GAMMARAUDERS

The (extremely tiny) Roleplaying Game

v1.35 Update Build

This updated rule book is a combination of the original game rules, and the **v1.3 Update** Patch. Any material related to the v1.3 Patch will be shown in styled **_Blue format_**. I'm doing things this way in order to preserve the original material as much as possible (as it was originally written).

It's also important to note that the **v1.3 Update** Patch was never considered official. It was written by me in order to shore up some factors that I had considered to be important; but, were left out of the rulebook (for whatever reasons).
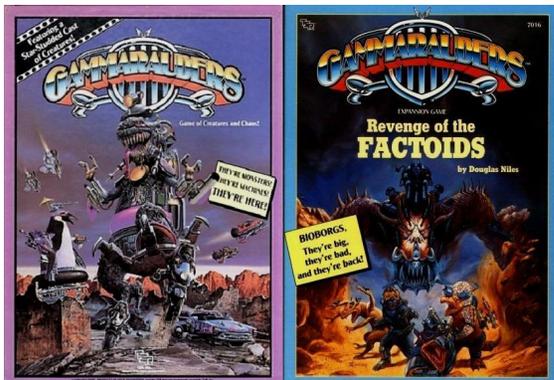
How, just how is this thing supposed to work? Blast! You never can get these Factoids tuned in right…maybe if I just give it a good kick right there…>THUNK!< Look, Ma, this thing's finally working!

Greetings, citizens of Earth, I am Major Zeb of the Gammarauders Science Patrol. We are pleased to beam you this first transmission from Gammarauders Central. Through our transmissions, we seek to enlighten you regarding the world of Gammarauders. To that end, the Factoids have unearthed an ancient form of education from the Golden Age-the roleplaying game. Although I am uncertain of its educational value since it seems too much like entertainment, the Congress of Gammarauders has got it into their heads that we have to do this.

Therefore, following schematics and diagrams prepared by the Factoids, we offer you the **Gammarauders™ (**Extremely Tiny**) Roleplaying Game**, explained in four overall tiny installments.

Sd6: Short for "successful dice rolled" (for example, if you have a score of 4 and 2 of the 4d6 rolled are a 4, you rolled **2 Sd6**).

Fistfull Of Dice (FoD): The collection of d6 you roll for Ability checks (among other things). Commonly known as a "dice pool" in _Those Other Games™_.

Mods: Short for "modifiers". Mods adjust your **FoD** on an Ability check; (+mods) add dice, while (-mods) remove dice.

Simple Check: Only 1 Sd6 is needed to have a successful Ability roll.

Complex Check: Multiple Sd6 are needed before the check is considered successful.

Experience Points (XP): Unique points used primarily to upgrade a Handler's / Bioborg's Reputation.

Reputation (REP): A Handler or Bioborg's

overall game level.

Non-Player Character (NPC): Any character not being controlled directly by a player ("The Boss" is the only player who can dictate what an NPC does).

INSTALLMENT #1

Creating Your Character

According to the Factoids, the first thing I'm supposed to do is explain what roleplaying games are all about. It's simple--roleplaying games are make-believe. If you remember the Gammarauders and Slugnoids, or cops and robbers you played as a child, roleplaying is just like that--with more rules. The rules are supposed to tell you who shot whom and settle arguments and the like.

The first thing you need to decide is who's "The Boss". If you bought this fine book, you're The Boss. The Boss gets to make up stories and decide all the things the rules don't decide. If you don't want to be The Boss, get one of your friends to be The Boss. Everyone who isn't The Boss is a Player.

The second rule is that everyone who is not The Boss must create a character. Characters are imaginary persons in the game who are controlled by the Players. Each Player gets one character. The Boss does not get a character (don't worry, he gets the Supporting Cast). In this installment we show you how to create characters.

But, what does your character do? After much discussion, the Factoids have convinced the Congress that a character should be one of those lawless representatives of our society, the remnant of earlier times, the Bioborg Handler.

I personally felt the character should be a force for order and society--the official Gammarauders Patrol--but the Factoids' data showed that roleplaying learning mechanism requires the character to have a significant destructive potential.

