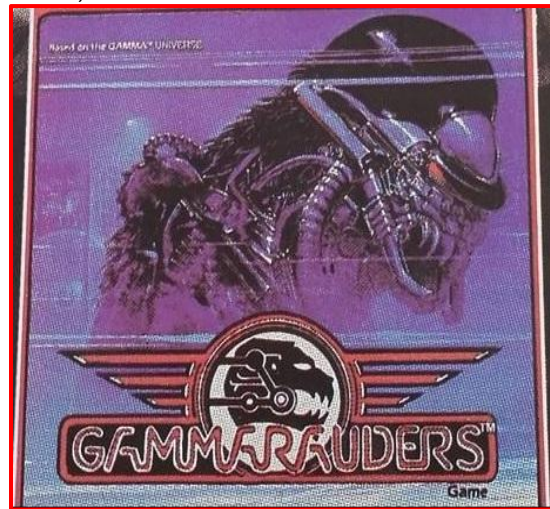
This project is an unofficial update for the **Gammarauders™ Classics** board game, including the **Revenge Of The Factoids** expansion. Be advised, this pack has **no connection at all** to the (extremely tiny) roleplaying game.

It's my goal is to bring the core rulebook up to a more 'modernized' format, as the original game rules have not aged well. I'd like to see this as a collaborative effort, so if there's something I overlooked, or that I

didn't translate clearly, please let me know! Your input is always greatly appreciated.

Until we see a trailer for **Gammarauders™: The Movie**, sign me...

W.Brian Barrow
-BDIC, Barrow'd Time Games



*An early banner ad when **Gammarauders™** was first announced.

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0. Common Terminology

Step: Various phases of a game turn. All turns consist of 6 steps.

Turn: A player has resolved all steps of their current turn.

Popcorn: Generalized slang reference for all military units (because that's how Bioborgs eat them).

Pod Burning: Remove a Pod from your Fortress/Bioborg to get a desired game FX.

“d6”: Simply short for ‘six-sided dice’. If there’s a number in front it tells you how many dice to roll.

1. Step-By-Step Game Rules

*Initial Set-Up

-Pick a Cryptic Alliance.

-Pick A Bioborg.

-Hand out turn order cards.

-Deal each player 10 cards.

**Return any that says “Play Immediately” and replace them.*

**If no weapon cards, discard entire 10 cards and draw new ones.*

**Place any weapons on Bioborg, and 1 weapon for your Fortress (if you can).*

-All players discard cards until their hand has 5 cards (the max limit during the game).

-Take all discarded cards and shuffle them back into the deck.

*Turn Steps

**Unless noted otherwise, all steps are considered to be “in turn order”.*

1. Deal turn order cards.

**Use all 6 cards, even if there are less than 6 players.*

2. Trade cards/draw reinforcements.

**Trade in (“play”) reinforcement cards to get amount and type indicated on card. Multiple cards can be played at the same time for Popcorn of same type (or using “Any” cards as wildcard).*

**Burn 1 Pod (max 1 allowed) to get up to 5 cards or reinforcements (any combo on cards and Popcorn).*

***2 Soldiers/Hover-Tanks/Gamma Jets (any combo)=1Veteran/Thunder Tube/Transport.*

***Burn 1 Pod = 1 Mine.*

**Declare “pass”, and ‘cash in’ your turn order card. Take the turn order’s number in cards/reinforcements (any combo). By choosing this, you forfeit the remainder of the round:*

-No moving, attacking, or acquiring Pods (except uncontested Pods in the same space as your Bioborg or Popcorn).

-Can defend against attacks, play cards, and claim uncontested Pods in the same space as you.

-Play/discard cards to get back to 5 card max limit hand.

3. Pod Harvest

**All players roll 2d6, and place 1 Pod on the map tile with the number they rolled.*

4. Moving

**All players move Bioborg/Popcorn as per normal Moving rules:*

Bioborg: max 6 spaces.

-Max 1 space/turn in water.

Soldier/Veteran: max 3 spaces.

-Can’t enter Water, or Swamp terrain.

-Only Popcorn that can carry Pods, move drops to 1 when carrying Pod.

-If a soldier picks up a Pod, it ends their moving for the remainder of the current turn.

Hover-Tank/Transport/Thunder Tube: max 4 spaces.

-Can’t enter Mountain terrain.

Gamma-Jet: Unlimited.

