For The (extremely tiny) Roleplaying Game v1.35
Part-8 Of A 6 Part Trilogy

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By: W.Brian Barrow
Original Rules By: Zeb Cook (© 1988)
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LEGENDS NEVER DIE
34 YEARS!
1987   2021

[Notice]: You will need a copy of the **Gammarauders™ (et)RPG v1.35 Build** in order to use this. *Greetings From The Big Nada* expansion pack is recommended, but is not required.

Welcome, fearless Bioborg Handler, to the second expansion pack for the **Gammarauders™ (et)RPG****! This time, those oh-so-adorable-until-they-trash-your-neighborhood Bioborgs take center stage, rounding out some oversights and bringing new game options to the table.

And, you'll meet a new type of merchant, the Bioborg Wrangler! The Wrangler covers every aspect of Bioborgs, from buying and selling new Fittings, to doing repair on damaged weapon mounts and Tech. Looking for that special Holiday gift for your Platypusiax BFF? Look no further than the Bioborg Wrangler.

As with *Greetings From The Big Nada*, everything in this book is modular and optional. Use the rules you like, to Hell with the rest of them.

***Soon to be re-branded as the **Gammarauders™ (not-quite-as-tiny-anymore) Roleplaying Game**.*

*Some Quick Adjusts (aka micro-patch)

-(Damage): When determining your damage total, add the Sd6 you rolled. This is added after all other adjustments are done.

***A Quick Refresher Course**
[From the core rulebook]

All Bioborg items have a **Pod Use Number** (or PUN). A PUN ranges from 1 to 3. Each time a weapon is fired, a defense is used, or certain Tech is used, a check is made (rolling a number of dice equal to the PUN). If the PUN is rolled on any die, one pod carried by the Bioborg has been drained of power (*update: rolling the PUN on multiple dice does not drain multiple Pods. It comes down to a "1-or-none" outcome*).

Example: If a Fitting has a PUN of 3, it means roll 3d6. If any of the dice comes up as a 3, a Pod has been drained of its power.

Blip The Teleporturtle™

*Bioborg Wranglers

This a new type of Merchant (see Merchants in *Greetings From The Big Nada*), and they deal specifically with all things Bioborgs. Whether it's weapon mounts, Tech, or even upgrades to the Bioborgs themselves, the Wrangler has you covered in every way.

As a general rule of thumb, the larger the city, the more likely you'll find a Wrangler. Some mega-cities may even have more than one. In fact, it's not too uncommon to find a Merchant and Wrangler operating together.

In addition to installing Fittings, Wranglers have the ability to upgrade Bioborg Ability scores; should you need to increase them and are coming up short in the XP department. Upgrading Ability scores cost **[1000c] x [next level]** and requires a Science roll. As long at the Wrangler gets at least 1 Sd6, the score is upgraded successfully (being mindful of the max score allowed for each Ability). If the Science roll fails, there is no damage to the Bioborg. But the stat is not upgraded, and you're out the money you spent (yes, it's payment up front).

-Typical Bioborg Wrangler
Science: 5   Style: 4
Rumble: 2   Bod: 3
Control: 1
+2 mod to all Science rolls when installing, repairing, or enhancing any fittings or Tech.
+1 mod to Science when upgrading any Bioborg Ability stats.

*‼NEW‼ Bioborg Fittings: Tech

Bioborg Tech are special gadgets that are not weapons, defenses, or other Fittings. A quick scan through historical Bioborg Rumble archives shows that the balance of power (and thus the advantage) in battle can come down to a single Tech.

The total number of Tech a Bioborg can have installed is equal to it's current Armament score +2 (so a Bioborg with an Armament score of 3 can have up to 5 Tech installed). Add another +1 to this if the Bioborg has a Brains score of 3.

Much like weapons and defenses, all Tech will have a PUN listed. For some, this means the PUN is applied each turn (for sustained bonuses), or each time the Tech is used for something.

Just like any other Fittings, Tech must be installed on the Bioborg before it can be used. Unless noted otherwise, each Tech installed takes up 1 of the Bioborg's *Armament* slots.

*Self Installation

There's nothing that says you *must* see a Wrangler to do upgrades. If you're brave (read as: foolish), you can install and upgrade your Bioborg yourself. While this keeps a lot of chips in your pocket, it severely ramps up the risk of failing (and possibly injuring your Bioborg).

The main focus on all Bioborg upgrades are: weapons, defense, tech, and Abilities. All of these fall under your Handler's SCIENCE Ability.