To create a character, you will need a pencil, a piece of paper, and d6 (the normal kind, numbered one to six). Then, all you have to do is follow the steps below, making decisions as you go. To assist you, I shall provide examples from some of our more notorious crop of Bioborg Handlers.

Step 1: Decide if your character will be male or female. Choose what you like, because it doesn't matter, anyway. Write down your choice at the top of your sheet. Natasha is clearly female, Jok is not.

Step 2: Write down the ability names listed below on your sheet:

Ability	Definition
Science	Your understanding of things--well, scientific. Nigel Inkstamp Battlebone has an excellent Science score.
Style	Your ability to make an impression on others, the way you want it to be made. Nigel certainly makes an impression, but almost never a favorable one. Slash and Natasha have quite a bit of Style. Jok has some, but it isn't exactly oozing from his pores.
Rumble	Your skill in a fight. Riddley is a pretty good fellow to have in a fight. So is Slash.
Bod	Your muscles and size. Let's face it, Riddley almost tops out the scale here, while Nigel comes in at the low end.
Control	Your ability to keep your cool commanding your Bioborg in the heat of action. Natasha has control. So does Slash. Jok is improving his with practice.

Abilities are the things that tell you what your character is like. Each ability is ranked from 1 to 6. A 1 means you're just not very good in that area. A 6 makes you about the best there is within that ability.

Step 3: Determine your ability scores. Each ability starts with a score from 1 to 5. You get this by rolling one die (1d6) and ignoring 6. Roll up 5 different scores and note them on your paper. Don't worry about their order yet.

Step 4: Now match your scores to your abilities. You get to choose which number is assigned to each ability. As you do this, you are making decisions about what your character will be like. Do you want a strong, not-too-bright oaf? Give your highest score to Bod and low scores to Science and Style. Is he all brains and no brawn? Make Science high and Rumble and Bod low. Is he a brilliant Bioborg Handler? Make Control the highest score.

Step 5: Now comes the hard part--you must decide a Complex for your character. Everyone has complexes--it's in all the writings of the Golden Age. There are neuroses, psychosis, everything. Look at the works of the Golden Age geniuses--Dr. Spock, Werner Erhardt, Dr. Joyce--they say everyone is messed up, so it must be so. Of course some, like the Bioborg Handlers, exhibit more profound problems (*unlike stabler members*

of society who have joined the Gammarauders).

For example, Jok is hopelessly infatuated with Natasha--that's a problem. Riddley has an obsessive hatred of Slash. Slash generally hates everyone (*Now, is that a complex or what?*).

So, choose a complex for your character. It can be anything you want. Perhaps he can't abide the color red. Maybe she is touchy about her height. He could even loathe his own Bioborg, forever envious of the fine creatures other Handler's have. Choose something you can have fun with (*Remember, this is a learning tool and, if nothing else, you will learn that those irresponsible Bioborg Handlers only live to have fun, unlike us serious-minded members of the Gammarauder's Science Patrol*).

After you have chosen a complex, roll 1d6 again and write the number after it. This tells you how strong your complex is. A low number means you can pretty well deal with it when you have to. A high number means the exact opposite--you tend to do irrational, stupid things when in situations where your complex applies--just like those Bioborg Handlers. (*Say, the Factoids are right. This just might be a learning tool!*).

Step 6: Decide all the other stuff, like appearances, dress, accents, and anything else that seems interesting.

When you finish, you should have a character that is something like this:

Jok Tadsworth
Freelance Handler of Hoag the Kangranoid
Science: 2   **Style:** 3
Rumble: 4   **Bod:** 3
Control: 4
Complex: Hopelessly in love with Natasha (who generally thinks he's an idiot)-5
Personality: Jok is an honest, good-hearted, well-meaning kind of guy, who happens to be as lazy and irresponsible as he can get away with. Unfortunately for him, his sense of justice and do-goodism keeps getting in the way of his plans.

