

Squadron

Superpowered Crimefighters on the Streets of Britain



Squadron UK

*Superpowered Crimefighters on the Streets of
Britain*

A Role-playing game
by

Simon Burley



Based on the "Golden Heroes" rules

by

Simon Burley

and

Pete Haines

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April 2006*

This edition is dedicated, with respect and gratitude, to the memory of

Matthew Bond

Who kept the flag flying through the dark days

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Chapter 1 Introduction

What is Squadron UK?

Squadron UK is the classic British role-playing game of Superpowered Crimefighters.

Like all Role-playing games, one player must take on the role of Referee and supervise/control the game adventures for the other players. Each of the other players will create and control a "character" who is blessed with abilities beyond those of mortal man and who has sworn to use those abilities to fight for truth and justice. The game is, thus, best suited for three or more players.

This, complete, version of the game is contains all the rules needed to play with enough examples and supplementary materials to allow even newcomers to the hobby to take part. However, some experience of role-playing games in general would be useful and if one or more of the players has this experience, they should be selected to be Referee.

In addition to these rules players will require dice – several 6-sided (d6), two 10-sided (d10) and at least one 20-sided (d20). These are readily available in toy and hobby shops.

Small models or figures may be useful to represent the Heroes and other characters but Referees may use the illustrations in this package to produce card counters – for their own use only. In addition, adventure maps can be copied out or photocopied and enlarged to act as a playing surface or board.

What's new about Squadron UK?

Players familiar with earlier versions of this game will find that very little has changed. Combat is as fast and furious as ever and character generation is just as addictive.

The main difference is that these rules are available across the Internet and a basic set of rules is available at no cost.



It is hoped that this will allow them to be more freely distributed amongst players who will then produce their own supplementary materials for broadcast amongst fellow hobbyists. Only very limited support materials were produced for the original versions of the game.

For free adventures and supplementary materials, check out the "official" Squadron UK web-site at:-

<http://SquadronUK.co.uk>

The second main innovation is that the rules have been "opened up". The game was originally written to simulate American Superhero™ comics of the late 1970's and early 1980's – which it did supremely well. However, in the decades since they first appeared, players have taken the rules and used them to play a wide variety of different games.

Squadron UK can – in its simplest form – be used as a Superpowered combat/wargame.

One side rolls the Heroes, another side produces the villains and they have a slugfest on a table-top. This is the type of game most often played at game "conventions" and can be extremely entertaining.

On the other hand, battles can be linked together with a comic-style plotline to produce a more traditional role-playing adventure.

**The term "Superhero" is a trademark co-owned by Marvel and DC comics Ltd.*

It is even possible to set up a complete "world" for the characters to inhabit in the more "immersive" style of role-playing with battles taking place only as they occur logically within the events of the world.

Even within these types, there is a wide range of settings, styles and power-levels that Referees and players can choose. Squadron UK can be used simulate futuristic, historic or fantasy settings – with very little work.

The broad canvas of British History and literature is available for game settings. Celtic and Druidic magic vs. the Roman Invasion, the missions of King Arthur's Knights of the Round Table, Robin Hood, the Industrial Revolution, Victorian Detectives and Adventurers are all tempting places to set a game. Alternatively, by limiting the characters to one or two powers of the most "realistic" types (Grade 1 only) it is possible to produce games similar to the British Espionage/Adventure TV series of the 1960's and 70's. Even though the game is slanted towards adventure and weapons and combat tend to be non-lethal – it takes very little change in the attitude of the bad-guys to produce a game of real danger in which the characters lives' hang by a thread.

So where the author(s) of the original rules envisaged a single way of playing the game – players of Squadron UK are now positively encouraged to interpret the rules however they wish to produce the game THEY want to play.

Chapter 2

Character Generation

Whenever you see a text like this it will contain an example which is intended to explain or amplify a game rule or situation

However, if you see a box like THIS it will contain discussion, suggestions or optional rules to help you set-up and run the type of game most suited to you and your players.

Obviously, since it IS the British game of Superpowered crimefighters and it is much easier to write adventures for teams of Heroes rather than individuals we do expect most people will want to run games set in these sceptred Isles featuring their own group of indigenous crime-busters – hence the title. Just don't feel as though you HAVE to go that way, unless you want to.

Finally, there have been a couple of minor changes to rules and Superpower descriptions.

For example, low “Defence Classes” are now all struck as DC:6 instead of DC: 5 as they were in the older rules.

If you are lucky enough to possess or come across any of the original games' scenarios or supplementary materials they will still be compatible with this version of the game. Changes made have been to try and balance the various Superpowers and streamline play. They have been checked and approved by long-time fans and players of the game.

Example of play

Two players – Leon and Daniel – control the Heroes METEOROID and MOONBEAM. Meteoroid is an alien with Psionic Abilities and Martial Arts skills. Moonbeam can teleport and create Holographic images of herself and other people/objects.

Each has played one scenario where they individually attempted to stop a Supervillain and some hired thugs stealing what appeared to be part of an ancient Egyptian stone tablet.

Both succeeded, Meteoroid by defeating his opponent JETSTREAM and Moonbeam by tricking her opponents into destroying their part of the tablet. Unfortunately, her opponent RAZOR escaped after injuring her quite badly. Both players have discovered a clue pointing to the Museum of Egyptian Antiquities on the other side of town.

A third player – Ryan – has joined the group and rolled a Hero. He has been having some difficulty thinking up a rationale for the powers, so the Referee, Simon, has decided to work his origin into the current scenario.

Simon (to Daniel and Leon): OK, each of you roll a d10.

(Leon rolls an 8, Daniel a 9).

Simon: OK. Meteoroid arrives first. It is dark as you approach the museum and there is a slight drizzle in the air. A few lights are on inside but it is obviously closed.

Leon: Carefully, Meteoroid approaches the doors. They're closed, of course?

Simon: Actually, they're open slightly. Light shines through a slight crack in the doors revealing a body on the floor, lying in a widening pool of blood. It wears the uniform of a security guard.

Leon: Meteoroid rushes over to the body and pulls out his first aid kit. Hope it works on humans!

Simon: The figure is an older man. He is near death but you've caught him just in time. Sticking out of his ribs is a large dagger.

Leon: looks like the work of Razor!

Simon: Careful, remember, Meteoroid hasn't met Razor, yet. Daniel, Moonbeam has arrived at the museum. Through the drizzle you can see a figure hunched over a fallen bloody body.

(Both players groan, recognising the set-up. It's a tradition in many comics - and most of Simon's games - that when Heroes meet for the first time there's a “misunderstanding”.)

Daniel: Moonbeam teleports over to see what's going on.

Simon: Moonbeam finds a figure hunched over the bloody body, dagger in hand. Meteoroid sees a figure appear out of nowhere – possibly it was hiding in the shadows – and move towards him. Roll initiative both of you.

A battle between Moonbeam and Meteoroid now ensues. Meteoroid uses a Psionic blast coupled with a Sunday punch to put down Moonbeam. He is then ambushed by Razor and his employer, the powerful SET-SPAWN, and is defeated himself in short order.

When they recover they find Set-Spawn is holding both them and an eminent Professor hostage (this is actually Ryan's character). Razor is handing over photographs he took of both the tablet-fragments Set-Spawn wanted. With these and the larger fragment from the museum, Set-Spawn is able to decypher an ancient spell. He performs the ritual, creating a gate to the dimension of the Egyptian “Gods”. Before he can complete it, however, the two Heroes break free and disrupt the ceremony. In the confusion, the Professor falls through the gate – to be granted his powers by the Ancient Beings beyond. This leaves Set-Spawn and Razor at the mercy of not two but three superheroes.

THIS time the battle goes somewhat differently.....

Chapter 2 Character Generation

As a classic Role-playing game (RPG) Squadron UK is played by a group of players supervised by a Referee or Gamesmaster. Each player controls the actions of one Superpowered Crime fighter - the Referee controlling the actions of all other characters.

The first step in playing the game is for each player to create a Hero to play in the game. It might be useful to print out and have the CHARACTER SHEET (See below) available to refer to.

In some Role-playing Games players may control more than one character in case one of their characters is killed or rendered hors de combat. This is NOT recommended in Squadron UK. The Heroes in this game are so complex and have such a wide range of options that running one is usually more than enough for most players.

One possibility is to let each player have two Heroes in the Squadron but to only run one in each adventure. The others can be back at base in case other emergencies come up. If a character is "taken out" during a chapter of the adventure, the second character can be called in later.

Step 1: Attributes

All the Heroes in Squadron UK have four attributes:

Ego: this is a measure of mental power. It determines how likely the Hero is to resist Mental Attacks such as attempts to hypnotise them. A high EGO score is particularly useful if the Hero or any of their opponents have the **Psionics** superpower. There are some other Superpowers which benefit from a high Ego score.

Strength: This is a measure of physical power. Heroes with high Strength scores can lift large amounts and will do additional damage when they strike an opponent perhaps even enough to send them flying!



Dexterity: this shows how nimble, lithe or lissom the Hero is. Characters with high scores will be able to balance on thin ledges and throw objects with increased accuracy etc.

Vigour: this measures the personal stamina and fitness of the Hero. Characters with high scores can run for long distances, hold their breath for sustained periods and can absorb more physical damage.

For each attribute the player should roll **four six sided dice** (4d6) and add the totals of the **three highest rolls** to give a total between **3 and 18**.

There are, of course, other ways to generate these scores. Referees interested in a lower powered game with weaker Heroes may insist on players rolling just 3d6. Others may allow players to roll 5 or more d6 and total the highest three, giving higher attributes.

More radical deviations include rolling 2d10 to get a wider range of attributes (from 2-20) or giving players a points "total" (typically below 50 points) to divide amongst the attributes as they see fit - to produce a "fairer" game - all characters having the same total attributes.

All of these have their advantages and disadvantages but - if in doubt - experience has shown that the recommended - best 3 from 4d6 - gives the best results overall.

Chapter 2

Character Generation

At this stage, the results of the four rolls should be noted on scrap paper. They may be adjusted later in the character generation process.

Birth of a Hero - 1

Leon is about to create a new Squadron UK character.

He rolls 4d6 and gets a 2, a 4, a 5 and a 3. Ignoring the 2, he adds the three highest scores to get 12. He temporarily notes this next to his Ego score.

He rolls the dice again. 5, 1, 4, 6. Ignoring 1, he gets a 15 which he puts, temporarily, next to Strength.

Third roll: 2, 1, 5, 1. Total: 8. A bit low but not disastrous. He writes this next to his Dexterity.

Fourth roll: 5, 3, 6, 5. 16! Not bad. He writes this - temporarily - next to Vigour.

He chooses to re-arrange his attribute rolls AFTER he has rolled his Superpowers.

Re-arranging Attributes

There are a number of possibilities here which referees need to consider carefully.

At the simplest level, Referees may insist that players keep their scores in the order that they roll them. (Leon's scores would remain, Ego:12, Str: 15, Dex: 8, Vig: 16.) A problem with this is that it does not allow players to take full advantage of the Superpowers that they roll. A player who rolls the STRENGTH superpower, for example, would wish to put a good initial score into that attribute to get most benefit out of the Superpower. It is even theoretically possible for a player to roll STRENGTH and, if their initial score is low and they roll low on the STRENGTH die-roll, for a player to end up with no benefit/damage bonus whatsoever.

Alternatively, the Referee may allow the player to freely re-arrange their scores after rolling their Superpowers. This allows them to put them where they would do the character most good. Characters who have a Psionics power, for example, could make sure they have a decent EGO score.

Experience has shown some problems with this method. Because scores of 15 or below do not render any immediate direct benefits to Strength and Dexterity, we have found a tendency amongst players to put scores of 16 or more into Strength and/or Dexterity with high scores below this amount (14, 15 etc.) going into Vigour to secure high **Hits to Kill** and **Hits to Coma** (see below). Unless a character specifically benefits from it, low scores are often allocated to Ego, which can leave the Hero team - as a whole - vulnerable to a Psionic villain with a decent Ego.

(If Leon were such a player - seeking to "mini-max" the game system - he would probably arrange his scores as:-

Ego: 8, Str: 12, Dex: 16, Vig: 15)

Compromises are possible. For example, after rolling Superpowers, the Referee may allow characters to swap 2 attribute rolls and leave the other two in place.

(If Leon were to roll a power which benefits from a Higher Ego, he might - under this system - choose to exchange his Strength and Ego scores:

Ego: 15, Str: 12, Dex: 8 Vig: 16)

If in doubt, the referee should adopt the system of free re-arrangement after powers are rolled. This will yield the toughest Heroes, which is what we want. However, warn the players of the likely consequences if they all adopt the same attitude to attributes (High Vigour, Low Ego). If they still insist on doing this, send in an Ego: 18 Mind-master Megavillain to teach them the error of their ways!

Step 2: Power Rolls.

The Referee will determine the number of Superpower rolls they wish players in their games to start with. A typical number is 8.

Choosing the right number of power rolls for the Heroes is crucial in setting the "power level" of the games you are playing. There is some debate amongst experienced players about what constitutes an ideal number of rolls. 8

power rolls gives a new player a fair chance of generating a range of offensive and defensive Superpowers to create a Hero who can survive solo adventures.

If the game is to be played by experienced players and/or to feature a Team of crimefighters, you may wish to reduce the number of power rolls: 7 for solo characters, 6 for team members. (See below for more advice about generating Teams of Heroes.)

Inventive and innovative Referees may wish to depart more radically from these guidelines. Experienced referees wishing a high-powered game might allow players 10 or more power rolls each. Alternatively, it is still possible to play the game at a very low level with the players getting only 1 or 2 power rolls each. This is often linked with rolling attributes using just 3d6 and removing all "extraordinary" powers (Teleportation, Magic etc.) from the power table to produce a more "realistic" game.

Birth of a Hero - 2

Leon's Referee tells him that his Hero is to be generated using 8 power rolls. Leon writes the number 8 on his scrap paper.

Step 3: Advantageous Backgrounds

Before rolling for Superpowers the player must decide if they wish their Hero to start with one or more **Advantageous Backgrounds**. These are advantages the Hero has in life above and beyond being Super-powered.

Typically the Hero can be **Brilliant Scientist**. They might have been born **Filthy Rich**. These and other possible Backgrounds are described in detail in the Advantageous Background Section of the rules.

Using power rolls on Advantageous Backgrounds make the Hero weaker and are of little direct use in combat. If you are playing the game as a battle-game then do not choose any "AB's".

They are, however, immensely useful when it comes to campaign play

involving extended storylines. A brilliant scientist could deduce that the strange vapours used to drug the Heroes come from a plant only found in Peru. A millionaire could use his private jet to fly them there.....

The exact Background the Hero has does not have to be selected at this time - only that the Hero wants one (or more). The number of Advantageous Background required should be noted and deducted from the available power rolls.

Birth of a Hero - 3

Leon decides that - with 8 rolls to play with - he does have enough spare to allocate one to an Advantageous Background. He writes AB down on his scrap paper and crosses off the number 8 to replace it with 7 power rolls left.

Step 4: Superpowers

For each Superpower roll the player has remaining they may roll **percentage dice** (2 ten-sided dice, rolling one for the Unit digit -0-9 - and one for the ten's digit - 00-90) and look on the Superpower Table (see below).

Birth of a Hero - 4

Leon rolls two ten-sided dice, a blue and a yellow one. The blue one comes up 3 and the yellow 1. 31% looking at the table he sees that this is the Superpower "**Growth**" - which has additional grades. He writes this on his scrap paper and reduces the number of power rolls he has left from 7 to 6.

Each power rolled on the table will normally use up one power roll. Some, though, will use up 2 power rolls and others will use up no power rolls and are effectively "free". These powers are clearly labeled on the Superpower table.

It is unlikely, however, that the player will wish to use all of their power rolls to roll on the table. Many superpowers have more than one "grade". A player may stop rolling at any time to **upgrade** one or more of the Superpowers they have already rolled.

Rolling the same power twice

If the Superpower rolled has higher grades, a second roll will put it up to Grade 2 automatically.

If the Superpower does not have any higher grades there are three options -

1) the Referee and player can devise a higher grade of the Superpower between them

2) the player may be allowed to choose another power which the they and the Referee agree is "compatible" with the power rolled.

3) Failing either of these the player should ignore the roll and roll again.

Birth of a Hero - 5

Leon rolls twice more. 61% - **Shapechange** (that fits nicely with Growth) and 83% - **Tough Skin**. Then he rolls 61% - **Shapechange** again. Looking at the Superpower table, shapechange does not have any higher grades.

Reading its description Leon finds that it DOES come in two different types - one of which is "free" (costing two power rolls). However, the free version does not seem compatible with the powers rolled so far. (Leon would prefer to retain his Growth and Tough Skin in the same form instead of splitting them between two different ones).

His Referee asks him to look at the superpower table and see if there is a Superpower he can pick as an "upgrade" of shapechange, otherwise he will have to roll again.

Leon chooses the **Stretch** superpower.

He now has 3 power rolls left.

Upgrading Superpowers

If a power rolled has higher grades available - the player may choose to upgrade the power.

To upgrade by one grade costs one unused power roll. To upgrade by a further Grade costs an *additional* two unused power rolls.

If a further upgrade is wished this takes a further 3 power rolls, then 4 and so on.

For example:

Karl rolls **Energy Attack** as a Superpower. This gives him Energy Attack grade 1 and costs 1 power roll.

Checking the rules, he sees that Energy Attack can be upgraded as many times as is wished. He decides to upgrade to Grade 3.

This costs him a total of FOUR power rolls from his total. 1 for the initial roll (Grade 1) a further 1 to upgrade once (Grade 2) and a further 2 to upgrade a second time (to Grade 3).

Another player, Daniel, is luckier. He rolls Energy Attack TWICE. This automatically puts him at Grade 2 for the cost of 2 power rolls. In this case, however, the upgrade to Grade 3 will only cost 1 power roll (for a total of 3 power rolls).

Balance

It is highly unlikely that a player will use all of their power rolls to roll on the Superpower Table. It is more likely that they will stop partway through the process to Upgrade one or more of the powers already rolled. Doing this reduces the number of different Superpowers that the character has and allows them to specialise in one or more, which makes them easier to **Rationalise** (see below). Characters who have a large number of different Superpowers may find themselves a Jack of all trades (and master of none). The player may also find it difficult to explain/rationalise all of the different powers.

In an ideal world every player would stop rolling after their character had acquired an "Offensive" Superpower, a "Defensive" Superpower and an "Interesting/Unusual" Superpower.

Whilst this DOES sometimes happen, the best policy for new players might be to use about half of their power rolls rolling Superpowers and then to stop rolling. Try to use the other half of the rolls to upgrade the powers rolled to make a coherent character. You will often find you have one or more "spare" power rolls which can be used to roll on the table again.

Chapter 2

Character Generation

Superpower Table		
Roll	Superpower	Notes
01-03	Agility	*
04-07	Armour	**
08	Chameleon Ability	
09	Claws	
10-12	Cybernetics	***
13-20	Energy Attack	**
21	Energy Immunity	***
22	Energy Reflection	***
23	Field Manipulation	
24-28	Flight	***
29-30	Force Field	*
31	Growth	***
32-33	Health	***
34	Heightened Senses	***
35	Intangibility	*
36	Intuition	
37	Invisibility	
38	Larger	***
39-40	Leaping	*
41-42	Magic	*** +
43-48	Martial Arts	***
49	Mass Variation: Other	
50	Mass Variation: Self	
51-52	Precision	*
53	Probability Manipulation	
54-55	PSI powers	*** +
56	Radar Sense	*
57-58	Reactions	***
59	Replication	
60-61	Shapechange	#
62	Shrink	
63	Sidekick	**
64-67	Skills	***
68	Solidify	
69-70	Speed	***
71-76	Strength	***
77	Stretch	*
78	Stunner	
79-80	Teleport	**
81-84	Tough Skin	***
85	Vehicle	#
86-87	Vigour	***
88	Wallcrawling	
89-94	Weaponskill	***
95	Weather Control	**
96-00	Choose power or invent a new power	
Superpower Table: notes		
*	One additional grade available	
**	Two additional grades available	
***	Three or more additional grades available	
+	Costs TWO power rolls	
#	May be obtained at a cost of no power rolls (see superpower description).	

If a power is rolled which the player wishes to Upgrade, they can re-allocate power rolls already used to "theoretically" upgrade another power they had rolled. Nothing is set in stone until the final character sheet is filled in.

The only thing you can NOT do is to pretend you haven't rolled a particular power. Once you've rolled a power you are stuck with it and must rationalise it into your character design. (See below).

Birth of a Hero - 6

Leon is a bit disappointed that he hasn't rolled a really powerful offensive Superpower. However, **Growth** will make him a bit stronger and if he continues to roll there is a good possibility of rolling a Superpower which doesn't "fit". All the powers so far are fairly compatible. Adding one like, for example, **Energy Attack** might prove difficult to explain.

He, therefore, stops rolling. With three power rolls left, he has two possibilities - upgrade one Superpower by two grades to grade 3 (this would be growth obviously) or upgrade three powers by one grade each to grade 2. Leon likes the options offered by **Stretch** grade 2 and so chooses the upgrade **Growth**, **Stretch** and **Tough Skin** to grade 2. He takes **Shapechange** in its "general" form. He chooses "**Brilliant Scientist**" as his Advantageous Background.

The Superpower table given here is designed to give as wide a range of powers as possible. It will generate a lot of wildly different Superheroes such as those found in comics from large companies which produce a large number of books. Using this table, Aliens will be rubbing shoulders with Super-scientists, Ancient Magicians, Mutants etc.

It is possible to design alternative power tables. There are two main reasons for doing this.

i) If the Referee has a particular idea for their game world. For example, they may want a modern High-tech game in which MAGIC-based powers do not fit.

ii) Power tables can be made which produce particular "types" of Superhero (High-tech warrior, Mutant, Alien etc.) and the Referee may allow players to use these to produce Heroes of the type they want to play and to make rationalization easier.

player has insisted on rolling for power after power instead of stopping at an appropriate point to upgrade. If this is the case then the player doesn't deserve a great reward.

There is nothing to stop a Referee giving help and advice to the player on how a power can be fitted into a character rationale.

It is not uncommon for Referee's and players to make minor modifications to powers and other game statistics in order to fit the rationale. This is to be encouraged but should be minor and balanced - any advantages being outweighed by an equivalent disadvantage.

For example, the Hero **SHADOWGUARD**. Two of his powers are **Teleportation** and **Skills: Hide in Shadows**. The player rationalises the Teleportation through having **Shadowguard** step into one shadow and re-appear out of another. Because of this, he would not be able to teleport anywhere where there are no shadows. This is only a minor limitation - where's there's light there's usually shade.

However, because it IS a limitation the Referee allows the character to disappear into a shadow in his "normal" form and re-appear at the other end in costume taking no time to change. The player further requests that **Shadowguard** recover and heal at double the normal rate whilst in Shadow if he fails to recover at all in Light. Because this would be equivalent to a Health superpower, the Referee refuses. However, he rules that - whenever **Shadowguard** is shaded he may add 1 to all recovery die rolls. When in the Light, he subtracts 1 from such rolls.

Step 5: Completing the character sheet

The player can now fill in the character sheet.

The use of many of the numbers/items filled in will be explained in later sections such as Combat.

Character name: This is the Hero's crime fighting name.

There are - of course - many ways of choosing a Crimefighter name. Characters can be named after legendary Heroes - such as King Arthur - or, even, be rationalized as the re-incarnation of such historical or mythical beings.

Alternatively, they can be named in accordance with the powers they have rolled. A really useful resource for doing this is a **THESAURUS**. Looking up one or more powers (strength, speed etc.) will generate numerous synonyms which can be used or combined to make a Hero name.

Prefixes or suffixes can be used to further modify the name. The name **FLARE** can become Captain Flare, Sunflare, Fireflare, Starflare, Flarestar, Flareboy, Flare Lass, Flarestorm etc. (Obviously some suffixes are better than others.....)