*In Regards To The Gammasaurus

The Gammasaurus is unique, mainly because it can't go to a Cryptic Alliance or Wrangler in order to have Tech installed. This has lead to a startling discovery with the Gammasaurus; in that he "kinda-sorta" looks like he can graft Tech that he salvaged from defeated Bioborgs.

When the Gammasaurus is within 100 yards of a downed Bioborg, it can attempt to 'steal' any weapon mounts or Tech. This is a BRAINS ability check, with a **-mod** attached based on the target Bioborg's BRAINS score. This is in addition to any other mods The Boss might throw at you.

BRAINS	-Mod
1	0
2	-1
3	-2

Each Sd6 rolled allows the Gammasaurus to get 1 weapon mount or 1 defense mount (shields, re-enforced armor, etc.), or 1 Tech.

Hoag The Kangaroid™

*Fitting Classes
[Certain Tech works only with certain Fitting Classes]

A Fitting Class is the basic fundamental structure of all Fittings. As so far, the following are the different Classes:

-Flamer   -Ion
-Psionic   -Plasma
-Slugger^   -Blaster
-Laser   -Gas
-Water   -Missile (1-shot weapons)
-Popgun (vs Popcorn only)
^*Sometimes referred to as "Slugthrower".*

*Bioborgs Be A-Brawl'n!
(Or "The Most Needlessly Over-Complicated Mechanic In The Entire Game")

Sometimes, simply having an Uber-Ion Triple Barrel Plasma Bolter just feels so non-personal. Sometimes, to get your point across clearly, you need to get up close and personal, and strangle the ever-living shit out of your opponent. In cases such as that, welcome to the **Gammarauders™** *(et)RPG* (ridiculously-complicated) brawling mechanic!

All brawl attacks are based off your Bioborg's base BOD Ability (before it's multiplied by 10). Simply put, some Bioborgs are more adapt at laying a smackdown than others. In order to attempt a brawl attack, you need to be aware of 3 factors. Those factors are: do you have a target? Is said target within range? And, what kind of brawl attack are you using?

The first question is rather self-explanatory (the lack of a target makes *any* attack considerably more difficult). The target of your donnybrook must be within 200 feet (or roughly 61 meters/67 yards) of your Bioborg (it should be noted that from Bioborg to Bioborg, 200 feet is still point blank range). And finally, what *kind* of brawl attack are you wanting to use? Keep in mind, not all Bioborgs are capable of all kinds of brawl attacks (Blip isn't anywhere on the list of power punchers…or kickers or stomps for that matter). Use common sense when choosing the brawling attack option.

Each brawl option has a mod, which will be applied to your BOD roll. Some options are more likely to succeed than others, regardless what kind of Bioborg you have. It also has a list for "Need"; what your Bioborg must have in order to use the brawl option. Choose one of the options below, and use its listed mod for your BOD check.

Option	Need	Mod
Clobbering Punch**	Arms	**+1**
Ravenous Bite~	Mouth	**+1**
Power Stomp*	Legs	**-2**
Snap-Back Kick**^	Legs	**-1**
Tripping Tail Swat^	Tail	**-1**
Claw Shredding~	Hands	0

Next comes the tricky part: determining the damage of a brawl attack. The base damage of any brawl attack is the Sd6 rolled. Then, you apply the ***inverted value*** of the option's mod listed.

Sd6 Rolled + Option Mod Inverted

Example: Clobbering Punch has a **+1 mod**. When figuring damage, the +1 **inverts** to a **-1** for damage. Likewise, a brawl option with a **-1 mod inverts** to a **+1** to damage.

Finally (whew!), there are some special game FX when using brawl options. It should be noted that these game FX only apply to a successful brawl attack that does **at least** 1 point of damage to a target.

✱	Target must currently be prone (i.e. knocked over). Otherwise, this has a 0 mod instead, with no other FX.
✱✱	Target must succeed a CONTROL roll, or be knocked back **5 yards x attacker's Sd6**. *Blip, Dweemish, Frag, and Spadzoot get a +2 mod to this roll.*
∧	Target must succeed a CONTROL roll, or be knocked over (aka knocked prone). *Blip, Dweemish, Frag, and Spadzoot get a +1 mod to this roll.*
~	**[Claws]:** Target rolls 1d6 for each mounted weapon and Tech. On a roll of 1 or 6, the weapon/Tech is destroyed and removed. **[Bite]:** Target rolls 1d6 for each Pod they have. On a roll of 1 or 6, the Pod is rendered useless and is removed from the Bioborg.