Or you might have a character like this:
Nigel Inkstamp Battlebone
Former Lab Rat and current Handler of Dweemish the Hamsterian
Science: 5   **Style:** 1
Rumble: 2   **Bod:** 1
Control: 4
Complex: Doesn't fathom most basic human emotions-3
Personality: An egg-headed little nerd who can't speak in words of less than five syllables, he is generally naive. Small and scrawny, he stays alive

by packing a device for every occasion.

]...The official title of the Game Master is "The Boss". All installments after the first referred to the GM as "The Keeper" (for reasons unknown).
]...When determining your character's Ability scores, re-roll any sixes you get.
]...Each Ability must have a score, no Ability can't have more than one score.

INSTALLMENT #2
Professor Womba And The Womba Process
As everyone knows (except you), Professor Womba (revered be his name) was one of the most brilliant minds of the Gamma Age. Innumerable have been contributions to the glorious re-enlightenment of the sciences: the pepto-atomic cannon, the speedy seltzer gas combustor, and the four-door hydro drive-through shower are only a few of the wonders from his fertile brain. But greatest of all his inventions was the Womba Process®©™, the secret method responsible for the creation of the great Bioborgs.

Although the technique is highly technical and secret, the principal phase involves the application of the mysterious Sputnik Gap. Combined with highly confidential toxic chemicals, Bioborgization is accomplished--the melding of metallic and organic components.

Of course, Professor Womba, being a true Gammarauder and not one of these mercenary Handlers or fanatic members of a Cryptic Alliance, naturally intended his creation only to strengthen the peaceful purposes of the rising Gammarauder confederation. Alas, it was not to work that way. Shortly after developing his first working prototype, Elvin the Tyrexian, Slugnoid agents broke into his laboratory and stole his formula and his prototype. In the ensuing escape, Professor Womba was tragically struck down, accidentally stomped on by Elvin as the Bioborg left the lab. His loss has been greatly mourned ever since.

In taking the first prototype, however, the Slugnoids had made a great mistake--indeed, several of them. There were unforeseen side effects of the bioborgization process. Most disastrous of these was the development of intelligence, admittedly a pretty basic and destructive one, in the Bioborg. Elvin quickly became more than the Slugnoids could handle. Just as they were about to carry their major attack on Gammarauders Central, Elvin decided he was fed up with their bullying. His decision (and the method of expressing his displeasure) sent the

Slugnoid forces streaming for the hills. Unwittingly, Elvin had saved the day and all the Cryptic Alliances were quick to perceive the value of the Bioborgs. The Bioborg race was on.

Of course, there was still the problem of a malcontent and heavily armed Elvin on the loose. Thus the need for Handlers became apparent. Since that time, a select few have volunteered (or, in the case of the Slugnoids, been volunteered) for Bioborg Handler training. It is a risky process, given that the Bioborgs show their dissatisfaction with unsuitable Handlers through suitable accidents. Indeed, the Lab Rats went through 250 volunteers before their Bioborg Dweemish found a Handler he didn't try to stuff into his cheek pouches.

Bioborg Handlers, like Jok Tadsworth, retain control of their charges through the second side-effect, a specialized extra-sensory radio perception (ESRP in the language of the ancient ones of the Golden Age)that develops between the Bioborgs and those in long association with them. This is more than just communication, for the two soon discover they have certain character traits in common. Fortunately for the Handlers, the rather simple minds of the Bioborgs in the Bioborgs mainly adopting most Handlers traits. Some detractors claim that Riddley McCann's general insufferable thick-headedness is a pickup from Onko the Gorillian, that Riddley was really much more reasonable before he became a Handler.

To better understand the relationship between a Bioborg and his Handler, the Factoids have devised the following rules. Given the Factoids, this will either make things perfectly clear or hopelessly confuse you.

To create a Bioborg, you first need to have a suitable body. Since there is very little point in trying to strap a 3-ton hyper-inviso static laser on the back of a ferret, you need a giant-sized creature. These aren't found in town, but only out in the "Big Nada". Have fun finding one.

The other thing is that Handlers never get to choose their Bioborgs. It just doesn't work that way. What Handler in his right mind would volunteer to babysit an overgrown hamster or an insouciant kangaroo? Consequently, in the game, Handlers are assigned Bioborgs according to the whim of The Boss (the guy in charge). Again, have fun.