Birth of a Hero - 8

After looking up various words for rubber and plastic, Leon settles on the name **POLYMER**.

Alias: The character's name in "real life" when they are not fighting crime.

These names should as "normal" as possible. Names like John, Bruce etc. are far more common than Peregrine or Virgil.

Birth of a Hero - 9

Leon adopts the old system of using a first name as a surname and chooses James Benjamin as Polymer's alias. **DOCTOR James Benjamin** (he is a Brilliant Scientist, after all!)

Sex, Height and Weight can be freely chosen by the player within the limits of the Superpowers rolled.

All Superpowered Crimefighters should normally be a bit bigger and heavier than average for "normal" humans with a bigger muscle mass to height ratio. This is a reflection of their higher attributes.

Some Superpowers, such as Strength, might indicate a slightly bigger or heavier character whilst others - such as Agility - would indicate a more lissom build.

Step 4: Rationalisation

When the player has used all of their power rolls, they should select their advantageous background(s) (if any) to be compatible with the powers rolled. They should then look at the combination of Superpowers rolled and come up with a character concept that explains where the powers come from and how they all work. This should be explained to - and agreed with - the Referee before the first game is played.

Birth of a Hero - 7

Leon's character is a Brilliant Scientist in the field of bio-chemistry. Searching for a way to speed up healing and improve the effectiveness of skin grafts and transplants, he has experimented upon himself. His experiments have had strange side-effects. His body tissues have become flexible and rubbery. He can now change his appearance at will (**Shapechange**) and deform himself into different shapes (**Stretch**). He can even swell to an incredible size (**Growth**), developing a tough, rubbery, layer over his body as he does so (**Tough Skin**).

This is enough information to play the character in his first game.

At the first opportunity the player should write a more detailed "background story" for the Hero that explains more fully where his/her powers came from and how they work.

If a player is unable to explain how one or more of the character's powers fit into the character concept the power(s) must be dropped. In such cases the Referee may compensate the player by giving the character a number of **Day Utility Phases** (typically 5 per power dropped) to spend on training. (See the Section on Campaigns.)

5 DUP's is a pretty poor reward for being forced to drop a Superpower but this situation generally occurs when a

Chapter 2

Character Generation

Birth of a Hero - 10

Leon now has to decide where to place each of his attribute scores. He has a rough idea of a character who grows into a big rubbery blob. Having rolled no "offensive" superpowers and relying upon the Strength boost given by his **Growth** superpower, Leon needs this to be as high as possible. He puts his roll of **16** into **Strength**. High **Vigour** is also appropriate for such a character so he puts **15** into **Vigour**.

This leaves him a **12** and an **8** to split between **Ego** and **Dexterity**. In line with his "big blob" characterization and remembering that James Benjamin is a **brilliant scientist**, he puts the **8** into **Dexterity** and the **12** into **Ego**.

James Benjamin's level of strength and fitness are at the high end for a professional athlete/sportsman. (Anything above **12** is usually considered "special".) Leon selects Rugby as an appropriate sport for him to have played and looks up Rugby players stats on the Internet. He finds many players are about 6 feet (180cm) tall and weigh about 100Kg (220lb/15 stones 10lb). He chooses to stick to these - for simplicity..

Attributes: If any attributes have changed due to Superpowers rolled, the original rolls should be shown in brackets with the new total shown afterwards.

Birth of a Hero - 11

When he is GROWN, Polymer adds 1d6 per grade of Growth to both Strength and Vigour. With two grades, this is 2d6.

Leon rolls 2d6 for Strength and rolls a 2 and a 3 for a total of 5. This gives him a total Strength (when grown) of 21. (He was hoping for much more than this!)

He rolls two dice again - 5 and 1 for a total of 6. His Vigour when enlarged will also be 21.

These numbers are written - in brackets - after the original attribute scores on the character sheet.

Leon notes that each grade of the power also gives an increase of +5 to his Pushback Threshold (putting it up to

30) and +50% for movement (doubling it). There is also, generally, an increase of 50% in both his Height and Mass (raising these to 3.6m (12 foot) and 200Kg (440lb - about 31 stones) apiece.

(Note: Leon's Referee has spotted that Leon has assumed that Polymer will always grow to his full size. In fact he could choose to grow by just one grade. In this case his Strength would be 19 and his Vigour 18. He would have a pushback threshold of 25, +50% movement and be 9 feet (2.7m.) tall weighing 150Kg (330lb, almost 24 stones). The Referee keeps a secret note of these numbers.)

Movement: Add up the character's ORIGINAL rolls for Strength, Dexterity and Vigour and divide by 6.

Modify this according to any Superpowers rolled that specify they affect movement. This is the number of metres they can move in one Combat FRAME. (See combat.) If the Hero can fly, note their flying move in brackets after the ground-based movement.

Birth of a Hero - 12

Leon adds 16 + 8 + 15 to get 39. This is a move of **6.5 metres per frame**.

He remembers to double this for the **Growth** and writes a move of **13m. per frame** in brackets on his character sheet. (This does NOT mean Polymer can fly!)

Defence Class: Unless the Hero has rolled Tough Skin or Armour, their **DC** will be either **DC: 6** (In a "normal" crime fighting outfit) or **DC: 5** (if they opt for a padded/armoured outfit - see Equipment below.)

Birth of a Hero - 13

Because of his Tough Skin Grade 2, Polymer's Defence Class is 3 when he is grown but only 6 (normal crimefighter) when normal size.

Dodge Modifier: this is determined by the **Defence Class** of the Hero (see above) modified by any Superpowers that specify they affect Dodge Modifier.

Birth of a Hero - 14

Because of his Defence class of 3, Polymer cannot dodge in his Giant form. He has a +1 dodge modifier when he is normal sized.

He has no other powers which affect this but notices from the Superpower descriptions that he divides all damage from Concussive attacks by 2 whenever he elects to dodge them in his normal form - whether the dodge succeeds or not.

Damage Modifier: If the Hero's total modified Strength (after Superpowers have been taken into account) is between **6** and **15** they have no Damage Modifier. If their Strength is below 6, they have a damage modifier of **-1 per point below 6**. If it is above 15, they get a Damage Modifier of **+1 per point above 15**.

Defense Class Table

DC	Description	Damage Dividers	Dodge Modifier
1	Tough Skin Grade 4 (Invulnerability)	HTK/6 HTC/5	Cannot dodge*
2	Tough Skin Grade 3 Armour Grade 3	HTK/4 HTC/4	Cannot dodge*
3	Tough Skin Grade 2 Armour Grade 2	HTK/4 HTC/3	Cannot dodge*
4	Tough Skin Grade 1 Armour Grade 1	HTK/3 HTC/2	0
5	Toughened Crimefighter Costume, Scaled Skin	HTK/2 HTC/0	0
6	Standard Crimefighter Costume	None	+1
7-10	Crimefighter out of costume, Elite Thugs	None	+1
11-12	Civilians, Ordinary people, Low-grade thugs.	None	Do not dodge
* These lower Defence Classes are also incompatible with the use of Agility type Superpowers.			

Birth of a Hero - 15

16 Strength gives Polymer a Damage Modifier of +1 when he is normal sized. His strength goes up to 21 when he is grown boosting his damage modifier to +6.

Frames per round: Player-characters always have **4 frames per round**. Two Frames taken together with no interruption between are known as an **ACTION**.

Strike Modifier: -1 per point of Dexterity below 6. +1 per point of Dexterity above 15.

Birth of a Hero - 16

With a Dexterity of 8, Polymer does not get a Strike modifier.

Pushback Threshold: for a normal human being (and most Heroes) this is **20** but it may be modified by Superpowers rolled.

Birth of a Hero - 17

As mentioned earlier, Polymer's pushback threshold is 20 when normal sized and 30 when grown.

Energy/PSI/Magic points: Any player who has rolled one of these three powers should note the power level here. (Normally 15 at grade 1.)

HTK: Short for **Hits to Kill**. A measure of how much physical damage the Hero can sustain before dying. Determine the total HTK by rolling a **d6 for each point of Vigour** the Hero has and totaling these up.

Hospitalised: Divide the total HTK by 10 and round down to a whole number. When a Hero's total hits this level or below they are completely incapacitated and must be institutionalised.

Recovery rate: Normally a roll of **1d6 per game hour**. Heroes with particularly high Vigour can add one point to this die roll for each 5 points (or part thereof) of Vigour they have above 15. Those with Vigour of less than 6 must subtract a point from the die-roll.

HTC: Short for **Hits to Coma**. A measure of how much stunning/fatigue damage the Hero can sustain before

passing out. Determine the total HTC by rolling a **d6 for each point of Vigour** the Hero has and totaling these up.

Staggered: Divide the total HTC by 5 and round down to a whole number. When a Hero's total hits this level or below they are starting to get groggy. They move at **half speed** and **subtract 2** from all combat "Strike" rolls.

Stunned: Divide the total HTC by 10 and round down to a whole number. When a Hero's total hits this level or below they are virtually "out on their feet". They **cannot move**, **subtract 5** from all combat "Strike" rolls and fall to **2 Frames per round**.

Recovery rate: Normally a roll of **1d6 per game round**. Heroes with particularly high Vigour can add one point to this die roll for each 5 points (or part thereof) of Vigour they have above 15. Those with Vigour of less than 6 must subtract a point from the die-roll.

Birth of a Hero - 18

Because Polymer has a Vigour of 15 in his normal form, Leon rolls 15 6-sided dice:-

$5+2+5+4+6+4+5+6+2+1+2+5+2+2+1 = 52$.

This is his HTC total. When normal sized he will be Stunned if this total falls to 5 or below and Staggered if it falls to 10 or below.

He recovers 1d6 per round of inactivity.

He then rolls an additional 6 dice:-

$1+3+3+4+6+4 = 21$

His HTC when he is grown is 73. His Stunned and Staggered totals rise to 7 and 14 respectively and he recovers 1d6+2 points of HTC per round.

By a similar process he discovers that his HTK are 43 when normal sized and 70 when grown. He will be hospitalised on 4 HTK. (Were he to fall below 7 HTK in his Giant form he would be "hospitalised" and immediately shrink to his normal size. If he were on 5 or 6 HTK he would then recover.

HTK and HTC Damage Dividers: These are determined by the Defence class that the Hero is wearing (see

above) but can be modified by high Strength.

Birth of a Hero - 19

Because of his Defence class of 3 and his Strength of 21, Polymer has Damage dividers of 4 vs. HTC and 5 vs. HTK when grown. He has, effectively, no damage dividers when normal sized.

Damage Divider Strength Modifiers

STRENGTH	Divider Modifier
3-18	No effect
19-39	HTK +1 HTC +1
40-59	HTK +1 HTC +2
60+	HTK +1 HTC +3

Superpowers and Advantageous Backgrounds: This is simply a list of the powers rolled but should include the grades of the Superpowers and the types/gimmicks/spells etc.

Equipment: The Referee will determine how many items of equipment the Heroes may start with in their campaign, but 3 is a typical number.

This total *includes* any items that are obtained as part of a Superpower roll.

Some Superpowers require special costumes in order to work and these also count against the total number of items carried.

Heroes who have not acquired 3 or more items of equipment through power rolls may choose additional items, which should be noted on the character sheet.

Choosing the right equipment is very useful and can be equivalent to an extra Superpower. Some Referees do not like their players to start with any equipment at all. - preferring them to acquire it as the campaign progresses. (See the section on Campaigns and Character Progression.

Certainly the amount of starting equipment should be limited and appropriate to the character. Players should use their Superpowers as a guide.

Chapter 2

Character Generation

There are two things to watch out for:

1) Players who are trying to get the equivalent of an extra Superpower through a piece of equipment. Infra-red goggles, for example, to give them heightened senses or a ling slinger with a retracting winch to pull them up walls which might be equivalent to wallcrawling.

2) Players who claim a piece of equipment is a commonplace item. It might be reasonable to assume that all the characters have a watch - for example - and this need not count against their starting equipment. However, if they want a mobile telephone - or some other item of communication equipment - this should count against their starting total.

Typical items include:

Item	Notes
Rope and grapple	Goes with Agility etc.
Line slinger	Goes with Agility etc.
Tracers	Go with Heightened Senses
Radio	To allow teams to communicate
Armoured/Padded Costumes (for DC:5)	Often worn by people with high Strength
First Aid Kit	See the section on Injuries and Recovery.
Torch	
Camera	
Audio/Video Recorder	
Handcuffs	
Lockpicks	Useful for those with the Lockpicking skill.
Computer	Goes with Skills: Computing.
Mobile Telephone	
Toolkit	Brilliant Scientists or those with Engineering skills.

"Equipment" chosen may be an integral part of character if it is appropriate to the rationale. Padded/Armoured costumes can be furred or scaled skin for example.

Birth of a Hero - 20

Polymer has no Superpowers which give him special equipment. However, his Growth, Shapechange and Stretch powers require that he wear a special costume.

Leon rationalizes that the Serum or treatment that gives Polymer his abilities also works on animal skins and fibres. Thus, Polymer's costume is made entirely out of leather and wool treated with his secret formula so that it stretches and grows with him.

This accounts for one of his three items of equipment. For his second item, Leon wants to take extra vials of his stretching/growing formula with him so that he can mend/replace his costume. His Referee refuses. He is unable to predict when and how such an item would be useful but feels that it would be too "open-ended" and Leon could spring a really good use of it on him for which he is unprepared and which could be equivalent to the having an extra superpower. He rules that Dr Benjamin would not carry any samples with him for fear that it might fall into the wrong hands.

Given that Dr Benjamin is a biochemist, Leon chooses a First Aid kit as his second item of equipment and a small Chemical Analysis kit (with microscope, sample tubes, syringes, solutions etc.) as his third item.

Attacks: All attacks can do **damage** and have a **Weapon Class**, which shows how effective they are. The exact attack options the Hero will possess will depend upon the Superpowers they have rolled. The Effects of most common attacks are listed in the **Combat** and **Superpowers** sections.

All Heroes can attack with their **fist and/or foot**. Unless they have Superpowers to affect it, this is a **Weapon class 2** attack and does **2d6 HTC and 1d6-6 HTK**. (If the Hero has a damage modifier this can be added to the HTC or HTK damage or divided between them.)

Birth of a Hero - 21

None of Polymer's Superpowers have any affect upon his attacks. The only way he has of combating evil is with his bare fists.

Because of his high Strength he has a Damage Modifier of +1 when normal sized and +6 when grown.

Reading the rules, Leon discovers that Polymer can gain an additional +4 modifier when he "grows" into combat. If he does this he has the option of doing a two-handed attack which takes an extra Frame.

Resource levels: Unless these are modified by **Advantageous Backgrounds**, character start with a level of **4** in both **Material** and **Financial resources**. Depending upon the background story the Referee may allow a character to start with level 5 in one category provided the character is at level 3 in the other.

Birth of a Hero - 22

Because he is a Brilliant Scientist, Dr James Benjamin starts with a Materials Resource level of 8 - he has access to the highest quality scientific equipment in his chosen field at a local University.

His Financial Resource level is 4 - University researchers are not necessarily well paid!

Campaign ratings: These are explained in the appropriate section of the rules and do not normally need to be filled in prior to the character's first game/adventure.



Birth of a Hero - 23

Check out the campaign section to see how Polymer is rated after his first adventure.....

Character:																			
Alias:				Player:															
Sex		Height		Weight						Handed									
Ego		Strength		Dexterity						Vigour									
HTK:																			
Divider		Recovery Rate		Hospitalised															
HTC:																			
Divider		Recovery Rate		Staggered						Stunned									
Move		Defence Class		Dodge modifier						Damage Modifier		Frames per round		Strike Modifier		Pushback Threshold		Energy-Magic-PSI	

SUPERPOWERS										Equipment							
Attacks		WC	HTK	HTC	Mod.	Time	Notes										

Campaign Ratings									
Backing		Methods		Conscience		Success Rate		Public Response	
Heroism		Publicity		Approachability		Power Use		Expression	
Public Relations		Identification		Practice		Contacts		Security	
Public Status		Detective Points		Personal Status		Financial Resource Level:		Material Resource Level:	

Chapter 2

Character Generation

Character:				Polymer			
Alias:		James Benjamin		Player:		Leon	
Sex	Male	Height	180cm	Weight	100Kg	Handed	Right
Ego		Strength		Dexterity		Vigour	
12		16 (21)		8		15 (21)	
HTK:		43 (70)					
Divider	1(4)	Recovery Rate	d6 (+2)	Hospitalised	5 (7)		
HTC:		52 (73)					
Divider	1(5)	Recovery Rate	d6 (+2)	Staggered	10 (14)	Stunned	5 (7)



Move	Defence Class	Dodge modifier	Damage Modifier	Frames per round	Strike Modifier	Pushback Threshold	Energy-Magic-PSI																																																				
6.5m. (13m.)	6 (4)	+1 (none)	+1 (+6)	4	-	20 (30)	-																																																				
SUPERPOWERS						Equipment																																																					
Growth 2 Stretch 2 Tough Skin 2 Shapechange (General) Advantageous Background (Brilliant Scientist – Biochemical)						Special Costume First Aid Kit Chemical Analysis Kit																																																					
						Background Notes																																																					
						<i>Ex-rugby star Dr James Benjamin is a Brilliant Scientist in the field of bio-chemistry. Searching for a way to speed up healing and improve the effectiveness of skin grafts and transplants, he has experimented upon himself. His experiments have had strange side-effects. His body tissues have become flexible and rubbery.</i>																																																					
Attacks	WC	HTK	HTC	Mod.	Time	Notes																																																					
Fist/Foot	2	d6-6	2d6	+1(+6)	Frame																																																						
Fist	2	d6-6	2d6	+16	3 Frames	Growing into combat																																																					
Double Fist	2	d6	2d6+6	+16	4 Frames	Growing into combat																																																					
<table border="1"> <tr> <th colspan="4">Campaign Ratings</th> </tr> <tr> <td>Backing</td> <td></td> <td>Methods</td> <td></td> </tr> <tr> <td>Heroism</td> <td></td> <td>Publicity</td> <td></td> </tr> <tr> <td>Public Relations</td> <td></td> <td>Approachability</td> <td></td> </tr> <tr> <td>Identification</td> <td></td> <td>Power Use</td> <td></td> </tr> <tr> <td>Practice</td> <td></td> <td>Contacts</td> <td></td> </tr> <tr> <td>Public Status</td> <td></td> <td>Detective Points</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Conscience</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Success Rate</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Public Response</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Expression</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Security</td> <td></td> </tr> <tr> <td></td> <td></td> <td>Personal Status</td> <td></td> </tr> </table>								Campaign Ratings				Backing		Methods		Heroism		Publicity		Public Relations		Approachability		Identification		Power Use		Practice		Contacts		Public Status		Detective Points				Conscience				Success Rate				Public Response				Expression				Security				Personal Status	
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		Personal Status																																																									
Financial Resource Level:						4																																																					
Material Resource Level:						8																																																					

Chapter 3 Character Backgrounds and Rationales

Because rationalising randomly rolled powers to make a coherent Hero - that the player wants to play - is such an important part of the character generation system it is discussed and explained in more detail here with a number of examples.

The first thing to remember about Squadron UK is that (apart from one or two truly innovative rules in the combat and campaign sections) it is a game of pastiche. The authors did not invent the wide range of powers listed in the next chapter. They are drawn from a century's worth of books, comics, TV and films from all over the world. The rules allow you to "cut and paste" them together in new ways to create new Heroes. There is no reason why the Heroes' backgrounds should not be created in a similar way, by sticking together bits of stories we all know. If you have a character with Strength and Tough Skin and you decide that he was built out of corpses by Dr. Steinfrank that's OK.

Secondly, you do need to explain where each and every one of the powers you have come from and roughly how they work. Pseudo-scientific explanations are great - ignore the nerds who try to explain why this couldn't work in the real world. Really advanced players will also explain where their characters' attributes came from.

Birth of a Hero - Reprise

Remember POLYMER's attributes are:-

Ego: 12
Strength: 16
Dexterity: 8
Vigour: 15

Leon has already explained that Dr Benjamin's Ego is compatible with him being a Scientist and the low Dexterity is a side effect of his changed state. But where does his high Strength and Vigour come from?



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Leon rationalises that, prior to graduation, James "Jimmy" Benjamin played a lot of Rugby for his University team and - in fact - had to choose between a career in Science and a career in Rugby Union. This explains both his attributes and his Heroic physique (6ft, 15 stones 10 pounds remember).

Maybe he acquired some facial injuries (broken nose, cauliflower ears etc) during his sporting career which acted as a spur to him when it came to his scientific work. (See below.)

Thirdly, however, you should not let the powers you have rolled totally dominate the Hero you create. It is important that you come up with a character you want to play.

Just because you rolled Tough Skin doesn't mean that your Hero HAS to look like a pile of purple bricks. If you want him to look devilishly handsome, he can - and still be as tough as nails.

In fact, it can be quite fun to come to the character generation process with an outline of a character you want to produce (for example, a changeling left by an ancient elven race) and then try and fit it to the powers you have rolled.

Fourthly, try to answer any "difficult questions" people might ask. Why are you a Hero and not using your powers to make money? Why are you the only person with your powers? Why the secret identity?

Birth of a Hero - Reprise

If Dr James Benjamin has invented a formula which makes him so powerful, why hasn't he marketed it, released it to the medical profession or given it to the authorities? (Imagine a squad of SAS soldiers with POLYMER's abilities!)

Leon's background story will have to be sure to answer this.

Fifthly, remember that there is no right or wrong. As you will see from this chapter, different players presented with the same set of Superpowers will produce wildly different Heroes to suit their own tastes. No one design can be said to be "better" than any other. As long as YOU are happy with the character you are going to play then everything's fine.

Sixthly, you will have the help, advice and guidance of the Referee and, possibly, other players. You don't normally have to take this advice - though the Referee (only) can make rulings with regard to your character to help fit them more smoothly into the game setting and to make sure that they are "balanced" with the other characters in the game.

Finally, talking about the Referee, he or she would be grateful for any "hooks" you can place in your background which they can use as a basis for adventures later. (Devious Referees will find ideas even if you didn't mean to leave them.)

Chapter 3: Character Backgrounds and Rationales

Birth of a Hero - A hook

James Benjamin's rugby background could come back to haunt him. He is called to the bedside of a critically injured player - an old friend and ex-team-mate - to help and advise in the reconstruction of his body. Before he dies the player drops hints about "impossibly strong" opponents. Before he knows it, Dr Benjamin is swept into the murky world of drugs in sport and into conflict with a range of Super-tough drug enhanced sportsmen.



Birth of a Hero - Reprise

Remember, Polymer's powers are:-

AB 1 (Biochemist)
Growth 2
Shapechange (Freeform)
Stretch 2
Tough Skin 2

And his outline rationale was:-

Dr James Benjamin is a Brilliant Scientist in the field of bio-chemistry. Searching for a way to speed up healing and improve the effectiveness of skin grafts and transplants, he has experimented upon himself. His experiments have had strange side-effects. His body tissues have become flexible and rubbery.

Now for the FULL story.

Polymer

Powers

AB 1 (Biochemist)

Growth 2

Shapechange (Freeform)

Stretch 2

Tough Skin 2

Background Story

One of the curses of genius is to judge itself by standards others would find intolerable. Thus it was with Dr James Benjamin. World-famous bio-chemist and already a legend in the world of cosmetic surgery and skin grafts - inventor of techniques for increasing the malleability and elasticity of grafted skin - James Benjamin was not yet 30. Holder of the Chair of Biological Chemistry at Birmingham University, Dr. Benjamin was the beneficiary of grants from Industry, Private Estates and the Government - all of whom appreciated his work.

Alas, after a frustrating couple of years without any significant further break-throughs Dr Benjamin had convinced himself - erroneously - that his sponsors were as disappointed with his recent progress as he was and were about to withdraw funding. He KNEW his latest formula was not stable but he had to produce some results to prove he was still at the cutting edge of research and had not been surpassed by other researchers - such as Gills and Murphy of New York State. So, of course, he injected himself. The old story. (Colleagues had always joked that he drove himself so hard to find ways to mend the broken nose and cauliflower ears which were mementoes of his days playing for the University Rugby team. Of course, James Benjamin denied this - to all except the dark shadows of the night).