Prone Bioborgs are vulnerable, and may suffer greater damage. A prone Bioborg can still make attack rolls, but they take a **-2 mod**. If you attack a prone Bioborg, you get a **+1 mod** to the attack.

In order to stand back up, a Bioborg must use its action for the turn (it can't perform any other actions until it stands back up). As an option, the Bioborg can declare a Pod Burn to stand up (doing so creates a PUN of 3). The Bioborg stands back up, but it risks burning a Pod in the process.

Draxx The Packratula™

*Starter Tech List

]...When buying Tech, it always starts at the lowest level listed.

]...Future game packs may have new Tech not listed here.

As a friendly reminder, always check with your local Wrangler for any new Tech that is released! You never know what kind of new Tech you might find.

Amplified Instincts Module	PUN: 1	Cost: 3
Get a **+1 mod** on all unarmed Brawl attacks.		

Data Compression Node	PUN: 1	Cost: 3
Level: 1-3 *Requires 2 level pts to increase this level by 1.* Can carry additional Pods equal to Tech level. *PUN must be used each turn you have the extra Pods.*		

Ionized Wave Disruptor	PUN: 3	Cost: 6
Level: 1-3 When taking damage, level is the number rolled that is removed from the damage. *Example: If you have this at level-3, the opponent would ignore any 3's rolled for damage to you.*		

Geo-Max Stabilizer	PUN: 2	Cost: 4
Level: 1-2 (Lv 1): **+1 mod** to CONTROL on knock back **or** knock down checks (you choose when used). (lv 2): **+1 mod** to CONTROL on knock back **and** knock down checks.		

3D Target Buffer	PUN: 2	Cost: 5
Level: 1-3 *Pick 1 Fitting Class when you buy this. *Can have up to 2 Buffers, but both must be different Classes.* (Lv 1/Lv 2): **+1 mod** all ranged attacks with chosen Class. (lv 3): **+2 mod** all ranged attacks with chosen Class.		

Tox-Acid Smog Screen	PUN: 3	Cost: 5

Level: 1-3
*Level is number of uses before it needs to be refilled (refill cost: 2).
All opponents take a **-1 mod** all attacks against you.   Lasts until end of your next turn.

VR Diagnostics Systems	PUN: 0*	Cost: 4

This device lowers the PUN of all other Tech/Weapons/Defenses by -1 (to min PUN 1). While this doesn't have a PUN of its own, it requires 2 Armament slots when installed.

Live Hyper-Net Streaming	PUN: 3	Cost: 4

*PUN is only used on the first turn of combat, not on every turn (you choose to use it or not).
Add **+1d3c** to your current Contract after every combat you are victorious.   Lose **-1d3c** from your current Contract after every combat you are defeated (to min Contract value of 0).

Internal Gamma-Med Influx	PUN: 2	Cost: 5

Level: 1-4
Auto-heals BOD points, based on its level.
(Lv 1-2): Regenerate 1 BOD per use.
(Lv 3-4): PUN becomes 3.   Regenerate 2 BOD per use.

Invisi-Cloak Generator	PUN: 3	Cost: 15

Level: 1-2
*PUN is used for each turn you are cloaked.
While cloaked, all opponents take a **-mod** to any attack rolls against you.
(Lv 1): **-2 mod**
(Lv 2): **-3 mod**
Whenever a Bioborg de-cloaks, they take a **-mod** to BOD, BRAINS, and CONTROL equal to the cloak's level.

Bio-Wave Uplink Servo	PUN: 3	Cost: 9

Level: 1-3
*This Tech burns **2 Pods** when the PUN is used, instead of the normal 1 Pod.
Level equals reduction of XP cost to increase its REP.   The PUN is used when the Bioborg increases their REP.

*Creating Your Own Tech

If none of the listed ones are to your liking, you can always try your hand at crafting your own Tech.   Give it a zoot name, what the game FX is (remember common sense and game balance), then give it a relevant PUN.   Keep it mind, the more tech-advanced your new gear is, the higher it's PUN will be.

Finally, assign it a cost to be subtracted from your Contract.   A recommended rule-of-thumb would be the Tech's **PUN + 2c** (adding an additional **+1c** to the cost for each level the Tech has over the first). Additionally, you'll also have to apply a one-time cost of **+1d3c** to the new Tech, to cover basic costs of research and development and various processing fees associated with it.

If you're currently under Contract with the Lab Rats Cryptic Alliance, these additional fees are waived (you basically gave them something to do for a while; they live for "nerdy" stuff like that).

*Bioborg Powers

...It has been brought to my attention by a number of (obviously malfunctioning for thinking I could forget anything) Factoids that I have somehow omitted a major defining aspect of all Bioborgs: their unique Power.