***No Popcorn** (except Gamma Jets) can enter Radioactive Craters.

5. Rebuild/Refit

**Rebuilding trashed Fortress requires 1 burned Pod, can’t refit Bioborg/Fortress weapons, or gain any reinforcements, while Fortress is trashed.*

6. Battle Resolution

**Resolve battles with opposing players (never required, merely optional).*

-All hover-tanks can attack at a range of 1, thunder tubes at a range of 2.

-This applies to all Bioborg vs Bioborg, Bioborg vs Popcorn, Bioborg vs Fortress, or Popcorn vs Popcorn battles.

***Winner:** Claim any Pods loser can no longer carry (aka Popcorn), claim 1 random card from loser’s hand (include cards in-play, but not cards mounted to Bioborg) [any allies in battle also claim], lose no committed Popcorn.

***Loser:** Discard weapon card used in battle, winner [+allies] draw 1 random card from your hand (+in-play cards), lose # Popcorn = difference in attack/defense battle totals, Bioborg (+ Popcorn) retreat to an open adjacent space on map tile.

****Ties** favor the defender.

*Complete Terrain Listing

Terrain	Game FX
City*	Move 1/turn. Can be trashed.
Mountain	No hover-tanks / Thunder Tubes.
Plains	Open, no game FX.
Pod Patch	No popcorn game FX. Where Pods grow/harvested.
Rad Crater	No Popcorn. Possible Pod mutation game FX.
Swamp	No Soldiers. Restricts Bioborg on first turn.
Water	No soldiers/Vets. Bioborg move 1/turn.

*Once a city is Trashed, it is treated the same as open/Plains.

***Soldiers:** max 3/turn, can't enter water/swamps/rad craters.

***Veterans:** max 3/turn, can't enter water/rad craters.

***Hover Tanks:** max 4/turn, can't enter mountains/rad craters.

***Transports:** same as Hover Tank.

***Thunder Tubes:** same as Hover Tank.

***Gamma Jets:** no restrictions.

2. FAQ/Game Errata

Q: When I have a Bioborg at my Fortress, can I transfer Pods from the Fortress to the Bioborg (or vice-versa)?

A: Yes. Pods, weapon cards, and Popcorn can be transferred from one to the other, as long as your Fortress hasn't been trashed.

Q: All Bioborgs have a box that says "Popcorn With..."; so does this mean I can have Popcorn move the same as my Bioborg?

A: No. The box is provided in order to clean up the clutter of tokens in an area, and show the Popcorn you choose to support your Bioborg in a battle. Hoag is the only Bioborg that can actually carry Popcorn with him (up to 6 any combo). The exception to the rule being Gamma Jets (since they can move to any space on the map anyways).

****UPDATE:** There are times when this can be answered as a "yes". You'll have to restrict the Bioborg's moving each turn, based on what Popcorn you have with you.

So, if your Bioborg decides to take 2 Soldiers, 3 Hover Tanks, and a Gamma Jet, their moving would be restricted to a max 3 spaces (soldiers), no water (soldiers) or

mountains (tanks) or rad craters (soldiers/tanks).

The obvious strategy would be to load up your Bioborg with jets, as they have no restrictions on where they can go.

Q: Can Battles consist of Popcorn vs Popcorn?

A: Yes, but you don't get to burn Pods in these types of battle. The totals would be: **1 per unit (or 2 per Veterans) + 1d6 roll.**

Q: Can my Fortress house more than 1 weapon at the same time?

A: No. You can only place 1 weapon at the Fortress for purposes of defense. Any additional weapon cards are kept in-hand.

Q: What is game FX priority?

A: Bioborg ability --> card FX --> game rule.

Q: If a card specifically targets another player, can I choose myself when playing the card?

A: No, it must be another player.

Q: Is there a limit to the number of Popcorn I can have?

A: Only by the number of counters you have available.

Q: If I enter an area that has one of my mines on it, do I suffer damage from it?

A: No, only opposing players are targeted by land mines.

Q: If I enter an area with another Bioborg, do I automatically have to fight them?

A: Not at all. Just be on alert, because there's nothing that says they won't attack you (or try the old favorite of "you got to pay if you wants to pass through" cliché).

Q: When a Bioborg enters a city area, is the city automatically Trashed?

A: No. You must declare you are Trashing a city (so long as it doesn't have another player's Fortress in it). You simply declare it; no weapons, Pods, or dice rolls are needed to Trash a city.

Q: What if the city has a Fortress in it?

A: When the Fortress is attacked, they city is automatically Trashed (regardless if the

Fortress is destroyed or not). Rebuilding the Fortress also rebuilds the city.

Q: Can Popcorn Trash a city?