The first injection was followed by a strong sedative and a night of peaceful sleep.

In the morning, he anxiously checked the clock. After twelve hours exactly, he stood in front of the mirror and gently applied pressure to his nose. Like silly putty he found he was able to re-shape it to anything he wanted. Finding a shape he liked, he turned to his ears - a much more difficult task. It was easy, too easy.

He stopped moulding and watched as his ears re-shaped themselves according to his wishes. He closed his eyes and thought of his favourite Sci-Fi character. Bingo! When he opened his eyes his ears bore definite points.

Shocked by the incredible success of the process and realising that he needed to do more research, Dr Benjamin rapidly thought his face back to the craggy battered features women claimed were so intriguing.

Further experiments showed shocking results. Firstly, the effects of the solution failed to "set" as they should have done. His features remained malleable.

Secondly, the effect seemed to have spread through his entire system affecting all of his organs and bones. When a flask across the lab was blown over by a freak gust of wind - Dr Benjamin reached out and caught it. It was over 12 feet away!



Most strangely of all, when he wills it, Dr Benjamin can cause his entire body to swell to double its normal size. In this form his features are distorted and indistinct but his body is tough and rubbery and resistant to damage.

Pondering the meaning of his discoveries and what he should do about them, James Benjamin left his lab and went for a walk around the local streets. It was there that he saw a crash between the double-decker bus and a lorry-load of industrial rubble - and the unusual sight of a bus-load of passengers tipping over. Without thinking he grew to his new giant size and grabbed the bus - just about managing to push it upright.



Now he knew what the solution was for! Forget cosmetic surgery! The applications in the fields of public service, safety and crimefighting were countless. He resolved to offer the formula to the Home Office the following morning.

The following morning, however, something was wrong. When he awoke, Dr Benjamin felt only faintly human. With a bit of thought he literally pulled himself together to face the day. He put off calling the Home Office.

Over the next few days the truth became evident. A video recording showed who and what James Benjamin becomes during the hours of the night when his conscious mind is asleep and his sub-conscious dreams and shapes his body. One viewing was enough. James Benjamin threw up and then destroyed the tape.

He has resolved that, until he has cured the side-effects, there will only be one person with a body made of living Polymer and that he would undertake the role of public defender alone.

Rationalisation of Superpowers

AB 1 (Biochemist) - James Benjamin is a famous scientist.

Growth 2 - a side-effect of the ability to reform/deform his body. POLYMER can enlarge/stretch his body up to twice its normal size.

Shapechange (Freeform) - because of the rubbery nature of his body, POLYMER can reshape his features and (to a certain extent) his form to closely resemble other people. This only works when he is "normal sized".

Stretch 2 - His rubbery body can stretch and deform over extreme distances and into unusual forms. He can only do this when he is normal sized.

Tough Skin 2 - When he is grown, POLYMER's skin becomes very thick and rubbery and resistant to damage.

Referee's notes:

The Referee "suggested" that the Tough Skin and Growth were in one form whilst the Stretch and Shapechange were in another one.

He has spotted an "Intermediate" form where POLYMER would have **Stretch 1, Tough Skin 1 and Growth 1** - which the player has not thought of yet.

He notes that, due to the rationale, POLYMER is not quite as good at impersonating specific people as other Heroes with Shapechange (Freeform) might be.

The major weakness in the Rationale is where all the extra mass comes from when POLYMER grows. If he were to just inhale a load of air and swell up like a balloon it would have an effect on his powers. His Pushback Threshold would not increase, for example.

In discussion with the player, neither the Referee or player can come up with an immediate solution but the Referee is happy to leave this one hanging for a future resolution.

Hooks for scenarios

Dr Benjamin could be called to consult on an important case - a famous client.

A presentation - Nobel Prize etc.

Kidnapping - to be made to help in the reconstruction/rebuilding of a powerful crimelord.

Someone he used to play Rugby with reveals the use of drugs in sport to produce enhanced athletes.

Some of the people funding his work are not as innocent as they appear....

Gills and Murphy of New York duplicate his work or make an even more startling breakthrough.

POLYMER's features and body start to "set" in a single form.

POLYMER's body starts to dissolve.

A section of POLYMER's body sloughs off during his nightmares and develops a separate existence.....

People who are present when POLYMER grows get together to press a law-suit against him claiming he has stolen some of their body mass to enable his growth causing them to develop unfortunate medical conditions.

The Eight Power Challenge

To help demonstrate how powers can be rationalised, a group of experienced players were each given the same set of power rolls and asked to create a Hero based upon them.

The players were then given a vote amongst themselves and the five most popular Heroes created are presented here as examples.

These Heroes are based upon 8 power rolls - just like POLYMER. The rolls were made secretly. Players were then asked if they wanted any Advantageous Backgrounds and had the powers presented to them one at a time as if they were rolling them. They had to decide when to stop and upgrade powers already rolled to create their character.

The powers rolled (in order) were:-

**Vigour,
Strength
Energy Attack
Shapechange*
Force Field
Precision
Mass Variation (Other)
Leaping
Intangibility**

*There are 9 powers here because Shapechange, if taken in its specific form, would be free and would not count towards the total 8 powers.

None of the characters presented here used all 8 (9) power rolls.

If you would like to see the other characters created as a result of this challenge. Check out the Squadron UK website at *****

Chapter 3: Character Backgrounds and Rationales

Marathon



Powers

Vigour 4 Strength 1

The player rolled Strength and Vigour. He stopped rolling and used his remaining SIX power rolls to increase his Vigour to grade 4. He has taken no Advantageous Backgrounds (he is careful to specify that the character is a "poor" physics student, certainly not brilliant scientist material).

Background Story

Mike Bunton was a physics student at a London University. Not a particularly gifted student, nor a particularly keen physicist. So why was he here helping the Professor with some late night lab work? Well, his granny always taught him never to refuse a request for help. And the fact that he was the only student on campus with zero social life on a Saturday night might have been a factor, too.

The Prof droned on about his work - his breakthrough theory of a limitless source of clean energy, pulled from the quantum fluctuations of a sub-dimensional space. Or something. Mike's mind was elsewhere - on running in his first London Marathon tomorrow, to be exact. Then everything went boom.

What caused the explosion? Was

the Prof's energy machinery faulty? Were his calculations wrong? Was he simply careless? Mike never knew. All he knew was the blinding white light that engulfed the lab. When his vision cleared again, the first thing he saw was the Prof's machine, now a twisted, melted ruin. The second thing he saw was the Prof's body in a similar state. In shock, Mike stumbled from the lab.

The night passed in a blur. He wandered the streets aimlessly. As the long hours dragged on, he felt neither tired nor hungry. At one point, he blindly stepped into the path of a speeding taxi. After the collision, he picked himself up and continued walking. Miraculously, he had suffered no serious injury, though it still hurt like hell. But the pain passed and even the minor bruising caused by the impact had vanished before morning.

And so, by morning, his fogged brain had guided him to the starting line for the London Marathon. Moving almost robotically, he started the race.

As he ran, his head cleared. He started to examine his situation. Without sleep, without food, and after a collision with a speeding car, he was still running a marathon - and running it in a quite respectable time. Something had happened to his body during the explosion. Somehow, he had become a receptacle for the "quantum power" the Prof had been trying to tap into. It was giving him almost unlimited stamina.

And not just that - the energy was "cushioning" his body at a cellular level, giving him a superhuman resistance to injury and healing him at a superhuman rate.

He no longer needed to rest, sleep, or even eat.

Mike finished his train of thought as he finished the race. His energy was undiminished. He felt that he could run the course again. The only question left in his mind was - what to do now?

Sitting at the finish line, Mike overheard the news on a nearby radio: "Police are searching for student Mike Bunton, believed to be involved in an explosion at the university laboratory of . . ."

Mike started running . . .

The character's rationale is that he gains his superhuman **vigour** by unconsciously tapping an extra-dimensional energy source. His huge HTC and HTK totals (on average, five times those of a standard superhero and ten times those of a civilian) are caused by the energy field cushioning his body from harm. This is not tough skin or force field - Marathon still takes injury and can be cut and bruised like any normal man. It's just that most injuries are mere inconveniences rather than serious wounds.

Marathon's **strength** is higher than normal but not massively so. This is simply a by-product of his unlimited energy. His muscles aren't any bigger, but he can use them more efficiently.

The cushioning effect of the power also lets him push through the "pain barrier" and work his muscles harder than he normally would, and it rapidly repairs any tears or strains he inflicts on his muscle fibres.

Referee's notes:

The **Vigour** power is one which players traditionally try to abuse. It is not uncommon for players to fail to rationalise Vigour - claiming merely that the Hero is "very fit" even at higher grades. In actual fact, Vigour is one of the most important powers when it comes to rationalisation.

Vigour 1 can be achieved only by a normal human who devotes the bulk of their life to training and fitness (e.g. an Olympic or Professional Athlete) or through the abuse of drugs such as steroids.

Vigour 2 cannot be achieved by any normal means. Higher grades, such as 4, are almost unheard of and require careful explanation.

In this case, the Referee accepts the player's explanation. In addition, he isn't too worried about the character's high HTC and HTK totals. Other characters, with lower totals who have Damage Dividers can be as tough or tougher. However, he points out to the player that, because he used all his rolls to upgrade Vigour he is left with a very limited range of options when it comes to game play - basically hitting people with Strength grade 1.

Rationalisation of Superpowers

In addition, villains aren't fools and will soon realise that Marathon keeps coming back at them and will seek to use alternative tactics to slow him down - such as blasting the floor out from under him. He explains this to the player because he is concerned that these two factors might combine to make the character uninteresting to play. The player has already considered these points, however, and is keen to play MARATHON. "He is almost impossible to take down," he says "But he is quite easy to take out."

The Referee points out that MARATHON must eat and sleep, as he would need a health power to avoid this. The Player decides that the energy field still needs raw material - protein - to repair MARATHON's body, but he also points out that MARATHON can safely take a lot of "starvation damage" if he doesn't eat for a while. The Referee agrees that this is reasonable. The player decides that Marathon will have to sleep for psychological reasons, even though he doesn't tire physically.

Hooks for scenarios

The player's original concept is that Marathon is (unjustly) pursued by the law. He wanders (or probably runs) from town to town, doing a good deed then moving on.

The Referee notes that if he joins a superhero team, it will be fairly easy for his legal trouble to be resolved.

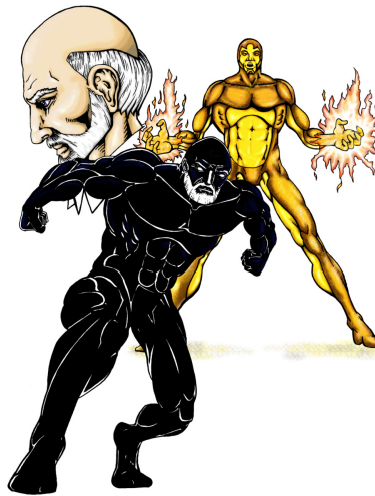
Alternatively, the legal threat can be left hanging over him, making it important that he maintains his secret identity.

However, who was funding "The Prof's" experiments and what were they hoping to gain from them? With the Professor dead won't they assume that his assistant will have access to his secrets?

An ageing athlete seeking to use the London Marathon to rebuild his career was beaten - badly - by Mike in the race. Mike didn't even notice but the athlete wants revenge.....

Finally, the Referee has already formed an idea of what the other-dimensional energy actually is and is writing a recurring plot arc involving energy beings "leaking" through the portals the Prof inadvertently left open.

Starheart



Powers

AB 1 - Immortal - (Environment Survival)
Energy Attack 2 - Flame (Area Effect (1 - "Fireball" & 6 - "Firewall"), Improved Weapon Class.)
Forcefield 1 - Force Shield
Shapechange (specific)
Strength 2
Vigour 2

The player chose take one Advantageous Background. He stopped rolling after 5 rolls (after Force Field was rolled). He chose **Shapechange** in its **SPECIFIC** (free) form.

So he had only used 5 rolls - 4 for power rolls and 1 for the advantageous background. This left him three rolls left to upgrade his powers. He chose to upgrade **Vigour**, **Strength** and **Energy Attack** by one grade each.

Background story

What freak event or cosmic malevolence tore the starchild away from its family at the heart of the sun may never be known. Only recently born - less than an eon old - it had no way of knowing what was happening to it as it drifted - helpless - through space. Eventually, it came into the gravity well of a small planet and burned its way through the dense atmosphere to bury itself into the soft loam below.

There it was found by Darwin Wright - an elderly man, amateur astronomer - who had been plotting the starchild's progress for months. The "professional"

magazines and observatories had all ridiculed his theories but now he had the evidence! The cooling stone looked unassuming but he KNEW it would vindicate him. Carefully, using his thick leather gardening gauntlet, he picked it up.

The blast of power from within was too much for his aging body. For a minute Darwin Wright and the starchild were one creature then Darwin Wright slowly faded away. In that moment, however, the starchild knew who and what it was. Within itself was the ability to manifest as a star at any portion of its life cycle - a life cycle Darwin had understood quite well. Experimenting with its new body, the starchild found it could appear in three distinct forms - a semblance of Darwin Wright, a tall flaming humanoid surrounded by a protective force shield and capable of hurling blasts of flame and a smaller, darker, much denser individual giving off a sullen white glow. Thus was **STARHEART** born.

In his flaming persona, **STARHEART** is known as **SUPERNOVA** and has the powers of **Energy Attack** and **Force Shield**. The dense form is known as **WHITE DWARF** and it has the **Strength** and **Vigour** powers.

Neither of these forms need to breathe and could survive in the vacuum of space.

(This does not apply to the human form of Darwin Wright which would take severe damage in such a situation.)

The three forms have distinct personalities and don't much like each other. **SUPERNOVA** is more mischievous, more like the Starchild, whereas **WHITE DWARF** is steadier and more considered - possibly drawing more from the momentary link with the aged Darwin. When they are in their "human" form both personalities are equally dominant, leading to many strange arguments.

In any event, they have learnt that it is best to spend most of their time in the form of Darwin Wright. Fortunately, the old man was something of a recluse, living in a small cottage with a small independent income and a woman that comes in four times a week to "do" for him. His strange behaviour, memory lapses and mumbled disagreements with himself are written off as signs of advancing senility.

Chapter 3: Character Backgrounds and Rationales

In combat, SUPERNOVA is the more dominant. He will often manifest first until his power runs low when WHITE DWARF will take over the body until SUPERNOVA has recharged. They TRY to make sure the changes take place out of sight to maintain the illusion that they ARE two different people, but how long they can maintain this is questionable.

Rationalisation of Superpowers

The "Starchild" had within it the potential to be star and stored the "genetic memory" or the entire life-cycle of a star. Filtered through the mind of Darwin Wright, STARHEART has latched on two phases of the star's life-cycle - the Sun and White Dwarf stages. When burning as a Sun, a star can produce flares of flaming energy (hence the **Energy Attack**) and nothing can approach it without being melted (hence the **Force Shield**). When is its collapsed, White Dwarf stage, the matter of the star is densely compacted (explaining the **Vigour** and **Strength** superpowers). The Starchild is not human - does not have human life processes and can survive in space (**Immortality**). It also has no knowledge of its own limitations and moulds itself through distorted images it sees in Darwin Wright's mind (**shapechange**).

Referee's notes

Fairly obviously this character is built around two main themes. Firstly, justifying the relatively high **Vigour** power. (See MARATHON above). Claiming to be made out of material "analogous" to that of a collapsed star is a fair justification for this.

Secondly, the player wanted to keep two different "sets" of Superpowers - the Strength and Vigour of a typical "brick"-type Superhero along with the Energy Attack and Force Field of a "blaster". Using specific shapechange allows him to do this.

However, the Referee recognises the hand of an experienced player in the last paragraph of the background story. Blasting off all SUPERNOVA's power in the first couple of rounds then reverting to the supertough WHITE DWARF form for two or three rounds until the energy has recharged is the toughest way to play this character. If the player is REALLY committed to conflict between his different forms, the Referee decides to give it to him. He

creates a table of values against which he rolls a die secretly each round. STARHEART will normally be in the form the player wants but, on occasion, one of the "unwanted" forms will take charge of the body.

He also notes that Darwin Wright is NOT a Brilliant Scientist (only one Advantageous Background was chosen) and is therefore not a good astronomer and is seen as somewhat of an embarrassment in intellectual circles.

Hooks for scenarios

How long can they keep up the illusion of being two different Heroes?

What happens if the local Superhero team wants to recruit the dependable WHITE DWARF but mistrusts the hot-headed SUPERNOVA?

One of Darwin Wright's collection of meteoroids turns out to be valuable or of interest to a villainous scientist.

What DID pull the Starchild away from the sun? Was it a galactic kidnapping attempt and will the kidnapper come back to finish the job?

Were there any more Starspawn torn from their home? Where are they now?

What would a Starchild manifesting through a less benign entity that Darwin Wright turn out like?

Can the Sun survive without the Starchild's presence?

Will its parents come looking for it?

Probe 24

Powers

Advantageous Background 2 – Brilliant Scientist - Mechanical & Immortal (Environment survival)
Energy Attack 1 - Cosmic Energy (Quick-blast)
Force Field 2: Personal Force Barrier and General Force Barrier
Shapechange (Specific)
Strength 1
Vigour 2

The player chose to have 2 **Advantageous Backgrounds**.

He stopped rolling after the fifth superpower was rolled (**Force Field**). He chose to have **Shapechange** in its **specific** form which was free, leaving him with 2 power rolls spare. He used these to upgrade **Force Field** and **Vigour** to Grade 2 each.

Background story

Dr. Rodger Nesmith, a brilliant physicist and engineer, was attached to the British National Space Centre's Deep Space Exploration Project.

Charged with the task of developing a means for astronauts to travel to and from deep space with minimal risk, Dr. Nesmith and his team devised a hybrid EVA suit that could be worn during the entire voyage. Hypothesising that the two greatest threats to an astronaut's existence on long range voyages were radiation and asphyxiation due to vacuum conditions, Dr. Nesmith concluded that resisting these two threats took too much energy, but by negating them altogether you could conserve energy and be sure that these forces were no longer threatening.

Deigning to name the project the vague title **Probe 24**, Nesmith and team designed a new EVA hybrid using cutting edge microelectronics and super advanced physics and materials science. The suit, itself, was smaller and more lightweight than any previous EVA. Once donned it was no more cumbersome than the normal day wear jumper used by astronauts. When sealed and activated, the suit's true properties emerged.



With the suit Nesmith managed to devise a mini energy transformer and containment unit. When activated, all matter that was contained within was converted to a pure energy state without losing any of its original functionality. In effect, the wearer was converted to living energy. A couple of interesting side effects occurred. Without the limiting aspect of muscle and bone, the wearer became stronger and more resilient than a normal human. He or she no longer needed to eat, sleep or even breathe. He or she didn't even age. By using special emitters placed on the arms the user could project small amounts of energy in a focused beam that could be used offensively, for communication, or repair. A wider-angle emitter was installed on the belt, allowing projection of a field that protected the wearer from radiation, re-entry heat or space particles. The only limit was that the prototype could only retain the functional integrity of the wearer for a one-week duration before it broke down, in affect, killing the wearer.

Nesmith's design was revolutionary, but tragically was swept up in the political landscape of the times. The incoming Government needed to redirect funding and saw the Deep Space Exploration Project as fanciful and no longer worth the expenditure.

Under threat of mothballing, Nesmith took drastic action. Doctoring a number or manifests, he liberated the prototype and all files of Probe 24 before the bureaucrats knew exactly what the project was. Moving everything to his small home laboratory, Dr. Nesmith continued to refine his project in hopes that one day it would have a use in space.

One night, while testing a minor refinement, Nesmith stumbled upon a robbery gone wrong. Using the suit's abilities he was easily able to turn the tide, capture the would-be burglars and keep them from harming their victims or getting away. Coming to a brilliant realisation, Nesmith concluded that Britain's criminal element provided the test bed that would truly push the limits of Probe 24's abilities. Making some minor alterations so the unit would not be recognised, Nesmith began seeking out criminal activity so that in combating the evils of the world he may perfect Probe 24 and hopefully play a small part in advancing mankind.

Rationalisation of Superpowers

Dr. Rodger Nesmith is a brilliant physicist. All the other powers are based upon the suit. This **shapechanges** him into an energy form which is stronger and more resilient (**vigour**) than normal. The suit has built in **force fields** and an **energy ray**.

Referee's Notes

As always the Referee checks that the rationale for **Vigour** grade 2 is adequate. He rules that actually being transmuted so that you are no longer human is sufficient trade-off to justify the high grade. The other Grade 2 power - **force field** - is also totally logical. Sometimes when a Hero has both a general and personal force field of the same type, the Referee will rule that they are powered by the same generator and may not both be used at the same time. With this rationale, however, it is reasonable to assume that the suit would require protection from the personal barrier at all times whilst in space and that the suit would have separate generators for each of the force fields. The Referee allows the force fields to be used at the same time.

The background story implies that the energy generated for the energy attack and the force field are both drawn directly from the wearer's "energy form".

The Referee believes that this would be damaging to the wearer and rules that the suit must have some kind of battery/generator - presumably nuclear powered - to drive these powers. (However, he does not rule out the possibility of interaction between the suits generators and the wearer's energy form - see below).

Hooks for scenarios

Dr Nesmith finds himself becoming ill when not wearing the suit. This is a side-effect of his energy form "bleeding" into the suit's power generators. He must either rest for a week between uses or find and convince a brilliant bio-physicist to help him iron out the bugs.

There is an accident in space. The authorities need the suit back to rescue their astronauts. (Or do they?)

Dr Nesmith is vilified by a Government desperate to save money by closing down a number of Scientific Projects.

The Retch



Powers

Energy Attack 2 - Bio-Rhythmic
(High Powered Attack & Area Effect - Pulse Wave)
Force Field 1 - Force Shield
Precision 2
Shapechange (Specific)
Strength
Vigour

The player chose to take no **Advantageous backgrounds** and stopped rolling after 6 powers were rolled.

Though he took **Shapechange** in its **specific** form, he has adjusted its effects slightly (see below) which means that it is now no longer free but costs one of his power rolls. He chooses to use the remaining 2 power rolls to upgrade the **Energy Attack** and **Precision**.

Background Story

Terrance Dalton lived the rough life, and had almost no option but to fall in with a bad crowd. His youth was spent living in various hovels and squat houses. When he wasn't out making a nuisance of himself he was inside sick and suffering with some illness.

A sickly child he never made friends easily and as such accepted the wrong kind of friends where he could find them. The first gang he joined kept him around to take the fall for a robbery, and so it was that Terrance fell foul of the long arm of the law.

Chapter 3:

Character Backgrounds and Rationales

While in Borstal, Terrance's illnesses began to worry officials and he was given medical assistance. The physician assigned to Terrance was on the payroll of **the Tonnage**, a more successful gang of thugs who had plans to increase their fire power through illegal super power experimentation. Terrance was offered the chance to get the powers he needed to break out of jail, along with a new group of friends, people who would be very generous towards him. Imagining a career of cape-wearing super villainy he snapped up the opportunity and underwent the treatment.

A day or two later, alone in his cell his condition worsened. Convulsing with pain new powers started to wrack through his body. Even through his suffering greater strength and vitality seemed to fill his limbs, along with an inner sense of his own health. He could feel the available power that was swimming up inside him and, struggling to stand, Terrance Dalton focused his thoughts.

Exploring the new sensations available to him, Dalton's first discovery was something of a let down. His body started to exude a form of goo, that soaked into his skin and clothing.

It left him with a feeling of being caked in some unpleasant mixture.

Trying to scrape it off proved difficult, and he soon discovered that the outer layer was able to take some serious punishment before breaking down and pouring away.