Once the Bioborg is assigned, it needs numerical stats, just like the Handler. These are:

Ability	Definition
Bod	The measure of size and fighting ability. Since you're dealing with a 60 foot plus critter, the Bod roll is 1-6 x10.
Brains	The general smarts of the Bioborg. They aren't bright enough to have separate entries for Science, and the like. Bioborgs aren't very smart, their Brains score from 1-3 (roll 1d6 and divide the result by 2, rounding fractions up).
Control	The Bioborg's willpower to ignore the orders of its Handler and even make him do things he doesn't want. It can range from 1 to 6.
Armament	How many different weapons the little devil can have at one time. This number is equal to one-tenth (10%) the Bioborg's Bod score. Of course, the Bioborg can change its weapons for others back in the shop any time it has the opportunity.
Power	The number of pods the Bioborg can eat without becoming seriously ill. Pods are the all-important fuel source for the Bioborg's weapons (and most everything else). Eat even one too many and the Bioborg is disabled with indigestion. Scores range from 2 to 12 (roll 2d6 for this).

Finally, there is the matter of Complexes. Just like their Handlers, Bioborgs have them too. These are secretly decided by the Boss. It's not one of those things that the Handler knows. Normally, the Complex should be related to the Handler's Complex, since the two are related. For example, Onko and Gruz just do not get along, just like Riddley and Slash. Dweemish is the social outcast of the Bioborg corral and Hoag is susceptible to Cupid's arrows. Fortunately, he hasn't met the right kangaroid yet (as a matter of fact, he hasn't met *any* kangaroids yet).

]...If **-mods** reduce your **FoD** to 0, you can't make an Ability check with it unless you have some Gear things (or some creative description), that will give you **+mods** to make your **FoD** at least 1.
]...(**Basic Ability Check**): *Jok has a Style of 3. He would roll 3d6 (the score is 3), and one of the d6 rolled **must** be a 3 for the check to be successful.*
]...(**Using Mods**): *Jok uses the same Style, but gets a **+2 mod** for something. Jok's FoD is now*

INSTALLMENT #3
Blowing Things   Up

Well now, looking at these notes provided by the Factoids, you, faithful followers of the Gammarauders airwaves, should be ready for action. So--BIOBORGS ARE GO!
But first, a note about Factoids.

*Factoids

Fortunately, what we know about Factoids is blissfully short. What we don't know is a pretty long list. We don't know where they came from or why they are here. We don't know if they are machines or animals. We don't know if they die, mate, get pregnant, eat, sleep, or even feel.

What we do know is that they answer questions and seem to have an amazing amount of knowledge. Apparently, they record everything they see and what one knows, most all others seem to know. They will answer any question put to them, making them invaluable for scientists, spies, and explorers.

They do have one teensy-tiny drawback (of course). They answer every question--completely and literally. Never, never ask a Factoid what's new. It will follow you for the rest of your existence, displaying every new thing on its screen. Attempts to find out where they come from have proven equally futile. It is quite possible that Factoids know everything in the universe. The problem is finding the right questions to ask.

A Factoid will be able to answer any question on a **1d6 roll of 1-5**. Only if a 6 is rolled is the Factoid unable to supply information. In answering the question, The Boss never volunteers extra information and takes every opportunity to twist the intent of the question by being absolutely literal. Thus, if a Factoid is asked "Do you know the way to San Jose?", the answer is "yes", and nothing more.

Have fun.

*Doing Things

Whenever a Handler or Bioborg tries to do something difficult, you have to roll d6 to see if you succeed. A every Handler knows, nothing is for certain. The number of d6 you roll and the number you need to succeed depends on the Ability score you use. Most of the time the score you should use is obvious: for fighting you use Rumble, for figuring things out you use Science, for keeping your Bioborg from stomping the Astro Nightlite Drive-In when he gets over-excited during a showing of *Venusian Blacklist Babes* you use Control.