*So, I have taken upon myself to sacrifice my lunch break today, to give you the lowdown on how Bioborg Powers are used in the **Gammarauders™ (et)RPG**.*

One of the more unique features of the original **Gammarauders™** board game was the game-changing Powers bestowed upon each Bioborg.   The Power was as unique as Bioborg it was attached to; from Blip's ability to teleport over great distances, to Squawwk's ability to freeze and immobilize opposing Popcorn and Bioborgs.

The late Professor Womba theorized that all creatures had a dormant coding in their DXA, which became 'activated' when it went through the Womba Process.   Whether this is true or not has been the subject of many debates (and more than one "nuh-uh!" style of argument among top scientific minds, in the *Lab Rats* Cryptic Alliance).

*Establishing Your Bioborg's Power

If you are creating a new Bioborg, it's Power will be determined as part of its creation.   For Bioborgs already made, giving it a Power could be justified by way of a Bioborg's "Awakening" (some people prefer to use "Mutation" instead).

A Bioborg's Power is like a unique signature, as individual as the Bioborg itself. Often times, a Bioborg can be recognized more by its Power than its name. It's yet another mysterious side-effect of the Womba Process.

If you are creating a new Bioborg, you'll be able to determine its Power during the creation process. Should you decide to add a Power to an existing Bioborg, this can simply be recognized as a late bloomer ability, that has "awoken". Keep in mind, you only get 1 Power, so make it a good one!

What kind of Power do you want for your Bioborg? There's a lot of concepts for Powers; take a look at some of the existing Bioborgs to see some inspiration for your Bioborg's ability. Does it affect their movement (like Blip or Roddis)? Does it enhance their mounted weapons arsenal (like Elvin or Jaggo)? For some, this may be as easy to do as choosing a name for a video game character (and we *all* know how fun that can be…).

*Deciding Your Power's Foundation

If you have the World Book for the **Gammarauders™** board game or **Revenge of the Factoids™** (or you know some elder Factoids), take a look at the various Powers. You'll notice that all Powers are grounded by some shared commonalities. These are listed below, with Bioborgs included as referenced examples.

*Transport [Blip/Dweemish/Kizaro/Fydo/ Roddis]: The Power affects movement in some way.

*Mutation [Draxx/Scav]: Power can't be categorized under any other Foundation.

*Combat: The Power affects combat with the Bioborg:

(Range) [Elvin/Jaggo]: Affects the overall range of an attack.

(General) [Filmoore/Squawwk/Frag/Gruz/ Hoag]: Affects the overall battle, but isn't classified as offensive or defensive.

(Offense): The Power affects the battle when the Bioborg is attacking.

(Defense): The Power affects the battle when the Bioborg is defending.

*The Complexities Of Powers (and the simplicities that love them)

This is sure to make some of you a bit upset, but unfortunately, there are no set-in-stone rules governing Bioborg Powers. The best I may be able to do is provide examples of how some Powers can work in **Gammarauders™ (et)RPG**. You can use this as a baseline, and maybe spur an idea for your own unique Powers.

However, one could safely assume that if a Power offers an increase (such as Gruz's immunity, or Blip's teleport), the Power always starts at the lowest level possible.

*Elvin: You start with 1 weapon slot that has its range increased by +500 feet. Any weapon mounted on that slot gets the range bonus. Later, you could use GP to either "open" another slot for the range bonus (up to 1/2 (ru) its current Arsenal score), or increase an established slot by +100 feet.

*Blip: Blip starts out with the ability to teleport, with a range of up to 5 miles away. Using GP could increase this by +5 miles per GP used (to a maximum range of its current Power x 20 miles).

*Gruz: Gruz starts out with an immunity towards one weapon class (flame, laser, etc.). Each GP spent would allow Gruz to add an additional class immunity.

These are just a scant few examples of Powers at work in the **(et)RPG**. In the end, however, it's up to you and The Boss to figure out a system for making your new Power playable in-game. This isn't a cop-out on my part (maybe just a smidge). But a Bioborg's Power is unique to that Bioborg; a rite of passage (if you will), ushering their arrival into not only The Big Nada, but the very Gamma Age as well.

If you can't decide on a suitable Power, that's okay. As has been stated already, this can be explained away as an "awaking" of your Bioborg's evolutionary step. **Gammarauders™ (et)RPG** is surprisingly flexible in its core engine, not only allowing, but borderline *embracing* the ancient Golden Age rituals known as "house rules" (though I must question what a house has to do with any of this).