The next breakthrough occurred when his next meal was delivered. Disgusted with the quality and still feeling a little nauseous from the goo, he struck out at his roast chicken and a stream of the goo reduced the cooked animal to some kind of foul soup. Impressed he worked with this trying to do the same with the cell door, but to no avail. He could only work this power on organic matter.

Finally at the next meal break when the guards noticed the mess of goo all over the cell they had to move him. Knowing this was his chance to break free Terrance activated his powers. The escorting guards reeled back from the sudden slime oozing out of his skin, then fell to the floor unconscious as tendrils of the biological slime struck them.

Terrance ran for his freedom but with the rest of the police force ever vigilant he was soon tackled to the ground. As he struck the floor his body softened and became a disgusting mass of biological fluid. The officers that had been struggling with him were coated in his discharged slime knocking them out. Terrance flowed away terrified by the mere physical state he was in.

Some time later, his mental state now calmer, Terrance managed to pull himself together and reform himself into something resembling the person he had been in jail. Unfortunately the process left him with various patches of skin discoloration. Well at least he was free. Following the doctor's instructions he made contact with a member of Tonnage and began a new life with the gang.

Unhappy with the powers he has been granted Terrance is even more disgruntled these days. Given the name Retch by the Tonnage he feels like the underdog of their supers. In truth he is more than capable of holding his own in combat. His increased strength and vigour make him a handy combatant, add to this the additional protection from the personal force shield his bio-gel provides and the long-range bio-energy attack, it's clear he's a good all rounder.

Adding to this his liquid form (though he prefers not to use it) which provides a handy means of escape, and proves useful for breaking in, The Retch is a valuable member of the gang's powered support.

Rationalisation of Superpowers

The **energy attack** is biological in form - streams of bio-rhythmic goo -and can only effect organic matter. This limits its use but is in keeping with the concept for the character.

The gimmicks for the attack are linked to produce a blast of his bio-gel which coats all of those in close proximity at the time he changes to his liquid form. This burns off any unused dice of his energy attack.



Retch's **Strength** and **Vigour** are a result of his non-human state.

His **force field** is actually a coating of the same bio-rhythmic goo which makes his energy attack.

The player has chosen to use the **Shape shift** ability to give Retch a liquid form. This being a useful power in itself, it counts as a full power slot instead of taking it for free.

Referee's notes

The Referee is unhappy that there is no mention whatsoever of the **Precision** Superpower in the background story or rationalisation of superpowers. Especially as the power has been taken at Grade 2. After consultation, the player comes up with the following explanation:

Retch's Precision power has been tweaked to play along with his power set. The tendrils are attracted to biological matter, which is shown in the ability to score a high number of critical hits. However, whenever Terrence is in mass combat he has to focus harder to strike. Rather than getting a choice on how large a negative strike modifier Retch wants to apply he always suffers a -3 to hit in group combat. This carries with it the advantage that any successful strike is then harder to dodge as the tendril has your scent, so to speak. (See **Precision - Grade 1**). The damage Modifiers for the second grade are drawn from the fact that once the tendrils are "Attuned" to a target they are able to cause more damage.

The longer Dalton spends "Attuning" the more damage his attacks can do. These alterations to his precision help make Retch a slightly less powerful threat. The -3 to hit will come into play more often than not, and effectively cancels out his Weapon Class. Though if he gets you he still gets you good.

Finally the player informs the Referee that Retch is designed to be gross. The idea of a character that is slimy, casts tendrils of biological slime as his main weapon and changes into a pool of organic goo when under stress should call for some kind of roll to prevent bystanders from losing their lunch.

The Referee accepts all of the player's rationales. Many of the powers (Precision, Energy Attack) have been slightly modified/re-written by this experienced player but, in all cases, this has been to enhance a "feel" of the character and the powers have, if anything, been reduced slightly in effectiveness compared to the way they are written in the rules. Changing powers in this way is perfectly acceptable and is part of the rationalisation process as long as the finished character doesn't become unreasonably tough in the process.

The only part of the background that the Referee is REALLY unhappy with is the fact that it ends with Retch in the employ of the Tonnage - that is, acting as a Villain. The Referee insists that the player add a paragraph or two explaining how Retch has become disenchanted with the life of a bad-guy and is trying his hand at being a Hero.

Hooks for scenarios

Terrance's parents return.

The Tonnage need Retch's abilities to pull off a particularly difficult job.

The physician who "worked on" him telephones to warn him of potential side-effects of the treatment. You can either have the telephone call cut off halfway through or have Retch summoned to have further treatments to "stabilise" his condition.

The physician that "worked on" him produces other minor supervillains.

Local drug users discover that Retch's "goo" - when dried - has narcotic properties.....

He took **Shapechange** in its Freeform version which counts as a power roll. This left only one power roll which was used to upgrade **Energy Attack** to Grade 2.

Background Story

Doctor Leslie Harris came from a relatively privileged family. Good schools lead to good opportunities and so when she trained to become a doctor her family, particularly her father were very happy. But it didn't last. When Leslie had finished training and became a consultant, she decided to travel and use her skills in countries where she felt she could make a 'real difference'.

It was in one such war torn area where she was captured and taken to a secret location only to find that she had to treat Gregor Racksein, known as the 'butcher of the Balkans'. Leslie remained true to her convictions and managed to assist in his recovery. But his injuries had been so substantial that he was undoubtedly going end up paralysed. Racksein had been preparing for such an eventuality through a number of controversial experiments and research projects.

He had discovered some plans left over from the war, by which Hitler's scientists had - together with more dubious mystic men - tried to create a genuine Super Soldier. The process had failed - but Racksein had found a way to perfect it. By using the best that science and magic had to offer he could combine the best attributes of a select number of individuals into one being. Due to the raid that placed him in his present state, Racksein had no choice about who the hosts would be.

So he chose to be combined with two agents he had captured earlier and the Doctor. By combining their forms into one host he believed that his personality would fight and become the dominate one and eventually taking full control while the others would eventually fade away.

The process was a success, stealing the best of the rest Racksein easily dominated the agents who he had kept for this time. Their struggles once they had been combined with Racksein, ended quickly. But he did not reckon with Dr Harris' will power and determination to fight back. And fight she did. Racksein's assistants did not know what hit them as what broke out of the compound that night was neither Racksein nor Harris but some thing between the two.

Three weeks later Dr Leslie Harris walked into a UN base. She was none the worse for wear but had changed considerably. In her fight with Racksein she had discovered the powers that he intended to use for himself. She first discovered that the three other persons she had been merged with could lend their appearance to hers. She could literally take one persons nose or eyes or hair. She discovered that she had the combined strength of all the previous people and a huge amount of their bio electrical energy. With experimentation she found she could use the energy to create a stable 'shield' of energy, or discharge in either a beam or blast of concentrated energy. Racksein was a crack shot and Harris now in her combined form had gained his sure shot skills. But she hadn't just gained from the other fused victims she had also contributed. In the struggle for control as she fled the compound she had been hurt but found that the combined vigour of her shared form meant she healed quickly. But she also found that by laying hands on people she could transfer her healing power to another, for the duration of her touch. But it cost her often at the expense of her own recovery.

The worse discovery that Harris made was that Racksein was not alone in his work. His butchery horrified the Dr Harris. Before her transformation, all she could do was try to patch people up and deal with the wounded after the battle. Now she had powers she could use to fight back for the underdog, for the people who suffer at the hands of men like Racksein.

Synergy

Powers

Advantageous	Background
(Consultant Doctor)	
Energy Attack 2 -	Bio-Electric
(Area Effect & Energy Immunity)	
Force Field 1 - Force Shield	
Precision	
Shapechange (Freeform)	
Strength	
Vigour	

The player chose to take one Advantageous background and stopped rolling after 6 powers were rolled.



Chapter 3: Character Backgrounds and Rationales

But Harris wanted to take the fight back to where it started, so now she travels England and the States fighting the criminals who supply men like Racksein as well as the terrorists themselves. Having gained some experience using her shape change abilities, she works under the code name - **Synergy**.

Rationalisation of Superpowers

Most of Synergy's powers come from the mystical merger of the three other people she has been fused with. Their combined **energy**, **Strength** and **Vigour** empower her - together with the strange mystical power that brought the whole process into completion.

Synergy's **Advantageous Background** means she can perform first aid and medical procedures using the most basic materials and/or innovative techniques - the sort of doctor who can perform an appendectomy using only a pocket knife and identify a new virus using a magnifying glass and the contents of a kitchen cupboard. She starts with a Material Resource Level of 8.

Her **shape change** ability is limited to being able to exchange her features with that of the other three people she has been combined with. So she can only appear as male or female and only of white European descent. It may be possible to extend this and develop other possibilities with finer control.

Synergy's **shield** is part of her **energy attack**, so should her pool of dice for energy attack be used up, then the shield will not be able to operate until that reserve is replenished at the end of the 5th round.

The **precision** power comes from Racksein's native ability as a natural marksman.

Referee's notes

Because the player has deliberately limited their **shapechange** and **force shield** ability and invented a new, limited, **Advantageous Background**, the REFEREE decides that the player can keep the '**healing hands ability**'. This is a new ability and one which was not rolled. However, it only applies to her recovery rate and recovery rate modifier.

For every action she lays her hands on another with full concentration she can help them recover at her recovery rate, but she herself cannot then recover. (With training she could learn to channel some of her Bio-electric energy to heal people instead of harming them.)

The Referee decides that since Synergy has **Energy attack 2** and the player did not state what other gimmick they would have, other than area effect, she will have **energy immunity - Bio electrical**. At present Synergy is not aware of this immunity.

The **precision** power applies only to her **Energy attack**.

Hooks for scenarios

The wife of one of the agents making up Synergy's new body comes looking for her husband.

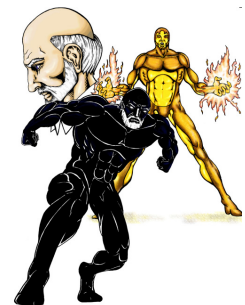
The Nazi scientists from whom Racksein stole his process come seeking the results - results they feel are their property. They may, of course, have produced a Super Soldier or two of their own.....

A Mystic detects the spells binding Synergy together and claims to have the ability to undo them.

The United Nations have a new job for Dr Harris.

Synergy discovers that one of the team with whom she is working must be spy. The Underworld - including a particularly nasty group headed by an anonymous mastermind known only as "the butcher" - are being tipped off with information only a team-member would know. Over a period of time, investigation shows the spy to be Synergy herself. During the night the supposedly lost Gregor Racksein takes over Synergy's body and masterminds a secret criminal empire from the Heroes' own Headquarters! (The waters are muddied by doubles he employs to run things in his absence.)

The Referee envisages a climax where Synergy's body is taken over by Racksein and - whilst he leads his own forces into action against Synergy's team-mates - Dr Harris and Gregor Racksein fight for control on the psychic plane - inside their shared brain.



Chapter 4 Superpowers

This chapter contains an alphabetical listing of all the Superpowers given on the Superpower table and describes the effect of each one on the game.

It is not intended that this chapter should be read in order from end to end. It is a reference resource and should be used to look up Superpowers rolled by the players.

Unless otherwise specified, Superpowers take an **Action** (2 uninterrupted frames) to use. It takes an Action to grow to giant size, turn turn intangible or to cast a Magic spell. It also takes an action to turn a power off - ie. Shrink back to normal size, become solid, deactivate a Force Field etc.

Agility

The Hero has highly developed Gymnastic skills. These include the ability to leap, swing and balance.

There are two grades available:-

Grade 1: The character can leap - unaided - a distance of 4m in one Frame without touching the ground. With some assistance (a rope for example) they can swing double their usual movement in one Frame or four times their usual movement in an Action.

The character's Dodge Modifier is adjusted by +2.

If the character leaps, swings or gambols into combat (a move of at least 4m.) they gain a damage modifier of +2. If they do this, they also have the option of delivering a double-handed attack. (See Combat.)

Grade 2: As grade 1 except the Dodge Modifier is modified by +3 and the character can leap up to 8m, without touching the ground. This takes an Action.

Armour

The Hero possesses some kind of protection - typically a suit of some kind - made out of some kind of protective material - often metal - which protects



them from harm. This gives them an improved Defence Class and Damage Dividers - as noted in the Defence Class Table.

The Armour counts as one item of the Hero's starting equipment.

Grade 1: Defence Class 4.

All HTK damage is divided by 3, all HTC damage is divided by 2 - rounding ALL fractions down.

In addition the Hero takes no HTK damage from Weapon Class 0 or Weapon Class 1 attack whatever the attack type is. They also take no damage whatsoever from bullets and knives regardless of the Weapon Class of the attacker.

Grade 2: Defence Class 3.

All HTK damage is divided by 4, all HTC damage is divided by 3 - rounding ALL fractions down.

In addition the Hero takes no damage of any kind from Weapon Class 0 or Weapon Class 1 attack whatever the attack type is. They also take no damage whatsoever from bullets and knives regardless of the Weapon Class of the attacker.

Grade 3: Defence Class 2.

As above with damage dividers of 4 vs. HTK and 4 vs. HTC.

Chapter 4 Superpowers

Chameleon Ability

The ability to change body colour, hue, shade and pattern to blend into a background.

The chance of seeing a character who is using chameleon ability to hide is 50% if the potential viewer is standing right next to them. This is reduced by 10% per 2m of distance away. If they are not seen then they are effectively invisible and cannot be directly attacked. Allow opponents a re-roll if the hidden characters move.

They can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, if they make a noise etc).

Opponents who ARE aware of them attack with a Strike modifier of -2 .

The Villainous Phototron is being pursued by Steeplejack and Bulldog. Turning a corner he uses his Prismatic Field to merge with a nearby wall. When the Heroes turn the corner he is gone! Because they are 4m. away, each one has a 30% chance (50%-2x10%) chance of seeing him. The Referee rolls secretly for each Hero. Steeplejack rolls 75% and Bulldog rolls 68%. They cannot see him.

Bulldog, however, has Animal Senses and smells the bad guy. He rushes over to attack him, striking at -2. To Steeplejack it looks like Bulldog is attacking a blank wall. However, his player can roll percentage dice to see if he can join in the attack every time Bulldog hits Phototron or Phototron moves to attack Bulldog.

To use this power effectively, the Hero needs to wear a costume which will change colour when they do. This will count as one of their pieces of starting equipment.

Claws

Talons or bladed weapons which are held in or grow out of the hands and/or feet of the character.

They strike in one Frame and do 2d6HTK and 1d6HTC damage.

There is an argument that Claws should not be a Superpower but should be an item of equipment which all characters have the option of choosing.

They are included as a power because of the relative rarity of their appearance in comics, films etc. If they were available to choose as equipment then many more characters would choose them because of their uses in combating robots, overcoming force fields and destroying inanimate objects.

If a character does not roll claws they may NOT choose them or their equivalent (armoured gauntlets, knuckledusters etc.) as an equipment option.

Cybernetics

The Hero has one or more cybernetic/mechanical devices.

At **grade 1** they may have a single device with a single grade of power. They should roll a d10 and consult the following table to determine the type of Device:-

Roll	Device
1	Bionic Arm
2	Computer Brain
3	Cybernetic Controller
4	Cybernetic Weapon
5	Glider Device
6	Hologram Projector
7	Hypnosis Device
8	Power Booster
9	Power Simulator
10	Choose or design their own.

At **grade 2** they may either upgrade the rolled device so that it operates at grade 2 (if appropriate) of its ability or they may freely choose another device from the list.

At **higher grades** the Hero can have any combination of number of devices and grades within the total grade of Cybernetics.

Referees may allow advanced players to choose or design their own devices or combinations of devices - even at Grade 1. The table and suggested devices are given to make life easier for starting players.

Each individual item counts as a single item of equipment against the Hero's starting total - regardless of the number of grades of power it possesses. Heroes CAN start with more than three pieces of cybernetic equipment.

Bionic Arm

Gives the character one grade of the Superpower STRENGTH but in one arm only.

Higher grades can increase the Grade of Strength in the arm or add an additional limb. (There is no reason why a character should be limited to two arms...)

Computer Brain

The Hero can memorise information and perform complex calculations. They may ask the Referee to repeat old information on demand. In addition, for every Frame spent on analysing an attack before making it, the Hero gains a +1 on their Strike modifier up to a total of +5

Higher grades give an additional +1 Strike modifier per frame up to a maximum value which is the next available multiple above 5.

Grade 2 gives +2 per frame to a maximum of +6, Grade 3 gives +3 per frame up to +6, Grade 4 gives +4 per Frame up to +8 etc.

Cybernetic Controller

Allows the wearer/user to control a specific type of creature. This can either be a single medium-sized creature or swarm of smaller creatures. Whichever they choose, overall they possess two frames per round and can make a one-handed concussive or one-handed penetrative attack only (players choice). Grade 2 can double the size or number of creatures. Doubling the size increases the attack potential to a two-handed attack of the chosen type. Doubling the number gives twice the frames but leaves the attack potential as a single-handed attack. Higher grades follow a similar pattern at the Referee's option.

Creatures can only follow simple instructions. However, the controlling character is in constant two-way communication with them and is aware of everything the creature(s) perceive.

This power is has limited use in combat but is superb for spying.

Cybernetic Weapon

The Hero has a weapon. For each grade, the chosen weapon will do +5HTK and +5HTC above and beyond its normal damage - if it is a double-handed weapon that takes an action to use.

Single-handed (1 frame) weapons gain +2 HTK and +3 HTC per grade (or vice versa). If it is a thrown weapon it will return to the Hero's hand in an Action.

Heroes will normally choose to have a concussive weapon.

Glider Device/Wings

Given some initial momentum or height, the Hero can use these wings/cape (whatever) to glide at a speed of 10metres per frame. This can be maintained for 20+4d10 frames provided the Hero spends at least one frame per round moving. After this the Hero must land and try to gain some more height or momentum.

The Hero can make an un-powered dive into combat (a move of at least 4m.) to gain a damage modifier of +2. If they do this, they also have the option of delivering a double-handed attack. (See Combat.)

Hologram Projector

The Hero can project - within 6 metres - fully believable holograms of any item they have had a chance to take a video or picture of. The size limitation is about 5 humanoid creatures or a single car. Higher grades will increase the range or the size of the image.

Hypnosis Device

This works in the same way as the Magical Spell - Hypnosis - except for two things. Firstly, it costs no Magic points to use. Secondly the device has an Ego of 10, which is used in place of the Hero's own Ego.

Additional grades add +2 to the Ego of the device.

Power Booster

A Cybernetic device that artificially boosts one of the Hero's other powers by roughly one grade.

Advanced players should be allowed - and encouraged - to invent new ways to boost their Superpowers beyond those specified in this rulebook.

Higher grades can boost another Superpower - preferably using the same device - or boost the first power by an additional grade (or equivalent).

Power Simulator

A device that simulates another Superpower - which must be rolled randomly on the Superpower table.

Additional grades can either be additional superpowers given by the same device or additional grades of the original superpower.

Energy Attack

The Hero can discharge Energy from their body in a way that is harmful to their enemies. The player can freely choose the type of Energy generated. Possible examples include:

Cold
Ice
Heat
Flame
Electricity
Lightning
Sonic
Plasma
Vibration
Nuclear
Light
Laser
Cosmic
Gravitic
Magnetic

All Energy Attacks have a Weapon Class of 3. They have a normal range of 20 metres and an extreme range of 40 metres.

Targets with Damage Dividers reduce the effectiveness of those dividers by 2 on both HTC and HTK whenever they are hit by an Energy Attack.

Example: Phototron hits Polymer with a burst of coherent light. With his Strength and Tough skin Polymer usually divides all HTK damage by 5 and HTC damage by 4. He will divide the HTK damage from Phototron's attack by 3 and the HTC damage by 2.

Grade 1: Each 5 rounds of action, the Hero has 15 dice (d6) of Energy to use. These can be divided between a number of different attacks made at different times. There are two limitations.

Firstly, no more than 10 dice may be used in a single attack. The number of dice to be used must be determined and stated by the player before the roll is made to see if the attack hits. Even if the attack misses the dice must be crossed off the character's current total.

Phototron specifies that he is going to use 8 dice to attack Polymer.

Secondly, the dice must be divided between HTK and HTC in such a way that there is no more than 2 dice difference between the totals. Attacks of 1 or 2 d6 can therefore be entirely HTK or HTC whereas the most powerful (10 dice attack) would do 6d6HTC and 4d6HTK (or vice versa).

Phototron decides to allocate 5 dice to HTC and 3 dice to HTK. The Referee rolls to hit and finds Phototron is on target. He rolls 5 dice for HTC and gets a total of 19 HTC. Polymer takes half this (because of his damage dividers) and so takes 9HTC. The 3 HTK dice give a score of 14 HTK. Dividing by three, the Referee finds that Polymer has taken 4 HTK.

After the 5 rounds are up, the Hero recovers all of their dice and now has up to 15 dice to spread over the next 5 rounds.

The score always goes up to EXACTLY 15 after 5 rounds. Any unused dice from the previous 5 round period are not "carried over".

In addition, to the Energy Attack itself, the player can select one "gimmick" to apply to it. (See below).

Higher grades: for each grade above 1 roll a d10. The result is the number of additional dice the Hero can discharge within each given 5 round period. In addition, they gain an extra gimmick at each grade.

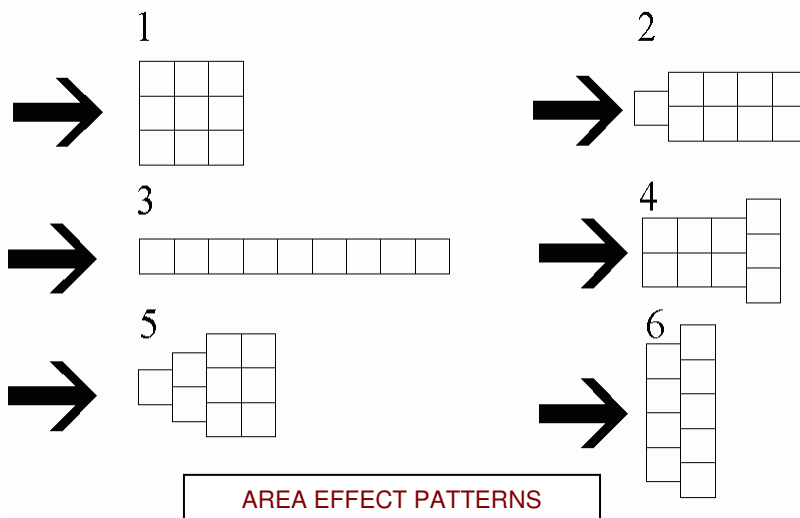
At **grade 2**, the player may elect to take **Energy Immunity** to their own type of Energy at the cost of an extra power roll. At **grade 3**, if the character already has Energy Immunity, the player may elect to take **Energy Reflection** - of the appropriate type - at the cost of a further Power Roll.

Gimmicks:-

Area Effect

In addition to the normal single-blast, the Hero may form the Energy Attack to fill a specified area made up of 2m x 2m squares.

Chapter 4 Superpowers



The Energy effect can hit anyone inside the Area of Effect unless there is an object or similar protecting them. Only one strike Roll and one Damage Roll is made but this applies to all the targets in the area of effect.

For each grade of this gimmick chosen, the Hero may select 2 areas of effect. The square(s) of the Area of Effect furthest away from the Hero must be within the Range of the Energy Attack.

Dual Blast

Two targets within 6m may be engaged simultaneously with the damage dice being split between them.

Extra Range

The normal range of the attack becomes 40m with the extreme range becoming 80m.

High Power Blast

The Hero can discharge up to 15d6 in a single attack.

Improved Damage

The Attack reduces the Damage Dividers of targets by -3.

Improved Weapon Class

The Attack has a WC (Weapon Class) of 4.

Location

The Hero can discharge the Energy Attack from two different parts of their body.

Manifestations

The Hero can produce helpful side-effects or manifestations depending upon the type of energy.