To see if you succeed, you roll as many d6 as are equal to the score of the Ability used. If the Ability is 5, you roll 5d6. If it is a 1, you roll 1d6. The Ability score is also the number you want to roll on each d6. If the Ability is 5, you roll 5d6 and want to roll a 5 on each d6. If the Ability score is rolled on even 1d6, the attempt succeeds.

Sometimes doing things is harder or easier than normal. For these situations, the number of dice you roll is increased or decreased. Firing your neutronic blast pistol while running through a battle zone is harder than shooting at signs. In this situation, you would roll one die fewer (**-1d6**), so instead of 5 dice you would roll 4.

How to build a Bore-Head Blower Booster is something every kid learns in shop, so you roll 2 more dice (**+2d6**) if you tried to build one, increasing from 5 dice (if you had a 5 Science) to 7 dice. Changing the number of dice you need to roll doesn't affect the number on each die that you want to roll, however.

In both examples, you would still need a 5 on one of the dice to succeed. All of this is an example of the scientific principle known as Fistfulls of Dice.

*Rumbles And Other Brouhaha

Being a Bioborg Handler, you are going to get into a fight sooner or later--sooner, knowing most of you. To keep everything from becoming total chaos, there have to be some rules to control the fight. The following are the **Gammarauders™ (Extremely Tiny) Roleplaying** Rules for fighting.
1. Choose what you want to do.
2. Figure out who does what first.
3. Roll the dice for doing things.
4. Figure out how badly you hurt the other guy.
5. Don't punch below the belt unless you're a Slugnoid.

]...What Can I Do?

You can do just about anything reasonable (and some things unreasonable). Just tell your Boss and he will tell you whether you can try that. You can only do one basic thing (shoot, run, run and shoot, etc.) in a turn.

]...Who Goes First?

To give fighting some kind of order, so you know who gets to do what when, everyone rolls dice against their Control. The person who makes

the most successful rolls (i.e. rolls his Control score) goes first and so on until everyone has a chance to act. If no one rolled his score, the person who rolls the most dice goes first and so on. If it is a tie, those characters do everything at once. (In a really big fight, you can simplify this to one roll for the Good Guys and one roll for the Bad Guys, using the best score on each side).

After you know who goes first, you make a roll for doing things just as we explained. Things that can change your chance of success are listed below. Remember, these add to or subtract from the number of dice you roll.

Shooting while moving	-1
Taking careful aim *Mod applies to your next shoot roll.*	+1
Shooting at someone hiding behind something small	-1
Shooting at someone hiding behind something large	-2
Shooting at something great big (like a Bioborg)	+4

*Range

To punch somebody, or for Natasha to strangle the living Riddley, the Handlers have to be standing beside each other--the technical term being Real Close. To shoot something with a blaster, gun, or Spectral Laser, the target must be in range.

Each weapon has a range given in feet. If the target is within that distance, you can blast it. If not, get closer (this is a simple game. We don't mess with different types of ranges. You see it, you shoot it).

*Getting Hurt

If you hit a target, you have to see how badly you hurt it. This changes depending on just how you are fighting. When punching, kicking, or otherwise using your body, you do 1 point of Bod damage for each successful die roll you make. If your Bod is greater than your Rumble, you add **+1** to this result. Kicking a Bioborg into submission will take a long time.

If you are using a weapon, you roll as many dice of damage as the weapon description calls for. This could be a little bit or a whole lotta points.

When a Handler or Bioborg's points reach 0, he is Hors d' Combat and out of play (until the next Big Scene Change).

]...Unless noted otherwise, all damage is applied to the current BOD score. When this reaches 0, the Handler / Bioborg is considered KO'd (the

length of time for being KO'd is up to The Boss).
]...Currently, you can't directly attack a Factoid (what would be the point?). Future game packs may change this.
]...Nothing in the rulebook says you *can't* directly attack a fellow Handler / Bioborg. Just remember there will most likely be harsh (and swift) consequences for doing so.
]...A Handler can't operate or "borg jack" another Handler's Bioborg by any means. Any attempt to do so results in the Bioborg attacking the Handler (see the rule option above this).