A: No, only Bioborgs are capable of Trashing a city.

Q: Who owns Gammarauders™ now?

A: TSR (<--\$-- bought by) Wizards Of The Coast (<--\$-- bought by) Hasbro. So, currently, it is Hasbro that owns Gammarauders™.

**Waitaminute, hold the phone. So, a giant toy company...owns the rights to Gammarauders™... and we don't have action figures WHY exactly?!*

***Technically...**

Q: My Bioborg has no weapons mounted. Can I still participate in battles?

A: Technically, yes...kinda sorta. There are optional game rules for unarmed attacks under **4. New Game Rules**.

Q: Can I move weapon cards around on my Bioborg sheet while in the field?

A: Technically no. Unless a card FX, or a Bioborg power says otherwise. You can only shift weapon mounts around when your Bioborg is parked at your Fortress.

Q: Can more than one Cryptic Alliance occupy the same map tile?

A: Technically yes, so long as they don't occupy the same city. But, doing so will probably result in a lot of annoying pot-shots throughout the game (remember that some weapons and tanks have extended range).

Q: Can Bioborgs swap weapon mounts with other Bioborgs while in the field?

A: Technically yes, but there are some restrictions to this:

*Both Bioborgs must occupy the same space on the map.

Both Bioborgs must roll 2d6. If the roll is any doubles (two 3's, two 4's, etc.), the weapon mount is dropped and busted; it is no longer usable and is discarded (and you earn an "S.O.L." merit badge).

*Swapped weapon mounts go into your hand of cards (and you still adhere to the 5-card max limit); they can be mounted once the Bioborg is at their Fortress.

This goes against what is vaguely stated in the rules ("...but not from their

layout sheet"), so it's best that all players agree to this before using it.

**S.O.L.: sh*t outta luck.*

Q: Can Gammarauders™ be played by just 1 player?

A: Technically there's nothing that says it can't. But, there are no official rules regarding solo-play. If you have created any, or you know where such rules exist, please let the rest of us know!

3. GAMMARAUDERS™ BLOOPERS

[Revenge Of The Factoids™]: (pg 2)

The Gammasaurus is referred to as a Gammarauder, but should be noted as a Bioborg instead.

[Revenge Of The Factoids™]: (pg 3)

"...When 18 tiles are in play, you will have duplicate tiles for numbers 5-10. The only effect this has on the game relates to tile placement".

The tiles have no numbers, so you'll need to note them in some way. Permanent markers are not recommended (the map tiles will be worth a lot of money on Gammazon™©® in about 700 years). Or, simply ignore this rule completely and leave them blank.

4. NEW GAME OPTIONS

**These options are considered 'unofficial', as in they never appeared in any Gammarauders™ game material. Behold the power of unofficial house rules!*

***The Gammasaurus As An NPC Option**



The Gammasaurus was TSR's answer to an "apex predator"; an outside threat that would force players to set aside their differences and band together for survival.

Completely rogue in nature and ridiculously over-powered (even by

Gammaraiders™ standards), this towering nightmare is a constant warning that the Bioborgs are no longer at the top of the food chain in the world...

With this option, all players get a chance to play the Gammasaurus, while at the same time keeping no one in control. When the current turn has ended, the player with the **lowest Turn Order** gets 1 'freebie' turn as the Gammasaurus.

Unlike normal gameplay, the Gammasaurus gets only 1 action per player. You can perform 1 of the actions listed:

-Move normal move rules apply (up to a max of 8 spaces).

**For purposes of moving, picking up available Pods uses 1 of its move points.*

**Treats water and swamp spaces as if they are clear spaces.*

-Battle start a battle with another player except yourself (duh...).

-Mount 1 weapon card you have in-hand in an open slot on the Gammasaurus. The Gammasaurus does not need to be at a Fortress to be fitted with weapons.

-Play 1 card in your hand "on behalf" of the Gammasaurus.

]...Every player gets to do this at the end of the normal turn (so be careful who you piss off, because paybacks are a bitch).

]...Gammasaurus doesn't get its own turn card, and doesn't participate in any "all players" parts of a game turn/round.

***Such A Push-Over!**

[Note]: *Blip, Spadzoot, Frag, and Muskor are immune to this, because of their low center of gravity. The Gammasaurus is also immune to this, simply because he's just way too frick'n big to tip over.*

Whenever a Bioborg loses a battle by 6 or more (or 4 or more for Ramming Speed), they run the risk of getting knocked prone (a weird variant to an ancient form of entertainment known as 'cow-tipping'). The player rolls 2d6; if the result is any doubles rolled (as two 3's, two 5's, etc.), the Bioborg is knocked down. Place the Bioborg's stand-up on its side.