These must be specified and agreed with the Referee.

Example: A Hero with cold attack could produce a wall of ice to freeze up a doorway or an ice-slide to help with movement etc.

Push-back

The attack reduces the Push-back Threshold of targets by 15.

Quick-blast

Attacks which do 7d6 or less take only 1 Frame.

Energy Immunity

The Hero is totally immune to damage from one specified type of energy for each grade of this Superpower they possess. They take no damage from this type of energy either when used as an attack against them or in normal life.

Example:

A hero with immunity to Heat/Fire would take no damage from Flamethrower attacks and would be able to enter a burning building without risk of being scorched.

Energy Reflection

For each grade of this power, the Hero has the ability to reflect attacks of one particular Energy type back to their source. If the Hero elects to Parry the Energy Attack and succeeds then their player may make a Strike roll against their attacker using the Energy Attack's weapon class (usually 3) but their own strike modifiers (if any).

If they fail the parry, they take the full damage of the attack. However, if the parry and strike are successful, the Energy is reflected back to its source and it is the firer of the Energy who takes the damage.

Field Manipulation

The character can detect displacements within and influence "Energy Fields" within a 20m. Radius. The type of energy that is detected/influenced should be specified and is generally one of types used in energy attacks. This power gives the character various "minor" Superpowers or effects depending upon the type of energy chosen and these should be specified when the character is created.

For example, Livewire has Field Manipulation (electricity) and can trace the electrical wiring in a house just by looking at it and determine which circuits were in use. He can turn small devices off and on just by thinking about it.

The character may use this power to do up to 2d6 damage to HTC or HTK (or 1d6 to both) indirectly by manipulating the energy fields around a target. This attack does not need a roll to hit and the damage often reduces or ignores damage dividers.

Livewire's Electrical Field Manipulation only works in developed areas. It will not work in the countryside. (He can only use generated electricity in wires and devices, he cannot manipulate the natural Electricity of - for example - neurons in a creature's nervous system.

If he used it against Polymer - for example - he could cause Arcs of electricity between nearby wiring and devices and Polymer. This would do 2d6 damage and Polymer's damage dividers would be reduced by 2 because he is being damaged by energy (see Energy Attack). If he attacked Dreadnought - an armoured Hero - he could use the electrical devices built into the armour to attack from within. Dreadnought would take 2d6 damage without any dividers.

In either case, he would not need to roll to strike, the damage just happens.

Field Manipulation is one of the most open-ended powers in the game.

It is also one of the most fun and most useful. Players and Referees can use it to simulate many minor abilities demonstrated in books and films. However, the Referee must take care that the player does not over-use the power and that it does not become TOO useful or powerful.

If a player wishes to use the Field Manipulation to do something and you are unsure whether to allow it or not then you should NOT allow it - tell the player it is an ability which they can develop through practice (see Character development).

Field Manipulations normally cannot use the innate resources of a creature to harm it. Field Manipulation - temperature - can raise or lower the temperature of the air around a creature (ignoring damage dividers). However, it cannot affect the creature directly. Field Manipulation - metal - can cause small metal objects to fly at a target (fully divided damage) but cannot affect the iron in the target's blood Haemoglobin.

Flight

Grade 1: The Hero can fly at a speed of 15m./frame, in combat situations. In long, relatively straight flight, they can accelerate by 1 m./Round to a max. speed of 17 m./Frame.

They can do a High Speed Dive (a move of at least 10m.) into combat to gain a damage modifier of +5. (If they dive a lesser distance, a allow them +1 damage per 2m. dived.) If the dive is a move of at least 4m. then they have the option of delivering a double-handed attack at the end of the move. (see Combat.)

This grade of Flight generally simulates Hero's who glide around or float using devices such as levitation cloaks etc.

Grade 2: As Grade 1 except the Hero flies at 20m./frame in combat, accelerating - in straight flight - at 2m./Round to a max. speed of 30m./Frame

Grade 3: As above but moving at 25m./frame in combat, accelerating at up to 40 m./Round - in straight flight - to a max. speed of 185 m./Frame (just breaking the sound barrier).

At this speed characters will need some special ability or device to enable them to keep breathing.

Grade 4: As above but at 30m./frame in combat, accelerating by 80 m./Round - in straight flight - to eventually achieve escape velocity.

Force Field

The Hero can generate an immaterial but tangible field of energy, which can protect from attacks.

There are two basic types of Force Field - "Hard" fields (such as **Barriers** and **Walls**) and a "Soft" field (such as a **Shield**). "Hard" fields may be either **Personal** or **General**; a Force Shield may only be Personal. The player may choose the type of force field required at Grade 1 but this limits the options for upgrading later.

The power level of the Force Field should be rolled ONCE when the character is first created. It does not change during normal play.

Personal Force Shield

Roll 4d6 and record this score on the character sheet. When the Force shield is in place it will absorb that much damage from every attack, coming off HTK damage first. The Force Shield takes an Action to create or switch off but does not take any concentration to maintain. It is never destroyed or "taken down". When in place it surrounds the body and moves with the Hero.

Depending upon the rationale of the Force Field, characters can often still make direct Melee attacks when the Field is up.

When **Brimstone** mutters the ancient spell, his mystic Firestaff generates field of flame around his body. This field blunts and energy attacks made against him, melts projectiles slightly before they can reach him and causes those in hand-to-hand combat to unconsciously pull their blows for fear of being burnt. Overall, the field absorbs 14 points from every attack made against him.

Because of his skill with the Staff, he can fight and strike people with it even when his fire shield is up. However, if he wanted to do anything else - use a computer or switch on a light for example - he would have to turn the field off.

If this sort of Force Field is selected, it may not be upgraded.

"Hard" Fields

These absorb all physical damage from attacks until struck by a single attack that does HTK that exceeds their defensive total. Subsequent attacks will cause damage as normal until the Force Field is reformed. They do not prevent pushback in any event.

Hard Fields have a Defence Class of 10.

There are two types of Hard Field - Walls and Barriers - each of which can exist in two forms - Personal or General.

Force Walls

These have 5d6 HTK. When they are destroyed the Hero cannot reform them for a period time equal to one hour per HTK possessed by the Wall.

Force Barriers

These have 3d6 HTK. However, when they are destroyed the Hero can re-create them with an Action's concentration.

Personal Force Fields

These surround the body and move with it. They take an Action to create or switch off but take no concentration to maintain. Hand-to-hand attacks are not normally possible into or out of such a field.

General Force Fields

These can be created anywhere within 6 metres. They cover an area of about 8 square metres and can be shaped into a rectangle or slightly curved.

The Hero must concentrate to maintain a General Field and can do nothing else whilst doing so. When they stop concentrating the field will disappear.

Grade 1: The Hero can select one Force Field from the 5 options:

Personal Force Shield	4d6
General Force Barrier	3d6
Personal Force Barrier	3d6
General Force Wall	5d6
Personal Force Wall	5d6

Grade 2: A Hero who has selected a "Hard" Field may upgrade it to add the other form of the same type and power.

Chapter 4

Superpowers

eg. A Hero with Personal Force Wall may add a General Force Wall with the same HTK. This is in addition to the original Force Field. Both may run simultaneously and if one is "taken down" the other remains operative.

Crescendo has a Personal Force Wall - made of Sonic force - with a power level of 21 HTK. He is attacked by **Bullock**, an unintelligent villain of great Strength. Bullock strikes and hits DC:8. This would normally miss Crescendo but hits his Force Field. The attack does 25 HTC damage. Crescendo takes no damage at all but, because the 25 HTC exceeds his pushback threshold by 5 HTC, he is knocked backwards and may fall over.

Now Bullock is aware of the force field he may choose to concentrate on HTK damage. If he does an attack which exceeds 21 HTK, Crescendo will still take no damage from that attack (though he will be pushed back again) but the damage will overload his circuits, blowing a fuse and taking the Force field down. It cannot be used again for at least 21 hours.

Growth

The Hero can grow to large or giant size. For each grade of growth their enlarged form is assumed to be 50% taller/larger than normal and has the following additional characteristics:-

- +1d6 to Strength
- +1d6 to Vigour (with the appropriate extra die rolls for HTK and HTC)
- +5 to their pushback threshold
- +50% movement.

Damage taken in "giant" form comes off the additional HTK/HTC first.

The character may "grow" into an attack gaining a damage modifier of +4. They may choose to deliver double-handed attack at the end of such a growing action. (see Combat.)

For an example of how growth works, see the character Polymer in the previous two chapters.

Health

There are two types of Health powers. "Minor" powers are those that do not have a direct effect in a combat situation. Examples of these are:-

Immunity to Radiation
Immunity to Poison
Immunity to Disease
The ability to survive in one particular chosen environment.

These are generally self-evident. A character with immunity to disease - for example - will never get sick. Characters with **Environment Survival (space)** can survive in the vacuum of Outer Space.

Referees may choose to have a "new" form of radiation, poison or disease affect an immune character - in a limited way - once upon their first exposure.

The ability to survive in Outer Space does not mean the character can survive - for example - underwater. There is more to take into account than simply being able to breathe.

"Major" health powers have a direct effect upon combat. Two of these are:-

Fast recovery - the Hero recovers at twice the normal rate (1d6 plus Vigour bonus of HTC per an Action of rest, 1d6 plus Vigour bonus of HTK per half hour of rest).

Regeneration - the Hero recovers HTK at a rate of 1d6 (plus Vigour bonus) per round.

For each grade of Health the Hero possesses they may have **two minor** health powers or **one major** health power.

Heightened Senses

One or more of the Hero's senses is enhanced to an incredible degree.

At **Grade 1**, the player should roll a d6 and consult the following table:-

Roll	Heightened Sense
1	Animal Senses
2	Single Sense
3	Single Sense
4	Single Sense
5	6th Sense
6	Choose or design another sense

At higher Grades the player can freely choose one additional sense per grade to be compatible with that already rolled.

1. Animal Senses

ALL of the Hero's senses are very acute and they can perform the sort of feat an animal with such senses could do.

2-4 Single Sense

One of the Hero's senses has been heightened to an incredible degree. Choose from the options below:-

Enhanced Hearing

With hearing this good the Hero can identify people by their distinctive heartbeats/breathing patterns. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Enhanced Sight

Anything within line of sight - at any distance - can be seen in great detail.

Enhanced Smell

Identify people by their scent, follow people by their spoor, detect toxic gases, identify the smells of locations visited by a person or item recently etc.

Enhanced Taste

Detect poison before swallowing. Identify chemicals. All from trace, non-harmful, amounts.

Enhanced Touch

Detect the slightest breeze. Read printed surfaces from the feel of the ink. Detect microscopic cracks in surfaces etc. The Hero scores a critical hit on a 19 or 20 against any target they have spent two frames examining by touch.

Infrared vision

The Hero can detect the heat emissions given off by people and objects. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Microscopic Vision

The Hero can "zoom in" on the tiniest of particles and can see the structural make-up of objects, including any flaws. The Hero scores a critical hit on a 19 or 20 against any target they have spent two frames examining.

5. 6th Sense

The Hero has developed a sense beyond the range of normal human senses. Choose from:-

Sense Emotions

The Hero can sense the emotions of any creature within 20 metres.

Sense Energy

The hero can sense energy fields - of one particular type (see Energy Attack) - within 100 metres. This could be an Energy Attack, Force field or simply electricity flowing through a wire.

Sense Life

The hero can detect the number and location of living creatures within a 100-metre radius. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Sense Magic

The Hero can detect the use of Magic, or any spell in operation, within 100 metres.

Sense PSI

The Hero can detect the use of Psionic powers or any device that has a psionic influence, within 100 metres.

Intangibility

The Hero becomes ghost-like and - whilst still visible - can walk through walls etc. They suffer virtually no damage from physical attack whilst in this state. They cannot, themselves, attack whilst intangible.

Grade 1: Whilst intangible, the Hero is considered to have Damage Dividers of 11 vs. both HTK and HTC. These are NOT cumulative with any dividers gained for any other reason. The character cannot be harmed by any attack unless it can reduce these dividers in some way. (See Energy Attack.)

Ghoststalker has Intangibility Grade 1. When Intangible he cannot hit anyone or be hit. However, if he is hit by a normal Energy Attack he will take 1/9th of the damage from that attack.

Grade 2: The Hero cannot be harmed by ANY physical attack whilst intangible. In addition, because of their control of their wraith-like state, they can re-solidify partially inside an object or person causing damage to the target.

When attacking a being in this way, the victim takes 1d6 to 4d6 damage at the attacker's choice (reflecting the degree to which they solidify or the amount of themselves that they solidify in their victim). The dice can be split between HTK and HTC but with no more than two dice difference between them. (cf. Energy Attack).

This attack needs a strike against Defence Class 6 to succeed and takes 1 Frame but bypasses defence such as Armour, Tough Skin and Force Fields.

The victim then takes the damage automatically for each subsequent Action that the attack is sustained with no further strike roll necessary unless the attack is broken.

Each initial attack and the subsequent automatic attacks may be dodged but not parried. The dodge must be TOTALLY successful to succeed - "glancing blows" still do full damage. If the dodge is successful, the victim moves away.

For each successive Action that a 'resolidification attack' is sustained, there is a 10% cumulative chance per die of damage that the attacker has become tangible enough to be struck.

There is also a 5% chance per die of the attack backfiring doing damage (1/2 damage) to the attacker. It takes 1 action to become intangible again.

If the attacker is successfully struck, then the attack is broken.

Demonspawn - intangibility Grade 2 - is incorporeal and attacks Steeplejack. He has won initiative by 3 frames. He hits vs. DC:6. (1 Frame). Steeplejack dodges but the result is a glancing blow and Demonspawn succeeds in placing his fist inside Steeplejack's chest.

Demonspawn now solidifies for two Frames and does 3d6 HTC and 1d6 HTK to Steeplejack. Steeplejack attempts to dodge again but rolls another glancing blow and has to take the damage.

It is now Steeplejack's turn but he has used 3 frames to dodge and only has a single Frame left. He attempts to punch strike Demonspawn. There is a 40% chance that Demonspawn is solid enough to hit - because he did 4d6 damage. % dice are rolled and come up 67. Steeplejack's fist passes through Demonspawn's body.

Demonspawn now has 1 Frame left which is insufficient to do more damage. Since he cannot carry the Frame over to another round (see combat) he chooses to do nothing.

Initiative is determined again. Demonspawn wins by 3 frames again.

He attacks with 2, intending to waive the 3rd Frame to create a full Action at the end of the round. He solidifies again. He has a 20% chance of getting a backfire at this point. He rolls and gets 76%. No backfire. He does 3d6 HTC and 1d6 HTK again.

Steeplejack again attempts to dodge but fails. It is now his turn. He has spent 2 Frames on dodging. He tries to punch Demonspawn again. % dice are rolled. 56%. Since there is now an 80% chance of Demonspawn being solid enough to hit (he has done 8d6 damage) he can now be hit. Steeplejack misses in the first frame but strikes in his last frame of the round. The link with Demonspawn is broken.

Demonspawn now has 1 Frame left in the round. He cannot use it to put his hand into Steeplejack's chest because he is now solid and it will take an action to turn incorporeal again. He chooses to use the Frame to move away.

Intuition

This is a subconscious warning mechanism. It will warn the character of any imminent danger to themselves. The character will never be surprised by any attack and can always affect a Combat Response, if they so wish.

Intuition can also be used to give a 'hunch' as to whether an action will be harmful to the character. In this case the referee will secretly roll a d100. 1-90 indicates that the character has had an accurate hunch. Otherwise, they have an inaccurate one or none at all. Intuition gives general warnings: nothing specific.

Harbinger has intuition. A sniper trains a gun upon the Prime Minister as he gets out of his car. The Referee tells Harbinger's player that he has a feeling something bad is going to happen. Harbinger leaps onto the Prime Minister and calls a warning.

The player then asks if he can sense what is going on. The Referee rolls percentage dice. He rolls a 92% and tells Harbinger that he suspects there is something wrong with the Prime Minister's car.

Invisibility

Characters with this power can become totally Invisible at will.

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It takes 1 Action to do this, but once done, the character may remain Invisible for as long as is desired without concentration. Becoming visible again takes 1 Action.

While Invisible, the character cannot be seen by normal vision but can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, etc). People with these abilities will know the approximate location of the Invisible character and will usually attack them with a Strike Modifier of -4. Other characters may also attack at -4 if they are able to deduce the location of the invisible character in some way.

Larger

The character is permanently large or giant-size. They can be either **larger** (broader and heavier) or **taller**, which can be decided freely when the character is Rationalised. In either case, they are stronger and can take more damage than normal people.

Grade 1: If the character is **taller**, then they are 50% taller than their original height and 30% heavier. They have 1d6+2 more Strength points, 1d6+2 more Vigour points and consequently an additional die of HTC and HTK for each additional Vigour point that they gained due to their size.

Such characters have a longer stride than normal and move 50% faster than their original Movement rate.

If the character is **larger**, then their weight is increased by 50%. They gain Strength and Vigour as above but do not get any Movement increase. However, they gain +5 on their Push-back Threshold.

Additional Grades: Each Grade represents increases in Height, Weight, Strength, Vigour, HTK, HTC, Movement and Pushback Threshold by an amount equal to that given at grade 1.

Leaping

The character can leap huge distances.

Grade 1: In 1 Action, the character can leap a distance equal to the amount they could normally move in that time - without touching the ground. The character may Leap into Combat

gaining a +2 Damage Modifier for that initial attack. The leap must be a move of at least 4 metres. They may choose to deliver double-handed attack at the end of such a leap. (see Combat.)

Grade 2: As for Grade 1, except the character can leap a distance equal to twice their normal Movement rate multiplied by their Strength.

Bastion has a Strength of 20 and a Movement of 5 metres. He has Leaping 2 and can leap up to 200 metres.

The time taken for the leap is half the time it would take the character to travel that distance on foot. The first and last Actions of such a leap are engaged with taking off and landing. During the other Frames of the leap, the character may engage in other activities.

Headroom is disregarded in the distances given for leaps as it assumed that the character could achieve much the same distance by one powerful low trajectory leap or a series of low trajectory leaps. (If required, the height attained on a maximum distance leap is approximately one quarter the distance).

When leaping to gain height or reach a higher level, characters can attain a maximum height equal to half the distance they can leap by leaping straight up. Lower heights can be reached anywhere within the leaping range less twice the height desired.

Magic

When Magic is rolled as a Superpower, it immediately costs 1 additional Power Roll.

Magicians manipulate sorcerous energies similar to Energy Attacks. Magicians of the various Grades have a certain amount of Magic Points with which to cast their spells.

Grade 1: The Magician has 15 Magic Points to cast over 5 Rounds after which they are recharged back up to 15 (unused points are NOT "carried over" between periods of 5 rounds.) No more than 10 Magic Points may be expended in any 1 Action.

The character has 3 spells from the list below. The first of these must be rolled using a d10 and is the character's **Speciality** spell. The other two may be chosen freely.

Spell List:	
Roll	Spell
1	Astral Projection
2	Conjuring
3	Energy Strike
4	Enhancement
5	Hallucinations
6	Hypnosis
7	Information
8	Mystic Shield
9	Restraint
10	Choose

Grade 2: The character has 15 plus 1d10 Magic Points (roll immediately to determine that character's Magic power) that may be used in each period of 5 Rounds.

The character has four spells including one **Speciality** spell.

Grade 3: As Grade 2, but with 1d10 more Magic Points and some gimmick. For example, an additional spell, two Speciality spells, a blast using in excess of 10 Magic Points in one Action, or a new spell can be devised (effects to be agreed by the referee), etc.

Speciality Spell

The magician's Speciality Spell can be cast at half the normal cost of that spell.

Spells

Spells take 1 Action to cast and the effects of the Spell occur in that Action. Unless otherwise stated, all spells last for the duration of the scenario or until they are dispelled by the caster or another mage (see below).



Those Spells that require Maintenance take 1 Frame per Round to Maintain unless otherwise stated. Some spells require a successful Magic Attack to be made. This is detailed under Combat.

Dispelling:

Any mage can dispel his or her own spell at any time at no cost or effort. Some spells can be dispelled by another mage. If a mage has a particular spell, then they can also cast a dispel (or, for one spell, the opposite) of that particular spell.

To cast a dispel of a spell that has been cast by another mage, the appropriate dispel must be cast at a cost equal to the original cost of the spell being dispelled and a successful **Magic Attack** must also be made, the Ego value for the spell to be dispelled being the Ego value of its caster. The Magic Points involved are always expended, regardless of whether the dispel is successful or not.

Only the following spells can be dispelled: **conjuring, enhancement, hallucinations, hypnosis, magic shield, and restraint. Conceal information** may be cast by a mage with **information**. This may be dispelled as above.

Astral Projection

This spell allows the magician's spirit to leave the body and move on its own. The spirit form can move through objects and moves at double the magician's normal Movement rate. The spell costs 5 Magic Points and lasts until the spirit returns to the magician's body.

While in astral form, the magician can see everything that the time is taken to look for, and can cast spells up to 5 Magic Points in value. The magician's astral form is very hard to detect - any character must roll their Ego value or less on 1d100 to detect an astral form.

While the magician's astral form is out wandering, the mortal body is comatose and totally defenceless.

Referees beware! This seemingly innocuous spell can be extremely powerful. The Magician's almost undetectable astral form can drift around a battle casting restraints or energy strikes with little or no risk. Referee's must play up the possible dangers to the Hero's undefended body in order to balance out this spell.

Conjuring

The magician can conjure a creature of average Attributes. For each Magic Point, the creature has 1d10 of HTK or HTC.

Creatures summoned have a Movement rate of 4 metres per Frame and get 2 Frames only per Round. They have a Defence Class 10 and their attacks are at Weapon Class 0. The spell requires no maintenance, but unless the creature has Individual IQ, the mage must devote 2 Frames per Round to instructing it.

If this is not done, it stops whatever it was doing. The creature remains for 1 hour or until slain or banished by the mage.

The mage may have more than one summoned creature in existence at the same time. Instructions must be given as above for each creature unless two or more are to follow the same instruction.

When a creature is summoned, it can have any of the additional features listed below.

This costs an additional 2 Magic Points per feature, which are chosen by the mage when casting the spell. No one creature can have two of a particular feature.

Claws/Fangs The creature has claws or fangs which do 2d6HTK and 1d6 HTC damage and which take 1 Frame to strike.

Tough Skin The creature has skin of Defence Class 6.

Strength The creature has Strength of 25 with the consequent Damage modifier of +10 and can lift, throw, etc.

Flight The creature can fly at a rate of 8 metres per Frame.

Speed The creature can move at a rate of 6 metres per Frame, and has 3 Frames per Round.

Individual IQ The creature can follow simple instructions given in 1 Frame until the instruction has been carried out.

Weapon The creature is armed with a Two-handed Concussive or Penetrative weapon and strikes at Weapon Class 1.

Energy Strike

This spell results in an Energy discharge similar to an Energy Attack. It has a normal range of 20 metres (extreme range 40 metres) and does 1d6 of HTK or HTC per 2 Magic Points used. The damage can be entirely HTC or HTK or split between the two; whatever the caster desires. The number of dice and how they are split must be specified before the spell is cast.

Energy Strike is Weapon Class 3 but any damage it inflicts is unaffected by Damage Dividers.

Enhancement

This costs 5 Magic Points to cast and must be maintained at a cost of 5 Magic Points per Round.

When the spell is cast, and for as long as the spell is maintained, it bestows upon the mage, or any individual of the mage's choice within 20 metres, one of the abilities below. The spell may be cast more than once on an individual, but in this case the enhancements cannot be the same as one the character already has in operation at that time. Each casting, must be cast separately and maintained separately. The particular enhancement is chosen by the mage on casting. The enhancements are:

Speed The target gains Superspeed Grade 1.

Invisibility The target becomes Invisible (as the Invisibility Superpower).

Flight The target gains **Flight Grade 1**.

Combat Skill The target gains **Oriental Martial Arts Grade 2**.