*Experience Points (XP) And Reputation

All new Handlers and Bioborgs start with "0" in both XP and REP. While most XP will be gained in battles, there are also other methods to acquire them. It will be the job of The Boss to award XP (how much you got, and why you got it).
If you're the type that likes to micro-manage every aspect of your characters in roleplaying games, you can use 2 new stats: XP Current, and XP Life.
XP Current: What your Handler / Bioborg has right now. This XP is what you use for REP levels, your Bioborg's XP, and any Wildcard XP use.
XP Life: The total amount of XP your Handler / Bioborg has earned since they were "born". This XP is left alone, it can't be used for anything. Mainly for bragging rights.

*REPUTATION Levels

REP	COST	REP	COST
0	--	6	60
1	10	7	70
2	20	8	80
3	30	9	90
4	40	10	100
5	50		

As of this time, the maximum REP level for both Handlers and Bioborgs is 10. Future whims (or non-domesticated hairs located in one's @$$) may change this as seen fit.
When you have enough XP to cover the Cost of the next REP level, subtract the Cost from your XP Current. If there are leftover XP after the Cost, you can think of it as a "jump start" for the next REP.
Example: Jok Tadsworth is currently at REP 0. It will cost Jok 10 XP to "level up" to REP 1. In order to advance to REP 2, Jok will then need an additional 20 XP.
It needs to be noted that XP can't be given to any

other player by any means.

*Bioborgs And XP

Bioborgs are capable of earning XP as well. But, exactly how much they get will depend on you. Yes, giving your Bioborg XP comes out of **your** XP Current.
It's up to you to decide how much XP you want for yourself, and how much you want to give to your Bioborg. Keep in mind, hording all of the XP for yourself will greatly shorten the life span of your monstrous BFF (or you).

*Typical Starter XP List

This isn't a complete listing of XP situations by any means. There will (most likely) be other situations where you can gain XP that is not listed here. In any circumstance, The Boss has the final say as to who gets XP, and how much they get.

Action	XP
Successfully complete:	---
*Small or Good contract	+1
*Big contract	+2
*Whopper contract	+3
Defeat a higher REP Bioborg *Subtract the winner's REP from the loser's. The total leftover become the XP gained ("X").	"+X"
Succeed any Ability check that has a **-2 mod** attached. *Two separate **-1 mods** do not create a **-2 mod** for this purpose.	+1

*Gamma Points (aka "GP")

Whenever you level up your REP, you automatically get 1 Gamma Point. GP's are what you use to increase an Ability score, or otherwise advance an aspect of the Handler / Bioborg.
Gamma Points can't be transferred from Handler to Bioborg. Otherwise, it defeats the whole purpose of Bioborgs getting XP to begin with. Likewise, you are not required to use GP as soon as you get them. But, if you suffer your demise, any GP you had at the time are immediately lost.

What To Upgrade	Max
+1 to an Ability score **[Handler]:** Science, Style, Rumble, Bod, Control. **[Bioborg]:** Bod, Brains, Control, Armament, Power.	6 Each
-1 Complex	1*
+1 Action each turn**	2 Total

*To a **minimum of 1**.
If both actions require an Ability check, the 2nd roll takes a **-1 mod.

*Wildcard XP

There will be some game situations where XP can be used. These are called "Wildcard XP" situations. Wildcard XP allows you to bend the rules (usually in your favor), much to the irritation of The Boss. It goes without saying that you can only use your XP Current for this; XP Life has no bearing at all.
All Handlers can use Wildcard XP; Bioborgs who have a BRAINS of 3 can also use Wildcard XP. But remember, doing so takes XP away from your total (so you'll have to make up the loss in order to level up).

