

# *Raid on Bananama*

## *—The Bad Boys Game*

### *A Boardgame for 2 Players*

*By Paul Lidberg*

#### **Introduction**

After the invasion of Bananama, the forces of the United States have taken El Presidente into custody — or have they??? You play either the forces of the Bad Boys: American Special Forces, or The Cartel, the elite drug runners of the Third World. Each side wants him: The U.S., because he has been helping run drugs; and The Cartel, to kill him before he can talk. Now you can decide! If the Happy Campers player can get him back to his HQ, you successfully get him out of the country! On the other hand, as The Cartel player, you want to get him to HQ to execute him before he can talk!

#### **Set Up**

Use scissors to cut apart the playing pieces provided with this game. The Character Standups are folded along the solid lines, forming a triangle. Paste or tape the ends together. The El Presidente counters should be folded along the dotted line, and pasted or taped together. The Bad Boys pieces should be placed in the Happy Campers Starting Space, and The Cartel pieces in The Cartel Starting Space. The El Presidente counters are cut apart and placed face down in the center of the board. Then decide which player will take which side, by any method you like.

Also included with this game are a series of counters marked 1 through 6. They are provided just in case you do not own a 6 sided die (which could be borrowed from nearly any old board game). Cut them apart, and place them in a hat. Each time you have to roll a die, pick one of the counters at random out of the hat. This is the result of the roll. Remember to return the counter to the hat before the next "roll."

#### **The Course of Play**

Each turn in this game is broken down into several parts. Each turn occurs in the following order:

**Initiative** — each player rolls 1 six-sided die, with the player rolling highest going first. (In case of a tie, roll again.)

#### **Movement** —

a. The El Presidente counters move first, using the rules given below.

b. The first player moves.

c. The second player moves.

**Combat** — any piece in the same space with another piece is in combat. The fight is resolved.

**Victory** — If either player has successfully taken the real El Presidente to his HQ, they win.

#### **Movement**

Roll one die for each El Presidente counter. (Either player can roll the die, or you can take turns.) If the roll is a 3 or less, then the counter does not move. If the roll is a 4 or 5, the counter moves one space, and if the roll is a 6, it moves two spaces. The direction it moves is based on the location of the Bad Boys or Cartel pieces. The El Presidente counters will always move in a direction that takes them as far away as possible from any attackers, either Bad Boys or Cartel pieces. If there is more than one possible direction to choose from, the El Presidente counters will move in the direction that takes them towards the nearest Exit Point (marked on the map). If there is still more than one direction to choose from, roll randomly to determine which way the counters move.

Next, the Bad Boys and Cartel pieces move. The player who won the initiative roll moves all his pieces first, followed by the other player. Each piece can move 0, 1, or 2 spaces each turn.

Only one piece from each player (and one El Presidente) can end a turn in the same space. The exception to this rule is at the beginning of the game, when the El Presidente counters are still in the middle of the board and the two sets of players' pieces are gathered in their respective starting spaces. No

Bad Boys or Cartel pieces may enter the El Presidente start space until there is only one El Presidente counter left.

## Combat

When attacking, roll a six-sided die and consult the chart below. If the roll is equal to or less than the number on the chart, the attack is a success. The attacker (the one who gets to roll the die) is the player who won initiative that turn.

ATTACKER	DEFENDER		
	THE CARTEL	BAD BOYS	EL PRESIDENTE
THE CARTEL	X	3	4
BAD BOYS	3	X	4

If one player successfully attacks the other, the losing piece is returned to its start point, and loses one turn before it can return to action. If the attack against another player is unsuccessful, then neither leaves the space, but neither gets a shot at the El Presidente counter (if any) in the square, either. When both players' pieces and an El Presidente counter are in the same space, the two players' pieces must fight it out first; only if one player defeats the other can the winner try to capture El Presidente.

If the attack against an El Presidente counter is unsuccessful, then nothing happens. The next turn, the El Presidente can and will move normally, away from the player piece.

If the attack against an El Presidente counter is successful, then the capturing player secretly looks at the underside of the counter. If it is the real El Presidente, he now has to return it to his HQ to win the game. Place the counter inside the stand-up playing piece to show that the El Presidente counter is in the custody of that particular piece. If the El Presidente counter is a fake, the capturing player can still pretend it is the real El Presidente (faking out the other player) and try to return it to his HQ, or he can simply remove the piece from the board.

If a piece holding an El Presidente counter in custody loses a combat, the piece returns to its start point (as above), but the El Presidente counter is left behind. The winning piece can then try to capture the newly released El Presidente counter.

## Winning The Game

When either of the players get the real El Presidente to their HQ, they win. If El Presidente escapes from the board he wins, and both the players lose.

### Credits:

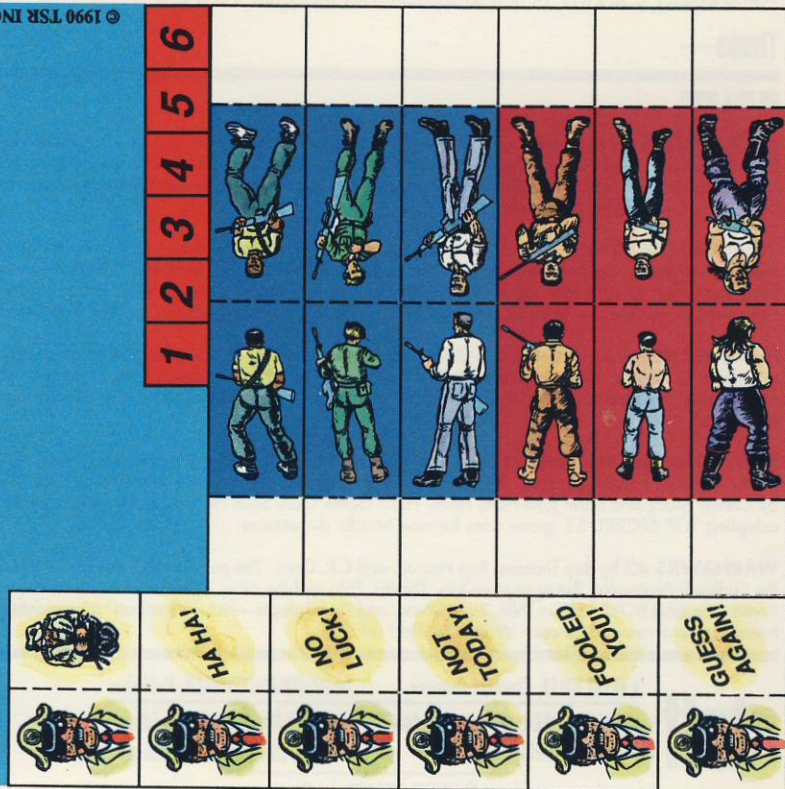
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Gameboard and Counter Art — Ekphero

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Cut along solid lines, fold along dotted lines, glue bottom flaps so game markers will stand.