Strength The target's Strength is increased by 1d6+6.

Regeneration The target regenerates any HTK lost at the rate of 1d6 per Action of rest.

Hallucinations

The magician can produce perfect illusions in the eyes of any onlookers. A purely visual or auditory illusion costs 3 Magic Points to cast and remains until the caster dispels it.

Visual illusions with small noises cost 7 Magic Points to cast and total visual illusions complete with loud, clear, distinct sounds cost 10 Points.

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The hallucination can be produced anywhere within 20 metres. Should the mage wish to produce them at a greater distance, the additional cost is 1 Magic Point per additional 20 metres.

The hallucination conjured up will not move or react unless the magician is concentrating on it fully. If an opponent hits an illusion, the blow will pass straight through, revealing its true nature although such a blow does not dispel the illusion.

Hypnosis

By use of hypnosis, the magician can dominate the will of another creature. The spell requires eye-to-eye contact and costs 10 Magic Points to cast. A Magic Attack must be made immediately after casting the spell. If the Magic Attack is successful, then the hypnosis will be successful, taking a further 1d6 Actions to take effect during which time neither the caster nor victim may act.

Hypnotised people will do anything that their masters tell them as long as it is not totally against their principles. The trance can be broken by another hypnotist, or by a blow of 20HTC or more.

Hypnosis requires no maintenance, but must be renewed once per hour. The renewal costs 10 Magic Points, and a successful Magic Attack is required otherwise the victim has broken the trance.

Information

This costs 10 Magic Points to cast and does one of the following at the caster's choice:

Reveal Owner This gives a mental picture of the owner of any item that the spell is cast on.

Reveal Contacts This gives a mental picture of all who have touched the item the spell is cast on within the last 24 hours.

Reveal Visitors This gives a mental picture of all who have visited the place where the spell is cast within the last 24 hours.

Reveal Name This enables names to be matched to mental pictures in the caster's mind or to photographs in the

caster's possession.

Reveal Truth This determines if someone is telling the truth or not.

Reveal Facts This provides general information currently available, for example in a phone book, a register or accounts, etc. Information that the caster could get hold of in normal circumstances. This provides facts not conclusions.

Note: For the purposes of this spell the Hero (or Villain) and their secret identity are treated as two different individuals. It will not enable the caster to discover a secret identity.

Magic Shield

There are two forms of this spell. The Mage may opt for either type when the spell is cast but only one type may be in operation at any one time.

Mystic Shield At the cost of 2 Magic Points, the shield protects the magician, or one specified person within 10 metres, giving a Strike Modifier of -1 to any attacks on the protected individual.

For each additional 2 Magic Points spent on casting, the mage may either protect one additional person within 10 metres or affect the Strike Modifier by an additional -1.

The shield is stationary. Should the mage desire it to be movable, this costs an additional 2 Magic Points.

Mystic Wall This functions as a General Force Wall (see Force Fields) with 1d6 of HTK per 4 Magic Points expended.

Restraint

Magical energies bind the victim. A roll to hit is not required but the target can attempt to break free in their next actions.

The restraint can be of any strength from 1-10, chosen by the caster when casting the spell. Each point of strength costs 1 Magic Point. The spell can be cast on any one individual within 20 metres.

The victim's percentage chance of breaking free is:

$100 + \text{Victim's Strength} - [10 \times \text{restraint strength}] + 10$ for each useful Superpower of the victim (e.g. Flight, Leaping, etc)

The victim rolls 1d100. If the result is equal to or less than their calculated percentage chance of escaping, then they have broken free.

If the target has a 100% or better chance of breaking the restraint, the spell will have no effect on them whatsoever. If the target has a 70% or better chance of breaking free, then the spell will automatically restrain them for their next 1 Frame after which they may attempt to break free, each attempt taking 1 Frame. If the target has less than a 70% chance of breaking free, the spell automatically restrains them for their next 2 Frames after which they may attempt to break free, each attempt taking 1 Action.

Demonspawn casts a Restraint (in which he is not specialised) upon Steeplejack. He devotes 7 Magic points to it. Steeplejack has a Strength of 16 and has Agility. His chance of breaking free is thus:

$$100 + 16 - 70 + 10 = 56\%.$$

He will be automatically held for one action and it will take one action for each escape attempt thereafter.



Martial Arts

The character is specialised in hand-to-hand fighting techniques. There are two types: **Oriental Martial Arts** and **Pugilism**.

At the cost of one additional Power Roll, a character with this power may gain the **Judo Throw** (see Combat Responses).

Grade 1: The character has Grade 1 Oriental Martial Arts or Grade 1 Pugilism.

Grade 2: The character may progress to Grade 2 in the type already determined or gain Grade 1 in the other type.

Additional Grades: For each additional Grade, the character may take one extra grade of either type.

ORIENTAL MARTIAL ARTS

The character is skilled in Karate, and the like.

Grade 1: Attacks with a fist or foot are Weapon Class 3 and do penetrative damage of 1d6HTC and 2d6HTK or concussive damage of 1d6-6HTK and 2d6HTC at the player's option, stated before the blow is delivered.

Grade 2: As Grade 1, but the blow can do damage of 1d6HTK and 2d6+6HTC or 2d6+3HTK and 1d6HTC, at the player's option.

The character also gains a Dodge Modifier of +1.

Grade 3: As Grade 2, but the attacks count as Weapon Class 4.

PUGILISM

The character is trained or experienced in boxing or in 'slugging it out'.

Grade 1: Attacks with a fist are Weapon Class 3 and do damage of 1d6-6HTK and 2d6HTC.

Many characters that brawl in the streets develop Pugilism skills sooner or later.

In addition, the character can deliver a **Sunday Punch**, taking 1 Action. This gains Strike Modifier of +2 and does 1d6HTK and 3d6+12HTC damage. The character can only deliver one Sunday Punch per opponent and is expected to give a battle-cry when doing so.

Grade 2: As Grade 1, but an ordinary fist attack does 1d6HTK and 2d6+6HTC.

Mass Variation (Other)

The character has the ability to increase (but not decrease) the mass of objects and people.

For each full Action of concentration, the target's mass will double. The range is 6 metres.

If the target is intelligent, a successful Mental Attack is needed but the target cannot resist (see **Combat: Mental Attacks**).

At double their normal mass, the victim has half their normal number of Frames per Round, but gains a Damage Modifier of +10 in hand-to-hand combat and +5 to their Push-back Threshold.

At four times normal mass, the victim can neither move nor act in any way and will black out (fall to 0 HTC) unless they roll 1d20 and score equal to or less than their Ego value. They gain a further +5 on their Push-back Threshold.

The same applies when the victim is eight times their normal mass, except they add 10 to the die roll for blacking out and another +5 to their Push-back Threshold.

At 16 times normal mass, the victim blacks out automatically.

Once concentration stops, mass will return to normal at twice the rate it was increased. Victims will regain consciousness (back to previous HTC) once their mass is back to normal.

Mass Variation (Self)

The character has the ability to increase or decrease their own mass.

If mass is increased, taking 1 Action, the character has half their normal number of Frames per Round, but they gain a Damage Modifier of +10 in hand-to-hand combat. They also gain +5 on their Push-back Threshold.

If mass is decreased, taking 1 Action, the character may traverse fragile walkways or perform similar feats. The character will do the minimum possible damage in any hand-to-hand combat and their Push-back Threshold is reduced to 10.

Precision

This is the unerring ability to choose the right spot to strike in combat, and instinctively grasp the geometry of any objects around. The Precision Power applies to only one attack form that the character has.

This should be noted on the Character Sheet.

Grade 1: The character scores a **Critical Hit** on a 19 or 20. For every 1 the character subtracts from their strike roll, to be decided before the die is rolled, the target's dodge, parry, or any other Combat Response roll suffers a Modifier of -1.

In addition, if the Precision attack is ranged (energy or missile), then the character may angle the attack so as to try to strike more than one opponent by bouncing off walls, opponents, etc. depending on the circumstances.

Grade 2: As Grade 1, but the character gets a +5 Damage Modifier for the Precision attack. Also, for every Frame spent 'sizing up' the target, the character gets an additional Damage Modifier of +5.

Probability Manipulation

There are two types of this power: Conscious and Unconscious. The player chooses the most appropriate one when their character is created.

CONSCIOUS PROBABILITY MANIPULATION

The character can cause small amounts of good or bad luck. For example, when tossing a coin, the character could attempt to will it to come up heads every time.

To alter probability in this way takes 1 Action. The referee will calculate a rating from 0-10: 0 being impossible for the character to cause. This rating is multiplied by the character's Ego value to give the percentage chance of the piece of luck occurring. The player rolls 1d100, if the score is equal to or less than the percentage chance, then the piece of luck has occurred.

The rating is equal to **10 minus the CONCENTRATION FACTOR**. This is made up of three elements:

Area of desired effect: The area of effect relates to the end result of the hero's actions. Simply because the character is attempting to make a small part of a car engine to malfunction, the area of effect is not small. The end result is that the car will break down and the car is large.

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Starting from a base of 0 and using object sizes as detailed on the **Pushing, Lifting and Throwing Table** (see Combat Options):

Add 0 if the effect covers an object/being of size 0

Add the size of the object if the effect covers objects/beings of Sizes 1-3

Add 4 if the effect covers an object/being of sizes 4-8 (or group of objects which equals this)

Add 5 if the effect covers and object, being or group bigger than size 8.

Degree: For the Degree of probability warping start with a base of 0, then:

Add 1 if the effect covers a range of equal options, such as a game of cards or die roll.

Add 3 if the effect is possible in the circumstances but the odds are fairly remote, such as a bullet being a dud.

Add 5 if the effect is theoretically possible but would normally never happen in a hundred years, such as a large piece of masonry falling from a building in the vicinity of a villain.

Add 7 if the effect is, in theory, impossible.

Control: The effect can either be uncontrolled or controlled. If the character has a specific effect which they want to occur then they add 1 to the concentration factor. Uncontrolled events add nothing to the concentration factor but will only comply with the character's intent in general terms.

Further factors may be added at the discretion of the referee.

With the above process it is impossible to get a final rating of 10. Characters can gain an additional +1 modifier to the rating for specific singular applications developed through training as a **power refinement** (see Campaigns).

A Thug is running away from Gypsy. As he runs past a car, Gypsy wants the occupant to open the door to trip him up.

The area of affect is the Thug - size 3 on the Lifting and Throwing Table. (+3

to concentration factor). The degree is +1 (it is not unlikely) but the control is +1 (Gypsy has a specific outcome in mind). Total concentration Factor is 5. $10 - 5 = 5$. The Success rating is 5. Multiplied by Gypsy's Ego of 15 gives 75% chance of the car door stopping the Thug's flight.

UNCONSCIOUS MANIPULATION

The character is naturally lucky. The power is permanently in operation and requires no thought, concentration or time. The character has a permanent luck percentage of 1d6 divided by 2 (halves rounded down) and multiplied by the character's Ego value.

This 'luck percentage' should be noted down on the Character Sheet.

The character cannot cause anything in particular to happen, but whenever they would normally receive damage or fall victim to some mishap, they roll 1d100. If the result is equal to or less than their luck percentage, then whatever should have befallen them does not happen for some reason (e.g. the character slipped over at the vital moment, and the bullet whizzed past their ear).

The character's luck roll also applies in other areas. For example, if detecting, the character, if 'lucky', stumbles on the vital clue, etc.

Psi Power

When Psi Power is rolled, it immediately costs 1 additional Power Roll.

Psi Powers produce paranormal effects using the mind of the psychic as a source for the energy they manipulate. There are many different forms of psychic ability.

Each psychic has a number of Psi Points depending on the Grade of the Power.

Grade 1: The psychic has 15 Psi Points to expend over 5 Rounds after which they are recharged back up to 15. Unused points may NOT be "carried over" between sets of 5 rounds. No more than 10 Psi Points may be expended in any 1 Action.

The character has 3 powers from the list below. The first of these must be rolled using a d10 and is the character's **Speciality**.

The other two may be chosen freely.

Grade 2: The character has 15 plus 1d10 Psi Points (roll immediately to determine that character's Psi Point value) that may be used in every 5 round period.

No more than 10 Psi Points may be expended in any one Action.

The character has four powers chosen by the player. One power is the character's Speciality power.

Grade 3: As Grade 2, but with 1d10 more Psi Points and some gimmick. For example, and extra Psi power, two Speciality powers, being able to use in excess of 10 Psi Points in one Action, or a new power can be developed (effects to be agreed by the referee), etc.

GENERAL NOTES

Unless otherwise specified, each power takes 1 Action to use.

Some powers require a successful Mental Attack to be made. This is described under **Combat: Mental Attack**.



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Speciality Power

Psychics can use their Speciality Power at half the normal cost in Psi Power Points.

The individual's specific Psi Powers are chosen from those listed below.

Psi Powers	
Roll	Power
1	Control
2	Hallucinations
3	Mind War
4	Precognition
5	Psi Blast
6	Telekinesis
7	Telempathy
8	Telepathy
9	Transmutation
10	Choose

CONTROL

This allows the psychic to take control of another's body. The psychic must touch the body to be dominated (a successful strike against Defence Class 6 for a super powered target, DC10 for a normal being), or already have successfully established a telepathic link (see telepathy), and then make a successful Mental Attack.

If both these are successful, they have taken control of the target's body and may control it as if it were part of their own.

If the target was already under the control of another psychic, then the Mental Attack is made against the Ego of the controlling psychic rather than that of the target.

The controller may cause the victim to use any of their abilities of which the controller is aware (they cannot read the victim's mind), but the controlled body gets only 2 Frames per Round.

Control must be renewed every hour and whenever the psychic attempts to control another victim.

It is broken if a blow of 20 HTC or more is struck to the victim, or if the body is commanded to do something which will obviously cause it severe damage - like leaping from a cliff.

The number of victims a psychic can control at any one time is determined by dividing the psychic's Ego value by 6 and rounding down to the nearest whole number, with a minimum of 1.

Control costs 10 Psi Power points each time it is used, and a further 1 Psi Power point per victim per Round to maintain.

HALLUCINATIONS

This works in exactly the same manner as the Magic spell hallucinations, except that Psi Power points are expended instead of Magic points and the psychic must concentrate on it fully otherwise it disappears.

The hallucination created can be a creature capable of attack. However, it has a maximum attack equivalent to a two-handed weapon and any successful strike must be followed by a successful Mental Attack otherwise no damage is inflicted. The target takes only HTC damage inflicted by the hallucination. No HTK is taken.

MIND WAR

This allows the psychic to throw a mental bolt, which will affect the abilities of another psychic within 20 metres.

It requires a successful Mental Attack to be made.

If the Mental Attack is successful the target loses 1 Psi Power Point for each 1 point by which the attacker's Mental Attack score exceeded the target's.

Mind War costs 1 Psi Point to use.

The attacker may expend more Psi Power points when hurling the bolt, adding 1 to their Mental Attack score for each additional point used. Any psychic whose Psi Point total is reduced to 0 as the result of a Mind War attack (only!) on them, or has zero Psi Power points when a successful Mind War attack is made on them, falls unconscious (effectively 0HTC) until they regain their Psi Power points.

PRECOGNITION

If the psychic sits motionless and concentrates to the point of going into coma, they can see a short way into the future. This will cost 10 Psi Power points and will only reveal the likely course of events over the next few Rounds.

At the Referee's discretion a longer range "scan" of the future can be attempted, but this takes longer and requires absolute silence and tranquility.

PSI BLAST

This allows the psychic to throw mental bolt, which will hurt a non-psychic within 20 metres that it is directed against.

A successful Mental Attack is needed for the bolt to strike the target. The bolt does 1d6HTK or 1d6HTC, at the psychic's discretion, per 2 Psi Power points allocated to it.

The damage is not affected by Damage Dividers.

TELEKINESIS

This is the ability to move objects/people within 20 metres by thought alone. The psychic can move only one object at a time. The psychic must expend 1 Psi Power point for each 10 kilograms, or part thereof, that the object weighs when moving it by telekinesis.

The rate at which the object can be moved is found by dividing the psychic's Ego value by three (rounding fractions to the nearest whole number). This gives the distance in metres that the object can be moved in 1 Frame.

If the psychic uses the ability to affect an opponent's attack by spoiling their aim, etc, it costs 1 Psi Power point for every 1 caused to the opponent's strike roll. So if the psychic used 3 Psi Power points for telekinesis against a thug firing a shotgun, the thug would have a -3 Strike Modifier. They should do this in their own actions, immediately before the opponent's actions. The modifier will last until the psychic's next go or for four of the opponent's frames - whichever is shorter.

TELEMPATHY

This is the ability to detect and influence the emotions of others. For 3 Psi Power points, and a successful Mental Attack against unwilling targets, the psychic can scan the current feelings of one person within 20 metres. The psychic will detect nervousness, fear, confidence, love, hate, anger, etc.

For 5 Psi Power points, and a successful Mental Attack against unwilling targets, these emotions can be influenced. An emotion may be strengthened or weakened, but not turned into an opposite. Thus nervousness could be turned into fear, or confidence into foolhardy courage, but love could not be turned into hate or vice-versa.

Chapter 4 Superpowers

TELEPATHY

This is the ability to read the surface thoughts of a person's mind. It requires a successful Mental Attack to succeed against unwilling targets and has a range of 20 metres. It costs 2 Psi Power points per Action to use, regardless of whether the Mental Attack is successful or not.

The information gained should be decided by the referee, but will generally be of a trivial sort. For example, where the next shot is aimed, which way the escape is planned, etc.

Deeper and more detailed scans can be made at the Referee's discretion, but these require time, concentration, physical contact and the victim's co-operation. They will also cost more Psi Power points.

A psychic may also transmit a telepathic message of 6 words or less, or a mental picture, to up to 6 people simultaneously. The range is 20 metres and requires a successful Mental Attack against unwilling targets.

This costs 2 Psi Power points per person contacted.

TRANSMUTATION

This power allows the character to transmute one substance or object into a different one. The psychic must announce the transmutation being attempted. The referee will assign to it a factor of from 0-10: 0 being impossible for the character to perform and 10 being easy. This factor is then multiplied by the psychic's Ego value to give the percentage chance of the transmutation occurring. The player must then roll this chance or less on 1d100 to succeed in the transmutation.

The size of the object after transmutation must always be similar to the size of the object before transmutation.

The rating is equal to **10 minus the CONCENTRATION FACTOR**. This is made up of three elements:

Area of desired effect: The area of effect relates to the end result of the Hero's actions. Simply because the character is attempting to make a small part of a car engine to malfunction, the area of effect is not small. The end result is that the car will break down and the car is large.

Starting from a base of 0 and using object sizes as detailed on the Pushing, Lifting and Throwing Table (see Combat Options):

Add 0 if the effect covers an object/being of size 0

Add the size of the object if the effect covers objects/beings of Sizes 1-3

Add 4 if the effect covers an object/being of sizes 4-8 (or group of objects which equals this)

Add a further +1 for each additional 3 grades 9 (or part thereof) of size over size 8. i.e. 5 for sizes 9-11, 6 for sizes 12-14 etc.

Degree: For the Degree of transmutation, start with a base of 0, then:

Add 1 if the transmutation is between two items of a similar shape, function and material, for instance, a steel door into a lead door.

Add 3 if the transmutation involves a change of shape but not material (e.g.. steel sword into steel block) or a change of material but not shape (e.g.. gun into wooden replica).

Add 5 if the transmutation involves a change of shape and material (e.g.. changing a gun into a wooden statuette).

Add 7 if the transmutation involves a rare, unique or highly prized item either as the initial object or the end result. (e.g.. turning coal into a diamond.)

Note: Any piece of equipment that is an integral part of a character (e.g. their power armour) is a unique item.

Permanency: The effect can either be Permanent or Temporary.

If the character wishes to make the transmutation permanent, then the permanency factor is 3.

If they do not state that they wish it to be permanent then it is temporary and will last for 2-12 (2d6) rounds.

Further factors may be added at the discretion of the referee.

Starseeker wishes a thug's gun to shoot flowers instead of bullets.

The Area of affect is 1 - the gun.

The degree is 5, changing the shape and material of the bullets. She does not wish it to be permanent.

The Concentration Factor is:

$$1 + 5 + 0 = 6$$

The success rating is $10 - 6 = 4$.

The chance of success is 4 multiplied by Starseeker's Ego of 17, 68%. She rolls and gets 38%. The thug doesn't know it yet, but the next time he fires his gun, flowers will come flying out.

(NB: Starseeker would have had a much better chance of success turning the bullets into polystyrene but she prefers showing off....)

With the above process it is impossible to get a final rating of 10. Characters can gain an additional +1 modifier to the rating for specific singular applications developed through training as a power refinement (see **Campaigns**).

The Psi Power points are expended regardless of whether the transmutation was successful.

The power costs 6 Psi Power points to use and has a range of 20 metres.

Radar Sense

Similar to the sonar ability of bats, this permits the character to perceive anything within 40 metres in a 180 degree arc (i.e., they can scan in front or behind, but not both at the same time). Although the ability will allow the character to operate normally and strike with no penalty in pitch darkness or against invisible opponents, etc. it is not infallible. Like vision, it can 'overlook' people or objects in plain view if they are motionless and the character is not concentrating. It can also be 'scrambled' by some sound based Energy Attacks.

One higher grade is available which can allow the character scan 360 degrees.

Higher grades could be available - at the Referee's discretion - which would allow the character to scan at a greater distance.

Reactions

Characters with this power react so fast to whatever avoiding actions their opponents make that all opponents suffer a Modifier of -1 per Grade to their dodge roll or any other Combat Response roll.

Characters with this power also gain a Dodge Modifier of +1 per grade.

Replication

Characters with this power can produce up to five replicas of themselves per day.

Depending on the Rationale of the character, such replicas may have some of the original character's Superpowers and usually have the same HTC, HTK and Attribute scores as the original but Attribute scores of replicas are limited to a maximum of 20.

If this limitation involves Vigour, then the HTC and HTK for replicas must be rolled and noted on the Character Sheet when the character is first generated. All replicas have the same HTC and HTK. Replicas have only 2 Frames per Round.

The character is in constant telepathic communication with the replicas. If a replica is destroyed, or not re-absorbed into the character's body at the end of the day (in which case it will dissipate), the character cannot then form a replacement for one month and loses one fifth of their total HTC and HTK until such time.

Virus has a Strength and Vigour of 25 and also has an Energy attack Grade 1. He can produce 5 replicas of himself. Each replica has 20 Strength and Vigour and so has about 20 fewer HTK and HTC than Virus himself. When the character is rationalised the player and the Referee agree that the Replicas do not have an Energy attack of their own (which would give the player 90d6 of Energy to use!!) However, Virus's energy attack can be launched by any of his replicas provided the dice used come off his own total of 15.

Shapechange

The character can exist in more than one bodily form and can change between them using an unusual metamorphic ability. There are two types of Shapechange ability: Freeform and Specific. Players choose the most appropriate.

FREEFORM SHAPECHANGE

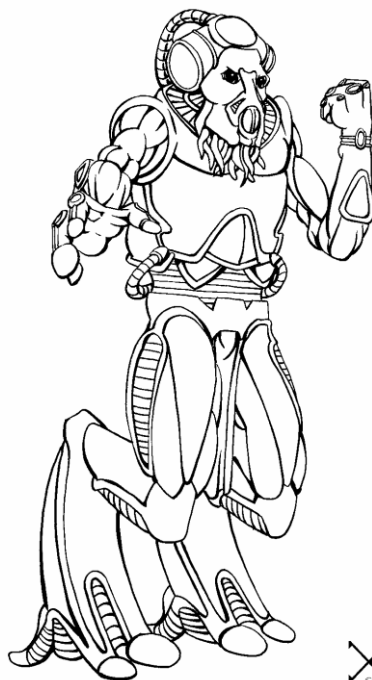
Characters with this type of Shapechange can transform into any living creature that is approximately the size and shape of a human being. They do not gain any special characteristics or advantages from the change but keep their own normal Attributes, senses, Movement, attacks, etc. Which Superpowers are retained depend upon the character's rationale.