There are a few options available, in order to stand your Bioborg back up:

1. Lose 3 of your 6 moving points for the turn. This can only be done on your turn, when it comes time to move Bioborgs and Popcorn units.

2. Burn a Pod and immediately stand up. Like the other option, this can only be done on your turn when you reach the moving step of your turn.

3. Another player can enter your space, and lose 2 of their 6 moving points for the turn to help you stand back up.

While prone, a Bioborg can still attack, as well as be attacked. Bioborgs attacking a prone target gets to add **an additional +1d6** roll to their attack total (in addition to any other battle total adjusts). Likewise, a prone Bioborg attacking must spend **2 Pods per +1d6** (if they choose to burn Pods to help their total).

***Ramming Speed Combat Option**

To use this, you must declare it before your Bioborg starts to move. Also, you must have enough moving points to move into the space of your target (otherwise, what's the point?).

You then immediately start a standard battle with your target, but **add +1** to your battle total for each space you moved in order to get to your target (as in moving into their space). This is because the battle here is considered an extension to the actual move. In this situation, your target is at risk of knock down when they lose the battle by **4 or more** points. The rest is handled by the rules for knock down as stated under *Such A Push Over*.

However, the Bioborg performing the ram suffers some effects as well. The Bioborg performing the ram becomes stunned by the noggin knocker, and can't use any Pods for any reason until the end of their next turn. If the Bioborg performing the ram loses the battle, then *they* are at risk of knock down.

Ramming Speed *can* be used when attacking a Fortress (yup, you read that right), most likely to get the bonus to the battle total. If the Fortress loses the battle, it isn't knocked prone (unless you can come up with a really creative-yet-logical explanation for knocking a Fortress down without trashing it).

***Unarmed Bioborg Attacks**

]...*Original rules credited to Stephen Avery.*

The attack value (ATT for short) of a Bioborg is equal to the number of weapon mount slots on its layout sheet.

Example: Elvin has 4 mount slots, which gives him an ATT of 4.

Combat is resolved normally (*ATT + 1 per Popcorn + 1d6 for max 1 Pod + 1d6*), and the losing Bioborg is stunned and unable to move or initiate an attack until the end of that player's next round. The Bioborg may still defend as normal.

[Amended]: Since no weapons are used for unarmed attacks, Bioborgs can only use a maximum of **1 Pod** for the attack roll. There's some good news, however. Top secret Factoid databases verify that the Gammasaurus can't use Pods at all for any unarmed attacks.

There are a few options that can be used as an extension of the unarmed attack. If so, it must be declared when an unarmed attack is announced. And, the Bioborg must burn a Pod in order to use one of the options listed below (only 1 Pod is burned, as there are no extra benefits for burning multiple Pods). This is in addition to burning a Pod to add to the ATT total.

***Roundhouse:** Add **+1** to your ATT. If successful, your opponent is at risk of being knocked down (see *Such A Push-Over* above for resolving possible knock downs).

***Clock Cleaned:** Add **+2** to your ATT. If attack is successful, your opponent must skip their entire next turn.

***Throw:** Add **+3** to your ATT. If attack is successful, move the loser's Bioborg to an adjacent space; then use *Such A Push-Over* for possible knock down.

***Popcorn Feeding Frenzy:** Add **+5** to your ATT vs Popcorn only.

**I don't quite know yet what the benefits of Unarmed Attacks are (if any); simply because I haven't had the chance to give them a once-over with a fine-toothed comb. So, be advised that they might not work the best (or at all).*



Cover box art for **Revenge Of The Factoids, sporting quite a different look for Gammasaurus.*

X2. COMING SOON!

***Greetings From The Big Nada**

The first unofficial expansion pack for the unofficial (*et*) RPG! Bringing the world of The Big Nada with a population of creatures, various people (such as Slugnoids, or the vile Hurgen Raiders), and unique new game options.

***Gammarauders™ Campaign Pack-1**

A brand new campaign setting for **Gammarauders™ Classic**! Some new nasties suddenly appear on The Big Nada, hell-bent on annihilating not only all the Bioborgs, but all of human and mutant kind!

***Gammarauders™ Soul Survivor**

A landmark expansion pack for **Gammarauders™ Classic**. Something so monumental in scope, it could only come from the maniacal mind of *Barrow'd Time Games*. It can all be explained in just one way: 1...Player...Games.