Action	Cost
+1 mod to a single Ability check *Must declare before making roll, can have multiple mods for the roll.	1
Re-roll a single Ability check *Must declare immediately after original roll, and accept second roll regardless of outcome.	3
Perform an additional Action for the current turn only *Must declare immediately after resolve of original Action.	5

INSTALLMENT #4
In Which We Promise To Reveal The Secrets Of The Gammarauders Universe And Don't Deliver (in proper comic book fashion) And Also Tie Up A Few Loose Ends, Like--
*Moving Around And Using Neat Things

…Major Zeb here. Well, if you've stuck with these crazy transmissions up 'til now (and honest, I don't know why the Factoids told me to do this), you're just waiting for your chance to implement this Factoid training program, and gain the full understanding of the world of the Gammarauders.

But, before you can do that, you'll need to pay attention to this installment of the GETRS. So what time is it? It's--
DOODY ELVIS TIME!

*Getting From Here To There

By now, some of you have astutely figured out that standing up and battling it out toe-to-toe (the way Riddley McMann would) isn't always the smartest thing to do. There are times when you want to run away--a tactical withdrawal, as professional Bioborg Handlers call it. So, what do

you do?

Everyone can walk or run, although some go faster than others. Fortunately everybody walks at about the same speed, so there really is no need to worry about that. It gets important when a Handler wants to run from one point to another.

Your Handler's top speed varies from turn to turn. To find out just how fast he can go, roll dice equal to your BOD score, then multiply the result by 10. This the number of yards your character has run. This takes about 30 seconds of time. Sometimes the die roll will be very low. Obviously these are occasions when the Handler has tripped or done something incredibly stupid. The Factoids report that this happens all the time.

Of course, Bioborgs have much bigger feet than Handlers. Therefore, they can cover a lot more ground. Bioborgs use the same method to determine how far they move, but multiply the result by 50. Bioborgs are a lot less discriminating, too, so their movements always tend to be accompanied by rubble, over-turned flyers, and crushed buildings i.e. leaving total destruction in their wake. Tracking a Bioborg is not a big problem.

Vehicles, though small, move like Bioborgs; however, these things tend not to trip, fall down, get confused, or wander off. Thus, their speeds are much more reliable than those of either Handlers or Bioborgs. Every vehicle has a base move and a number of dice to be rolled. A hover-tank can always fly its base move plus the total of the dice (times 50). The list below gives some of the movement dice for common vehicles.

Hover-tank	50+(4d6 x 50)
Gamma-jet	200+(6d6 x 50)
Ground-car	60+(5d6 x 50
Zipsled	70+(3d6 x 50)

*Neat Stuff

Of course a Handler and a Bioborg aren't much good without weapons, defenses, and other neat stuff.

You may have a 300-foot tall armadillo, but you ain't nothing in Dodge City unless you're packing a mega-spectral laser with the latest in harmonic overdrive. Of course, anyone in Dodge City had also better have a wave-phase photon screen generator to protect himself from all those other clowns with the mega-spectral lasers. And then, of course, you'll want a hydro-stabiscope cannon to cut through those wave-phase screens and so on, and so on. We of the Gamma Age have studied our history well and fully understand the importance of that great sporting event, the Arms Race.

Handlers and Bioborgs are going to need hardware. There are two basic types: Personal Equipment (for Handlers) and Fittings (for Bioborgs). While a Bioborg might, just *might*, be able to use a piece of Personal Equipment, there is no way for a Handler to use a Fitting, unless it is mounted on a tank or equally unportable item.

Both types of equipment are governed by one basic rule: You have to make things up.

*Personal Equipment

While there are all types of things a person can use or carry, let's face it, there are only 2 that really count. These are the things that make your character cool and the things that let him blow stuff up.

Fortunately, there are lots of things to keep your Handler safe from square-dom. Clothing, funny haircuts, shades, leather jackets, Harley chains, peace buttons, and Ozzie and Harriet cheerleading outfits can all be had. They don't cost much so you can just assume your character has whatever he needs. Of course, if a Handler goes through lots of clothes, he'd better make sure he has enough contracts to pay for them all.

Handlers also like having gadgets--flying belts, automatic mechano-roach killers, phase guns, and bobbing plastic Orb-isons. Some of these items are listed below. The vast majority you will have to create using the rules provided.

To create other things, first decide what you want it to do. Weapons must be given a range and damage (number of dice of damage). Other equipment can be described as needed. Next, give it an exotic name. Finally, assign it a cost. This is the number of dice subtracted from the character's latest Contract in order to buy things.