This form of Shapechange is really little more than advanced **Disguise Skill** (see **Skills**) as the character can Shapechange into a doppelganger of any person, indistinguishable from the original. However, they must have good knowledge of or be able to see the person they are copying.

It takes 1 Action to change shape from one form into another.

SPECIFIC SHAPECHANGE

The character has one or more specific shapes into which they can change other than their normal human form. The exact number of shapes is limited and each form has its own attributes and powers. This is often used to change from an ordinary unpowered human into some form of Superpowered being.



The character can have one form with all the character's Superpowers, or the Superpowers split between different forms. Thus the limit on forms is the number of Superpowers that the character has other than Shapechange. The different forms must be specified initially for the character.

Thus a character with Shapechange, Strength and Flight might have an ordinary human form with no Superpower other than the ability to Shapechange into a bird of some kind with Flight, and, say, a gorilla that has Strength. Or the character could have one other form of some being that has both Flight and Strength. This must be specified when the character is Rationalised.

It takes 1 Action to change shape from one form into another.

If this version of Shapechange is selected it does not use up a Superpower Roll. (It is "Free"). It may NOT be selected, in this form, if the player rolls "choose a power" on the Superpower table.

Shrink

The character has the ability to reduce in size to the size of an insect. In this form, the character is virtually invisible and will be overlooked by enemies until the character attacks or is detected in some way. Opponents may then attack the character but suffer a Strike Modifier of -3 due to the character's small size.

Any damage done by the character is the minimum possible and the character's Movement is reduced to 1 metre per Frame while shrunk unless they have any Superpowers or abilities that would operate normally while shrunk. This should be specified in the character's description when the character is Rationalised.

When shrunk, the character's Push-back Threshold is reduced by 10.

The character, by reversing the Shrink process, may 'Grow' into Combat gaining a Damage Modifier of +4 for that initial attack only. They may choose to deliver a double-handed attack at the end of such a growing action. (see Combat.)

Chapter 4 Superpowers

Sidekick

The character has a Sidekick of some description who is the character's ally and helper.

The nature of the Sidekick should be determined during Rationalisation depending on their powers. They can be anything from human to alien.

For example, if the Sidekick had Flight, then it could be a bird of some type; if it had Animal Sense, then it could be an animal of some sort. The character can normally contact the Sidekick, and vice versa, at all times by means of some device or other, telepathic link, etc, depending on the nature of the sidekick.

Grade 1: The character has a Sidekick who has 2 Frames per Round. They are created like a normal character (i.e. Strength, Ego, Vigour, Dexterity, HTC and HTK, and Movement) except that their attributes are generated using 3d6. The Sidekick has one Superpower, which must be deducted from those rolled by the Hero and transferred to the Sidekick.

Grade 2: The Sidekick has 4 Frames per Round. They are created like a normal character using the best 3d6 out of 4 for attributes. The Sidekick has two or more Superpowers or grades of Superpower, which must be deducted from those rolled by the Hero, and transferred to the Sidekick.



Skills

Players should invent their own skills. There are a few suggestions below.

There are two types of skill. **"Minor"** skills are those which do not have a direct effect in a combat situation and which are not as useful as Advantageous Backgrounds. Examples of these are:-

Computer Knowledge
Disguise
Escapology
Locksmith
Pilot
Surgeon
Ventriloquism
Vocal Mimicry

The effects of most of these skills are self-evident. A character with a skill should be assumed to be a master of that skill, the sort of person who is able to teach others or can be called into court as an expert witness.

These skills are immensely useful in the campaign game that occurs between combats. Make sure that players who have not rolled a skill power do not try and sneak themselves a skill through their background. A player may have a job as a journalist but - unless they have the Skill - photography - any photos they try and take will come out looking like mere snapshots.

"Major" skills have a direct effect upon combat. Three of these are:-

Hide in Shadows: A character with this skill will automatically be overlooked by enemies when standing still in the dark or in. The chance of seeing a character who is using Hide in Shadows to move is 50% - 10% per 2m of distance.

They can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, etc). Opponents who ARE aware of them attack with a Strike modifier of -3.

Gymnastics: A character with this skill is a natural Gymnast.

The character gains a Dodge Modifier of +1.

The character may Swing or Somersault into Combat gaining a Damage Modifier of +2 for that initial attack only. The somersault or swing must constitute a move of at least 4 metres. They have the option of delivering a double-handed attack at the end of the move. (see Combat.)

Stealth: The ability to move in total silence. If the character attacks from behind or is out of sight for some other reason, their target can make no Combat Response to an attack they make.

For each grade of Skill the Hero possesses they may have **two minor** skill powers or **one major** skill.

Solidify

Characters with this power can concentrate so that their body becomes hard and impervious to all physical damage. It takes 1 Action to solidify the body in this way and, once this is done, the character cannot move at all. To remain solid requires concentration and can only be maintained for a number of Rounds equal to the character's Ego value. Once a character has 'unsolidified', they cannot resolidify for 5 Rounds.

Speed

A character with Speed moves faster than most people can think.

Grade 1: The character can move and manoeuvre at up to twice their original Movement rate in combat situations.

In long, relatively, straight movement, they can reach a maximum speed of 3 times their original Movement rate.

If they so wish, they are always the first on their side to move or act regardless of Dexterity. They are still bound by the roll for Initiative at the start of the Round.

They still only have 4 Frames per Round but they do have the option of breaking down their Movement into 1/2 Frames. Thus in 1 Action (2 consecutive Frames), a character with Speed could move for a 1/2 Frame toward an enemy, punch them (1 Frame) and move away for another 1/2 Frame.

The character may Charge into Combat gaining a Damage Modifier of +4 for that initial attack only. The charge must constitute a move of at least 4 metres. They have the option of delivering a double-handed attack at the end of the move. (see Combat.)

The increased Speed only applies to ground based Movement, though characters with Speed and Flight can still split their Movement into 1/2 Frames while flying.

The character also gains a Dodge Modifier of +3.

Additional Grades: for each additional Grade, the character doubles their movement from the previous Grade. Thus Grade 2 is 4 times the character's original Movement for manoeuvring in combat with a maximum travelling speed of 6 times, Grade 3 is 8 and 12 times, etc. No matter what Grade the character has, Movement can never be split to less than the 1/2 Frame option and no additional dodge bonuses accrue.

Strength

The character has Strength to a degree undreamt of by normal mortals.

Grade 1: The character gains 1d10+10 points of Strength. The character gains the Damage Modifier of +1 for each Strength point above 15 and, possibly, Damage Dividers as described in Character Attributes Strength.

The character has the Combat Response option of standing firm (see Combat Responses). When standing firm, they add 5 to their Push-back Threshold.

Additional Grades: for each additional Grade, the character gains 1d6+6 Strength points and corresponding Damage bonus and any Damage Dividers.

For each additional Grade, the character gains +5 on their Push-back Threshold when they institute the stand firm Combat Response.

Stretch

Characters with this power have the ability to deform their body in some way.

Grade 1: The character can Stretch both arms and legs up to 6 metres and can deform their body so that Concussive attacks do less damage. If such a character elects to dodge a Concussive attack, then any HTK and HTC damage from that attack is automatically divided by 2 - whether the dodge succeeds or not. Glancing blows are calculated before damage is divided.

Grade 2: As Grade 1, but the character can deform their entire body to an extreme degree. They lose 1HTC for every 5 metres over 20 metres that they Stretch.

Stunner

This is usually a weapon that fires an energy beam. It is Weapon Class 3 and has a range of 20 metres.

Stunners do 3d6HTC damage whenever they strike modifying the target's Damage Dividers by -2 each. In this case the stunner is parried as if it were an energy attack.

Sometimes, the Stunner is built into some other weapon such as a Whip or Tentacle that remains in contact with the target once it has struck. It will continue to do 3d6HTC damage each subsequent Action after it has first struck until the victim successfully dodges or moves away (if possible). The attack is parried as for the weapon type rather than an Energy Attack.



Chapter 4 Superpowers

Teleportation

Characters with this power can instantly 'transport' themselves and anything they are carrying from one place to another in the blink of an eye. This is tiring and can be risky. The exact cost depends on the Grade of Teleportation that the character has.

Grade 1: The character loses 1HTC for every metre Teleported. If the character wishes to carry any passengers or objects of equivalent weight, the cost doubles up for every passenger carried (that is double for the first passenger, quadrupled for 2 passengers, 8 times for 3 passengers, etc). In addition, the character takes half this amount in HTK as well, and any passengers take half the amount in HTC.

Teleporting straight up costs double the usual amount of HTC.

Teleporting 'blind' into an area which the character cannot see (and of which they have no knowledge) is risky. There is a 1% chance for every 2 metres Teleported that they will materialise partially in something and take 5d6HTC and 5d6HTK damage. If the character knows the area being Teleported into, or it is clear, there is no risk. Similarly, if the area is full of solid matter, the character will die.

Grade 2: As Grade 1, except that the character loses 1HTC for every 2 metres Teleported up to a maximum cost of 20HTC points for any distance over 40 metres. Maximum range is 800 metres.

Grade 3: As above, except that the character loses 1HTC for every 4 metres Teleported up to a maximum of 15 HTC for any distance over 60 metres. Maximum range is 3000 metres.

Tough Skin

The character has a superhard skin. A Tough Skin of Grade 2 or better precludes the character from athletic abilities and from having Agility.

Grade 1: The character has Tough Skin giving Defence Class 4 with the corresponding Damage Dividers of HTK/3 and HTC/2.

Grade 2: The character has Tough Skin giving Defence Class 3 with the corresponding Damage Dividers of HTK/4 and HTC/3.

The character cannot dodge. However, they take no HTK damage from any WC0, WC1, bullet and knife attacks.

Additional Grades: For each additional Grade, the Defence Class is decreased by 1.

A Tough Skin of Defence Class 1 (Grade 4) is the best that can be had and is generally known as Invulnerability.

Vehicle

This power is "free" and does not use up any power rolls. Only characters that have rolled this Power would typically use a special vehicle during the game. The player must detail the vehicle and must transfer one or more of their Superpowers to the vehicle. (A flying vehicle may only be obtained if the character has rolled "Flight".) This power cannot be selected if the player rolls to "choose" a Superpower.

Vigour

The character gains 1d6+6 Vigour extra points per grade of the Power. This will normally increase the character's recovery rate.

The character gains 1d6 of HTC and 1d6 of HTK for each of these additional Vigour points.

Such a character could run hundreds of miles without resting, hold his breath under water for hours, etc.

As explained in Chapter 3 it is vitally important that high grades of this power are clearly rationalised. Players like to choose high grades of this power because of the additional HTK/HTC it gives. However, merely saying a character is "Superfit" is an insufficient explanation for high grades of this power.

Wallcrawling

The character can walk on walls and ceilings without handholds and, in normal circumstances, with no chance of falling.

Weaponskill

The character is skilled in the use of one particular weapon of the player's choice. Weapon types are detailed in the Combat: Weapons section.

Grade 1: The chosen weapon, whether a melee or missile type, does the normal damage for the weapon type, and strikes in the normal time for that weapon. In one mode of use only (either Melee or Missile, chosen when the character is first generated), the character's attacks with the weapon are Weapon Class 4.

A Shield has three modes of use: Defence (parry), Melee and Missile. If the chosen weapon is a Shield, then the first mode chosen must be Defence.

Shields can be either one-handed or two-handed concussive weapons depending upon the type chosen when the character is created.

If a character has Weapon Skill with a shield in defence mode any attacker strikes with a Modifier of -2 so long as the shield can reasonably be said to be in the way. (For example, shield would not logically be in the way if the attack were from behind.)

This Modifier is automatic regardless of whether character elects to parry the attack or not. However, it is also easier to parry when using a shield with Weaponskill. The Shield parries an amount of damage equal to the damage it would do if used as an offensive weapon (ie. One-handed or Two-handed concussive damage).

Grade 2: As Grade 1 but with a Damage Modifier of +2 in the chosen mode if the weapon is a One-Handed type, or +5 if it is a Two-handed type. OR the chosen weapon can be used in two modes, striking at Weapon Class 4 in both modes.

Grade 3: As Grade 1 but with a Damage Modifier of +5 in the chosen mode for One-Handed Weapons, or +10 for Two-handed Weapons.



Alternatively the chosen weapon can be used in two modes, striking at Weapon Class 4 and with Damage Modifiers as detailed in Grade 2 in both modes. OR, if the chosen weapon is a Shield, then it may strike as Weapon Class 4 in all three modes.

Weaponskill is relatively weak in comparison to other powers - Martial Arts for example - especially if taken as the sole attacking option for the character. It is best when it comes in combination with other powers - Strength, Stunner etc. This weakness reflects the nature of the source material where Weapon Wielding Heroes are relatively rare.

Weather Control

The Hero has control over a number of meteorological phenomena.

Grade 1: The character can control winds. A gale can be summoned within a 20-metre radius. Anyone caught within it moves at half speed and fights at with a Strike Modifier of -2.

The gale takes 1 Action to summon and the character must concentrate for 1 Frame per Round thereafter to maintain it. If not maintained, the gale dies in 1 Action.

If there is already a natural gale blowing, the character can reverse the process and stop the gale. Stronger winds can be reduced accordingly.

Grade 2: The character can cautiously manipulate all weather phenomena.

A **gale** can be summoned as above, except that for every extra Frame spent maintaining it, those within it have their Movement rate reduced by 1 metre and receive a further Strike Modifier of -1.

A **fog** can be summoned as for the gale, but this has the effect of blinding instead of slowing.

Those within it, with normal vision, receive a Strike Modifier of -2.

A **tornado** can be formed. It acts as a **1d6 Personal Force Shield** (see **Force Fields**).

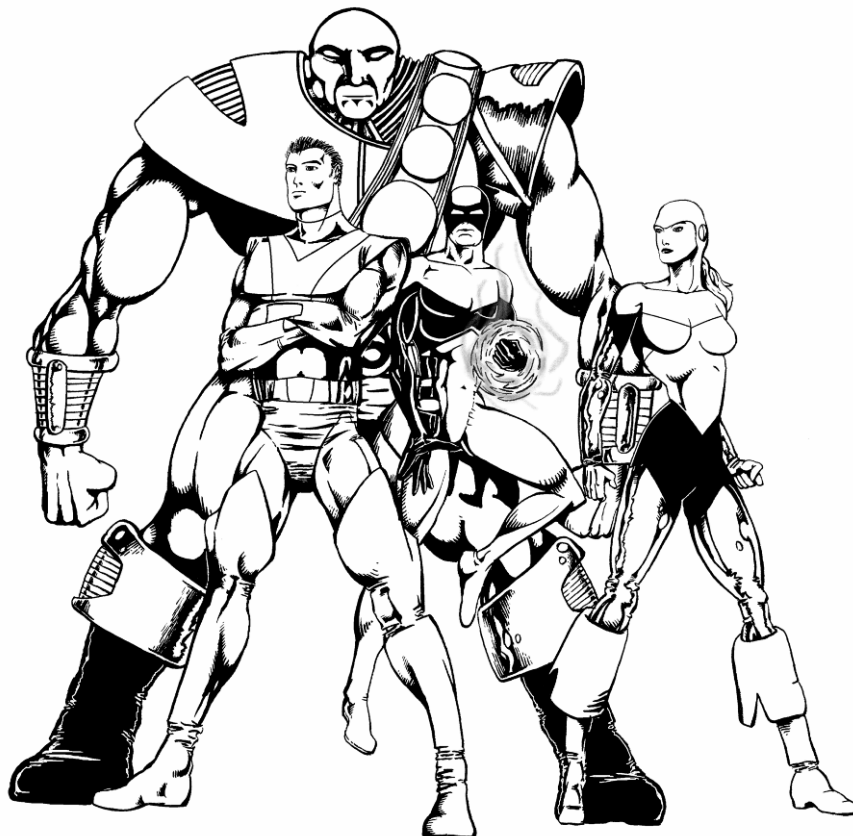
A **rainstorm** can also be summoned which can douse fires, etc.

The character can only have one of these effects in operation at any one time.

All these effects are for weather in the open air. The character could not make it rain, for example, inside a room.

If any of the above conditions are prevailing naturally, then the character can reverse the procedure, stilling winds, clearing fog, etc.

Grade 3: The character has total command of the weather and can use any or all of the above effects without restraint. The character could make it rain, for example, inside a room.



Chapter 5

Advantageous Backgrounds

Chapter 5

Advantageous Backgrounds

If the player reserved one (or more) power rolls and these were not used to get Superpowers, then they may be used at buy **Advantageous Backgrounds**.

The player may freely select one Advantageous Background per reserved power roll but should choose one that is compatible with the Superpowers they have rolled.

Advantageous Backgrounds need to be reserved before the powers are rolled but the exact one(s) taken do not need to be selected until after the powers have been rolled. This allows the player to pick the most appropriate one to fit in with the superpowers rolled.

In general, heroes who do NOT have an advantageous background will be slightly tougher in individual battles but will have a harder time of it in the campaign world between battles.

Some possible choices are:-

Brilliant Scientist - Chemical

The character is capable of conducting innovative chemical/biological research and development. They have an initial Material Resource Level of 8.

Brilliant Scientist - Mechanical

The character is a mechanical genius and is capable of totally innovative design and development work, such as designing gadgets and special equipment. They start with an initial Material Resource Level of 8.

Contacts - Criminal

The character has strong connections on the street and in the underworld and starts with an initial Contacts Rating of 10.

Contacts - Government

The character has powerful contacts in the government and/or other official organisations and starts with a Contacts Rating of 10.

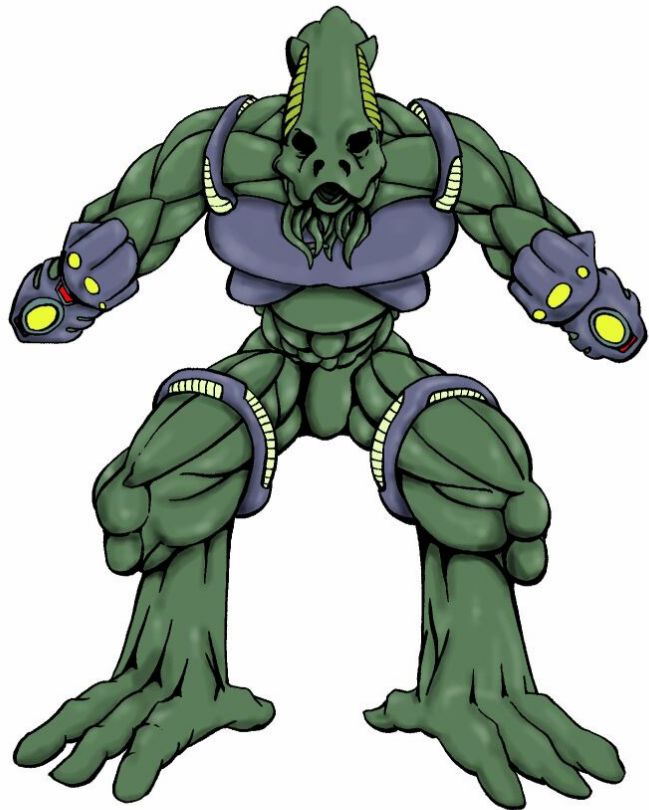
Immortal

For some reason, the character is 'immortal' and will never die from natural causes (old age, disease, etc), though they can still die of unnatural causes (such as being caught in a Nuclear Explosion). The player can select one Minor Health Superpower to accompany this Advantageous Background.

Previous Training

The character has engaged in some type of intensive training during their formative years. For each grade of Previous Training, the character gains an additional two attribute points to be distributed between Ego, Strength, Dexterity or Vigour as the player wishes. Alternatively one or both points may be used to buy a Minor (1 point) or Major (2 points) Skill.

Previous Training is the only Advantageous Background that may be selected more than once for the same character.



Gorgon
Dave Ladie©

Rich - Industrialist

The character is a rich, famous, business person in private life. They have an initial Financial Resource Level of 8.

Rich- Inherited

The character features regularly in newspaper and magazine society and gossip columns. They spend no time working and thus gain an extra 1 DUP per week. They have an initial Financial Resource Level of 8.

There are, of course, other options for Advantageous Backgrounds. In the example character **SYNERGY**, the player chose to be a **Brilliant Scientist - Medical consultant**. This is specified in Chapter 3.

As another example, in a world which is going to use a lot of magic it would not be unreasonable to have a **Brilliant Scientist - the Occult** background or **Contacts - the spirit world**.

Chapter 6 Combat

The eternal battle between good and evil often comes down to a slugfest between the forces of light and darkness.

Combat between the Heroes and the bad guys will form the centre point of many Squadron UK game sessions.

This is usually played out on a table-top using figures, counters or similar items to represent the characters - on some sort of playing surface - preferably marked out in squares representing metre or 2m. distances in the same scale as the figures.

The combat system given here is detailed enough to allow Squadron UK to be played as just a table-top battle game. Many players prefer to play it this way, rolling new Heroes each time and then playing out the subsequent battle or using the system to recreate their favourite Heroes from comics or films and refighting battles they have read about or seen.

When used to re-fight classic battles remember that far more happens in a typical Squadron UK battle than there is time to portray on film or in print. Films and comics merely show the highlights of the battles. Squadron UK shows every blow and stumble that occurs out of shot or in the background.

Time

Combat is played out in **Rounds**. In each round characters on both sides will be performing a variety of activities.

Each character in the combat has a certain number of **Frames per Round** in which to act.

A Round comprises all the Frames of all the characters involved - each Frame representing a single comic-book picture panel.

Virtually all superpowered characters get 4 Frames per Round

Minor Supervillains and some Thugs and animals get 3 Frames per Round

Most non-superpowered characters get 2 Frames per Round.



D.Eadie c 2004

Characters with only 2 or 3 Frames per Round use them in the last 2 or 3 Frames, respectively, of their sides turn. They can do nothing in the first Frame(s).

Actions

Some uses of Superpowers and other significant activities are defined in terms of **Actions**. An Action takes **2 consecutive Frames** of the character performing the Action and must not be interrupted by the Frames of other characters.

Shadowguard is faced with the villain Tricolour and his henchmen. He leaps into the nearest shadow and reappears from the shadow behind them. Teleporting like this takes an action. This is two frames - one to disappear and the other to appear behind them. If these two frames were NOT consecutive then the crafty player could choose to have his teleporting Hero disappear before the villains' actions and reappear after them making himself immune to attack.

Initiative

To decide who goes first, two ten sided dice are rolled: one by the referee for the villains - the other by one of the players for their side. If the numbers rolled are equal, then both sides roll again. The side with the higher score is the winner.

The winning side receives some Frames before the opposition can act.

The number of Frames is determined by the initiative die rolls. The lower score is deducted from the higher, with the following results:

Result	Winning Side Get
1 or 2	1 Frame
3 or 4	2 Frames
5 or 6	3 Frames
7 or more	4 Frames

The winners will act first in the Frames won by the initiative die roll. The opposition will then have all of their Frames in which to act. The winners will then have the remainder of their Frames.

If the winners had an initiative of 1 or 3 Frames, the odd Frame may be delayed by any individual character who wishes to do so, until after the opposition have acted. No more than one Frame can be delayed in this manner. (This is to allow characters to perform complete Actions.)

A Round can thus be seen to be in three parts:

1) The side that won the initiative acts first in the Frames won by the initiative die roll.

2) The opposition then have all their Frames for the Round.

3) The winners of the initiative then have any Frames that they have remaining in that Round.

Chapter 6

Combat

Order of play

When it is their turn to act, each side acts in order of **Dexterity**, the character with highest Dexterity going first.

Sometimes a character may have a Superpower that enables them to act first on their side regardless of their individual Dexterity (e.g. SPEED).

Co-ordinated Actions

Experienced characters may delay their frames until after a teammate - with whom they are familiar - has acted. This simulates teamwork. Only characters who regularly adventure and train together may exercise this option.