*For ease of reference, **The List of Neat and Useful Things** has been moved to the back of this rulebook.

]...All armor (for Handlers) acts as an extension to the BOD score. When applying damage, points are removed from the armor before subtracting from BOD.
]...(**Personal Equipment**): "…*Finally, assign it a cost. This is the number of dice subtracted from the character's latest Contract*".

*Bioborg Fittings

Equipment for Bioborgs comes in two forms: weapons, and defenses. Every piece of Bioborg equipment is individual. Fortunately, there are simple steps for creating each.

Give the item a great name by combining

meaningless phrases to make something that sounds really powerful. Choose one term from each of columns A and B, and combine these with the appropriate Weapon or Defense name.

If the item is a weapon, assign it a number of dice of damage (from 2 to 12) and a range. This range can be from 0 (hand-to-hand) to 1000 yards.

If the item is a defense, it confers complete immunity to one type of weapon. For example, a Helioflux Screen might protect against blasters. Attacks by these will do no damage. In addition, the defense reduces the damage done by other attacks by a set number of dice, from 1 to 6.

All Bioborg items have a Pod Use Number (or PUN). PUN's range from 1 to 3. Each time a weapon is fired or a defense is used, a check is made (rolling a number of dice equal to the PUN). If the number is rolled on any die, one pod carried by the Bioborg has been drained of power.

All items have a cost. This is equal to the number of dice of damage or protection plus one die roll (+1d6). Thus, weapons cost from 3 to 18, while defenses cost 2 to 12.

*For ease of reference, the **Item Name Chart** has been moved to the back of this rulebook.*

*Buying Stuff

The ability of a Handler to buy things is measured by the size of his current Contract. Small contracts are 1 to 6, good contracts are 7 to 12, big contracts are 13 to 18, and Whoppers are 19 or more. Each time the Handler buys something, this is subtracted from his current Contract number. When he hits 0, he's broke (a common situation). Of course, the Handler can't get a new Contract until he fulfills his old one.

Not surprisingly, the size of the Contract also determines its difficulty or length of service. A Whopper contract could be very dangerous and short or very boring but long. The Boss will have fun negotiating Contracts with the players.

]...(**Buying Stuff**): "*…The defense reduces the damage done by other attacks by a set number of dice, from 1 to 6*".
*(possible translate): All other attack types that **are not the immunity** have their damage **FoD** lowered by the amount of the defense or shield (this may take a weapon's damage **FoD** to 0, meaning no damage will be rolled at all for the attack).

THE BACK OF THIS RULEBOOK
*The List of Neat and Useful Things
Handy-Dandy Blaster Pistol: Range 300 feet, Damage 2d6, never needs reloading, **Cost 1**.

Hi-Power Heavy-Duty Whompus Rifle: Range 500 feet, Damage 4d6, one shot and reload, **Cost 3**.

Laso-Binoculars: Makes things appear twice as close as they really are and has neat little screen printouts identifying things, **Cost 2**.

Blast-O-Armor: Adds 5 points of protection to wearer (subtract this first when taking damage), and can be molded into lots of really nifty styles, **Cost 2**.

*Item Name Chart

4d6	A	B
4	Mega	Conic
5	Spectro	Plasma
6	Gyro	Osmotic
7	Holo	Parabolic
8	Uni	Reflective
9	Multi	Ion
10	Macro	Sonic
11	Supra	Psionic
12	Duo	Harmonic
13	Ultra	Cellular
14	Trans	Cosmic
15	Micro	Chromatic
16	Tri	Digital
17	Contra	Axial
18	Auto	Technic
19	Iso	Helical
20	Neo	Flux
21	Magneto	Magnetic
22	Helio	Gravitic
23	Hyper	Temporal
24*	Gamma	Womba

1d7	WEAPON	DEFENSE
1	Missile	Shield
2	Blaster	Aura
3	Cannon	Projector
4	Flamer	Emitter
5	Laser	Screen
6	Slugger	Field