Most Referees require characters to spend one Day Utility Phase per week of their training time practicing together to maintain this option.

Characters who are unfamiliar with each other's style of fighting must act in strict order of Dexterity for most of the combat but may co-ordinate their actions once towards the end of the battle if the situation is appropriate. (This is often the final attack which takes out the last bad guy.)

Activity Times

1/2 Frame: Only characters with the **Speed** superpower can use a 1/2 Frame. The 1/2 Frame can only be used for Movement.

1 Frame: Any character can: Move up to their Movement value or attack with fist/foot/One-handed Weapon or use any Superpower effect stated in the power description as taking 1 Frame or use any Combat option stated as taking 1 Frame or perform a simple activity such as lifting an object, shouting instructions, smashing open a door etc. Only those weapons categorised as One-handed (see Combat: Weapons) - such as Fists and Feet - can be used in 1 Frame.

2 Frames (1 Action): Any character may: Move up to twice their Movement or use any Combat Option, Weapon type, Superpower (eg. Energy Attack, Magic Spell, Missile or Two-handed Weapon type) and the like not specified as taking 1 Frame. Unless otherwise stated in the Superpowers section, all uses of a Superpower take 1 Action.

Powers that must be 'switched' on will usually take 1 Action to do so.

Powers that are permanently 'switched on' will take no time to activate.

Responding to an Attack

During combat, a character that is attacked has the chance to respond immediately to that attack by dodging, parrying or affecting some other response as described in section on Combat Responses. These responses can be carried out immediately but use up some of the responder's future Frames in advance.

Future Frames can only be used in advance for Combat Responses, not for attacks or any other activity. Frames from the next Round can be used up in advance. At most, a character can only use up in advance their remaining Frames for the current Round plus all their Frames for the next Round.

Example:

Shadowguard and Blur are fighting **Tricolour** and 5 thugs. The Heroes and Villain have 4 frames in each round, the Thugs only 2.

Shadowguard's player rolls a 10-sided die and gets 2. The Referee rolls a die and gets 7. $7 - 2 = 5$.

Because they rolled higher, the bad guys act first. The difference of 5 means they get 3 Frames before the Heroes can act.

Being a named villain, Tricolour acts before the Thugs. He launches his RED energy attack (Heat) at Blur. This takes one action, using up 2 of his 3 frames.

The Referee rolls the dice and the attack is on target! Blur uses his Superspeed to dodge the attack. Dice are rolled and he succeeds. The Heat ray powers harmlessly past the Hero but this uses up 2 of his Frames from the future - because the attack took 2 Frames to make.

Tricolour now has a Frame left. He chooses to defer this to keep his two Frames together to make another energy attack later in the round.

It is now the Thugs turn.

Though their side won by 3 frames, the Thugs 2 Frames occur at the end of their side's go. Therefore, they can only use 1 Frame now, before the Heroes

act. Since they are all armed with - guns which take an action to fire - they all defer their Frame.

The Heroes now act. Shadowguard's Dexterity (15) is higher than Blur's (8) but Blur acts first because of his Superspeed.

Blur has used 2 Frames to dodge Tricolour's Heat ray and only has 2 Frames left this round. He uses Half a Frame to charge the nearest Thug, one Frame to punch him (he hits - the thug is knocked out) and a further Half Frame to charge down the next Thug. (Only a character with Superspeed can use a Half frame move).

Shadowguard looks around and uses a Frame to move to the nearest shadow. He steps into it and out of Tricolour's shadow, behind the villain. (This is a Teleport and takes an Action.) He now has a Frame left to punch. He hits. Because he is behind Tricolour, the Referee rules that it is a surprise attack and Tricolour cannot respond to it. The punch sends the villain flying and he sprawls - unceremoniously - on the floor.

Tricolour now has an action left - he deferred earlier in the round. He rolls over and launches a WHITE energy attack (cold) at Shadowguard but, because he is lying on the floor, the shot is a difficult one and he misses. He has now used up all 4 Frames for the round.

The Thugs can now act. The Thug who has just been charged by Blur cannot use his gun because the Hero is so close. He uses one Frame to punch him. (He hits but Blur dodges it easily) and his second Frame to back off. This gives his comrades a free shot at the hurtling Hero. Only one of them hits and - again - Blur dodges it easily. (Because Hero's get up to 4 "free" dodges per round against thug's attacks, these two dodges take none of Blur's future time.)

Everyone has now acted and the round is over. Dice are rolled again to see who acts first in the next round.

Surprise

Any character who is totally unaware of an opponent's presence AND location (cannot see or detect them in any way and has no knowledge of where they are) when an attack is

launched at them by that opponent, will be surprised by that attack.

Any character that is surprised by an attack cannot make any Combat Response to that attack.

A surprise attack, even if it misses, will then make the target aware of the attacker's presence (and, probably, location depending on the circumstances).

Ambush

In situations where everyone on one side of the combat surprises everyone on the other side, the side performing the ambush may choose ONE of the following options:

Either the attacking side all get 2 Frames to act before the first initiative dice are rolled

Or it is assumed that the first initiative dice have been rolled and the attackers have won by 4 Frames.

Resolving Physical Attacks

To resolve an attack in Physical Combat, **1d20** is rolled by the attacker to determine whether the attack strikes or not. This is called the strike roll.

They add the **WC (Weapon Class)** of their character and the **DC (Defence Class)#** of the target. Any **Strike Modifiers** are added or subtracted.

Defence Classes of 1-5 are struck as if they were Defence Class 6. That is, at least 6 is always added to the Strike die roll for Defence Class.

If the total is **equal to or greater than 18**, then the attack has been successful. If the total is lower, then the attack has failed.

In the above example, when Tricolour fired his Heat ray at Blur, the Referee rolled a d20 and got a 10. The Weapon class of an Energy Attack is 3 and Blur's Defence Class was 6.

$$10 + 3 + 6 = 19$$

This is more than 18 so the attack was on target.

When he fired his Cold ray at Shadowguard, the Referee again rolled a 10. The Weapon Class of the attack is

still 3. Though Shadowguard's "Shadow armour" gives him a Defence class of 4, he is struck as if it were DC: 6. However, in this case, because Tricolour was firing from a prone position, the Referee applied a Strike modifier of -2 to his attack:

$$10 + 3 + 6 - 2 = 17.$$

A miss!

An unmodified strike roll of 20 is a **Critical Hit**; an unmodified roll of 1 is a **Critical Miss**. These are detailed later.

If the strike is successful, the target may then elect to use a **Combat Response**.

If the strike is successful, and the target chooses not to respond or fails in an attempted Combat Response, then **Damage** is done to the target.

Weapon Class

This measures the power/accuracy of the different attack forms and is rated on a scale of 0-5. What each Weapon Class (WC) represents is detailed on the table below.

Weapon Classes of the various superpowered attacks are given in the Superpower descriptions. If none is given then the attack is Weapon Class 2.

If in doubt, the Weapon Class of attacks by Thugs and ordinary human beings is WC: 0. The default Weapon Class of attacks by Heroes and Villains is WC: 2.

Defence Class

This is detailed in the Defence Class table in **Chapter 1: Character Generation**.

WC	Description
0	Non-superpowered characters with improvised weapons or none at all.
1	Non-superpowered characters with a weapon with which they have some expertise.
2	Superheroes/villains with an attack form that does not come into any other category (e.g. fist).
3	Various superpowered attacks as detailed in the power descriptions (e.g. MA Grades 1 and 2, Energy Attacks)
4	Various superpower attacks as detailed in the power descriptions (e.g. Weapon skill, Oriental MA Grade 3)
5	Power Improvements through training etc. (Rare)

Note: If the DC of the target is DC 1-5, then add 6 to the Strike Roll instead of the DC. DC's 1-5 are not any more difficult to strike than DC6, just harder to penetrate. This is represented by their damage dividers.

Critical Hits & Critical Misses.

Whenever an unamended strike roll of 20 is made (that is the natural roll of the dice without Strike Modifiers), the character that made the roll has scored a **Critical Hit**.

Whenever an unamended Strike roll of 1 is rolled, the character that made the roll suffers a **Critical Miss**.

Whenever a non-superpowered person rolls a Critical Miss, they lose their next Action. (They fall over, their gun jams etc.)

Whenever a non-superpowered person scores a Critical Hit, then any Combat Response by their foe will use up Frames in advance as normal even though the attack was WC0 or WC1 (see Combat Responses).

Whenever a Critical Hit strikes a non-superpowered person, they are automatically rendered unconscious if the attack does more HTC than HTK. They are killed/technically dead if the attack does more HTK than HTC (see Determining Damage).

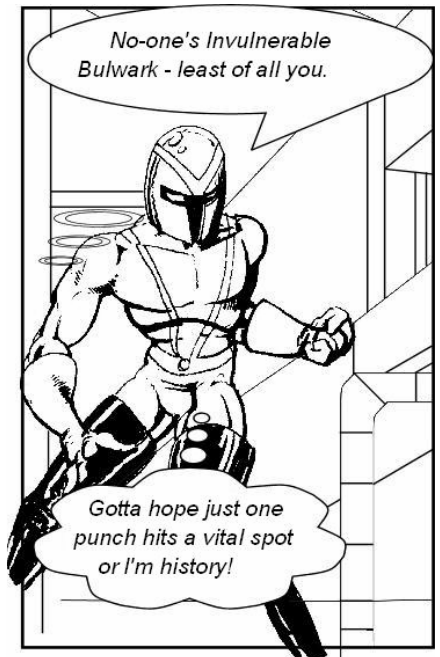
Whenever a superpowered character scores a Critical Miss or a Critical Hit against a superpowered opponent, 1d10 is rolled.

Any damage that results from a critical hit is in addition to any other damage done by the attack.

Chapter 6 Combat

Critical Hit Table

Die Roll	Effect
1	Mask, piece of equipment not relevant to a Superpower, or part of costume torn off: this does not apply to Armour or result in indecency!
2	Fast attack: opponent suffers Dodge Modifier of -2 or parries at -4 for that attack.
3	Power attack: reduces both Damage Dividers by 2.
4	Hit foe's legs/wings/propulsion unit: Their fastest method of Movement is halved for 1d6 Rounds.
5	Hit foe's hand or equivalent: they cannot use that hand in combat for 1d6 Rounds and any weapon held in it is dropped unless they roll under their Dexterity on 1d20 (determine which hand at random).
6	Hit foe's nerve centre: attack does an extra 1d6 HTC
7	Catch foe off balance: their Push-back Threshold is reduced by 15 for that attack.
8	Knock foe off balance: they can do nothing in their next Frame, which must be spent recovering.
9	Foe's power 'scrambled': the blow hits a vital spot and 'scrambles' a power or causes a device to malfunction, the foe loses one of their powers - determined at random - for 1d6 Rounds.
10	Choose to suit, roll again or devise your own option.



Critical Miss Table:-

A Combat Response may be made to an attack that scores a Critical Hit, but the type must be specified by the victim *before* the effect of the Critical Hit is rolled. If the Critical Hit modifies their Combat Response, then it is taken into account.

Otherwise, if the Combat Response results in no damage whatever being sustained from the attack, then the Critical Hit is also avoided and has no effect.

If the result rolled for a Critical Hit or Miss is totally inappropriate to the situation, it has no effect.

The Referee can always choose not to roll on the table but to select or invent an appropriate outcome if the situation requires it. If the characters are fighting on a cliff-top, for example, it doesn't take a lot of imagination to work out what has happened if one of them rolls a critical miss.

Die Roll	Effect
1	Lose balance: next Frame must be spent recovering.
2	Slip over: next Frame must be spent recovering, it will also take 1 Frame to get up at some time.
3	Malfunction: if a missile weapon is being used, the mechanism jams (or whatever is appropriate to the weapon) and any remaining ammunition in weapon is lost. It will take 2 frames to unjam and reload. If the attack was an Energy Attack, control is lost and an extra 1d6 worth of energy is wasted.
4	Attack too slow: target can immediately use their next Frames up to the number that the attack that missed took. They may use a Combat Response, move or attack.
5	Left open: they are open to next attack so long as it follows on directly from the Critical Miss. This next attack on them gains a Strike Modifier of +2 and no Combat Response may be used against it.
6	Wildly inaccurate: if a ranged attack, it strikes an ally/innocent bystander within 4 metres of the line of fire or target. If a close combat attack, it strikes an ally/bystander within 2 metres (innocent bystanders should be hospitalised/technically dead, rather than killed outright!). This could affect the character's Public and Personal Status (see Campaigns)
7	Backfire: attacker is hit by own ricochet, backfire, etc, or strikes nearby object. They take 1d6HTC Damage Dividers apply, but no Combat Response can be made to this.
8	Drop weapon or piece of equipment.
9	Pull muscle in leg/wing: movement halved for the next 4 Frames. Powers using leg/wing such as Gymnast Skills, Flight, Leaping, etc, cannot be used during this time.
10	Choose to suit, roll again or devise your own option.

Strike Modifiers

Strike Modifiers may be gained from Dexterity and Superpowers (see Chapters 1&2). In addition, characters may gain additional Strike Modifiers:

Circumstance	Strike Roll Modifier
Attacker is behind foe*	+2
Attacker is above foe*	+1
Target is unaware of attack	+2
Target is restrained/grappled	+4
Target is in cover** (depending on extent of cover)	-1 to -10
Normal vision obscured (by smoke, etc)	-3
Missile attack at extreme range	-1 per fifth of normal range increase to maximum of -5.

* The attack is either from **above** or **behind**. It can never be both.

** The Referee evaluates to what extent the target is concealed and the protection (Defence Class) afforded by the cover. Attacks which miss only because of the Strike modifier due to cover MAY be powerful enough to blast through the cover. This is dealt with below in the section on **Damage**.

With the exception of the two marked "**", all modifiers are cumulative.

Combat responses

There are various Combat responses that superpowered characters can make to attacks, though they may choose to use none.

Only superpowered characters can make a Combat Response.

Characters cannot respond to an attack that surprises them.

Most Combat Responses use up the character's immediate future Frames in advance up to a maximum of those remaining in the current Round and all those of the next Round.

A character may normally elect to

use only one of the following types of Combat Response at any one time.

Free responses

All superpowered characters may make up to four Combat Responses in one Round against any Weapon Class 0 or Weapon Class 1 attacks at no cost in future Frames. Any additional responses to such attacks in the Round will cost 1 future Frame per additional response. The response times given in the details of the Combat Responses apply only to attacks other than Weapon Class 0 or 1.

Dodging

In between a blow striking and the Damage it does being determined, a character may elect to dodge. Dodging whether successful or not, takes as long to perform as attack being dodged. Frames used to dodge are deducted from the character's future Frames.

To dodge, the person controlling the character rolls **1d6 adds** their **dodge modifier** and **subtracts** the **WC** of the attack. The referee may add additional modifiers depending upon circumstances. Possible results are:

Result	Effect
1 or less	Total Failure to dodge.
2-4	Glancing Blow: see below.
5-6	Glancing Blow: or Successful dodge which uses up an additional future frame (character who is dodging can choose which)
7 or more	Successful Dodge: No damage whatsoever is sustained.

Glancing blows: The total damage done by the attack to both HTK and HTC is calculated. This is then halved and half is subtracted from the damage done, coming off HTK first. ie. if the attack scores more HTC than HTK, a glancing blow will completely cancel out the HTK damage.

Attempting to stop a Security Van being robbed, **Lionheart** is hit by a blast from one of the robbers' shotguns. He chooses to dodge. (Since it is a WC:0 attack, this costs him no Frames.)

The player rolls a d6 and gets a 4. Lionheart's DC: is 6 and he has no other modifiers so his Dodge Modifier is +1.

$$4 + 1 = 5$$

This is a glancing blow but - if Lionheart elects to use up one of his future frames - it could be dodged completely.

Rather than "wasting" a frame, Lionheart chooses to take the glancing blow.

The Referee rolls the damage for the shotgun (2d6 + 3 HTK and d6 HTC+3) and gets 9 HTK and 6 HTC.

$$9 + 6 = 15$$

$$15/2 = 7.5$$

Lionheart takes 7 points of damage. He takes all 6 HTC and 1 HTK.

Notes:

i) Characters with Defence Class 1-3 cannot Dodge.

ii) When a character attempts to dodge a hand-hurled missile, the dodge suffers a Dodge Modifier of minus one-fifth the Size of the object (rounded down) according to the Table in Combat Options.

Glancing Blows from these large objects still inflict half damage but are considered to knock the victim clear of the object.

During a battle at Kings Cross Station, **Monolith** throws a Diesel Locomotive (size 12) at **The Vortex**.

$$12/5 = 2.4$$

Due to the large size of the object being thrown, The Vortex suffers a dodge modifier of -2.



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Chapter 6 Combat

Parrying

In between a blow striking and the damage it does being determined, a character may elect to parry. This means that they attempt to strike the oncoming attack with an attack form of their own. A catch is simply the parry of a missile attack by using a fist attack. (The "damage" done by the parry must exceed that done by the missile attack for the catch to succeed.)

It takes as long to parry an attack as the attack itself takes. Frames are deducted from the immediate future Frames of the character parrying, regardless of whether the parry is successful.

To parry, the player controlling the character must make a **d20** strike roll for whichever attack form they are using to parry. Any **Strike Modifiers** are counted as normal (see Strike Modifiers). (This will be extremely rare, as most of the modifiers will be inapplicable.)

Cross-index the type of attack being used to parry with the type of attack being blocked on the appropriate column in the Parry Table. Factors such as Weapon and Defence Class have already been factored in. The table will give the score that must be equalled or exceeded with the strike roll for parry to be successful.

If a melee attack is successfully parried, the damage that the parried attack would have normally inflicted is determined (See Damage). The character parrying rolls the damage as normal for the parry as though it were an attack.

Parry Table:

Parry Mode	Attack Mode							
	Melee				Missile			
	WS	MA3	MA	Oth.	WS	HH	LP	HP/EA
WS (Shield)	6	6	5	4	6	4	5	8
WS (Other)	7	7	6	5	7	5	6	X
Melee								
MA3	9	8	7	6	9	7	8	X
MA	10	9	8	7	10	8	9	X
Other	14	14	13	9	15	13	14	X
WS (shield)	X	X	X	X	7	5	6	7
WS (other)	X	X	X	X	7	5	6	X
Missile								
HH	X	X	X	X	11	9	10	X
LP	X	X	X	X	11	9	10	X
HP/EA	X	X	X	X	8	6	7	6

The total for HTC and HTK is then combined. This grand total is then deducted from the damage that the parried attack would have done, being subtracted from HTK first. The parrier sustains any surplus damage from the attack being parried; any surplus from the parry is ignored.

Albion hits Blockbuster with a "Sunday Punch". Blockbuster chooses to Parry with his fist. Though Blockbuster's fist attacks normally take a Frame to use, a Sunday Punch takes 2 Frames to parry (see Martial Arts pugilist).

Because Albion is a trained Boxer (**Martial Arts**) and Blockbuster is simply a Brawler (**WC: 2**) he needs to roll a 13 or higher to parry. As luck would have it, he rolls a 16.

Albion rolls d6 HTK and 3d6+12 HTC for the Sunday Punch. Blockbuster rolls 2d6 for his fist plus his damage Modifier of +20 (he is a **STRONG** brawler!)

Albion rolls: 4 HTK and 26 HTC.
Blockbuster rolls: 27 HTC.

Blockbuster takes 3 HTC damage.

If a Hand-hurled Missile Attack is successfully parried by an equal or larger sized hand-hurled Missile, then there is no damage whatsoever (ie., the missile has been diverted from its course or exploded in mid-air).

This will be a rare occurrence. Otherwise, the parry is resolved in the same manner as for Parry of Missile Attack by Melee Mode

If **Monolith** throws a Saloon Car at Blockbuster who successfully hits it mid-air with a similar sized car then the attack will be diverted regardless of the fact that Monolith is a lot stronger than Blockbuster.

Of course Blockbuster must have the car in hand and ready to throw before the attack is made.

If the successful parry of a Missile Attack is made by using a Melee mode, then the damage is usually reduced as described for Parry of Melee Attack.

Monolith (Strength 60, +45 damage) throws a Saloon Car at Blockbuster. (Strength 35, +20 damage) who parries successfully.

Monolith's damage: 55 HTC 2 HTK (it is hand-hurled weapon).

Blockbuster's parry: 28.

Blockbuster takes 29 HTC and is knocked back 4 metres.

There are a number of exceptions to this:-

i) If the attacker had hurled an object (for example, the corner of a building) and the target successfully parries, and in doing so does more HTK than the entire hurled object can take, then it shatters and does no damage whatsoever

Blockbuster throws a Medium-sized Helicopter (Size 7) at Monolith who successfully parries with HTK damage. This is 1d6-6 HTK (it is a fist) + 45 for his damage bonus. The Referee rolls a 1 on the die for a total of 40HTK.

Label	Description
WS	Weaponskill
MA3	Martial Arts (Oriental) Grade 3
MA	Martial Arts
HH	Hand-hurled
LP	Light projectile
HP	Heavy projectile
EA	Energy Attack
X	This attack cannot be parried by this defence mode

Size 7 objects have a HTK of 28 so, unless the Helicopter is armoured - and has a damage divider - it is shattered and Monolith takes no damage.

ii) if the character parried with a fist attack form, they can elect to have caught the hurled object so long as their Strength is sufficient to throw the object (see Combat Options: Throwing) and the "damage" done by the parry exceeds the damage done by the attack.

If, in the above example, Monolith had chosen to catch the Helicopter the damage done by each combatant would have to be calculated.

Blockbuster: 33 HTC, 4 HTK (it is a hand hurled attack) = 40 total.

Monolith: 50 total.

Monolith is strong enough to throw the Helicopter (this requires a Strength of 31 and he has a Strength of 60) and his totals exceeds Blockbuster (who is beginning to feel a bit outclassed!). He has caught the Helicopter successfully.

iii) If the Missile Attack is a large, hand-hurled missile, the target may attempt to parry only the section that would hit them by using the HTK of parry to destroy that section. Depending on circumstances, they may avoid any damage whatsoever. The size of the hole that they blast is determined by the HTK inflicted by the parry according to the destroy column on the Pushing, Lifting, Throwing & Tearing Off/Destroy Table (see Combat Options). The parrier blasts a hole in the object, such that the hole lands on them. They may still then have to spend time extricating themselves from the object. Also, depending on the size of the hole, they may be able to protect others nearby.

Guess what? Monolith now throws the Helicopter back at Blockbuster. Blockbuster successfully parries with HTK damage: d6-6 (it is a fist) + 20 damage modifier.

The player rolls and gets a total of 18 HTK. Since only 12 HTK is required to make a hole large enough for an average person, his character is safe. He will, however, have to move out of or lift off the remains of the Helicopter next round.

A missile attack form cannot be used to parry a melee attack.

Energy Attacks (and similar) and Heavy Projectiles can only be parried by an Energy Attack (or similar) or Weapon Skill with a Shield in either Defence Mode or as a missile.

Parrying with an object.

If the character chooses to put an object (such as a paving slab) between themselves and any attack, including Energy Attacks, and the parry succeeds (use the Light Projectile attack mode column for Energy Attacks in this case), the object will provide a degree of cover depending upon its size. This will produce a strike modifier - as given in the table above - which will retroactively affect the strike roll. If this causes the attack to miss, the object counts as cover (see Damage below). The object being used for the parry will absorb a certain amount of HTK damage before it is destroyed. (See Objects). The character will sustain any remainder of the attack's damage.

Blockbuster is attacked by Tricolour's Heat Ray. The Referee rolls a 12 to strike and the attack hits.

$12 + WC: 3 + DC: 6 = 21$.

Blockbuster was about to throw a car at Tricolour and puts it in the way. He has no particular skill at using Cars as weapons and so needs a 14 to Parry. He succeeds. The Referee rules that the car gives him 100% cover, -10 to the Strike Roll.

$21 - 10 = 11$, the attack misses Blockbuster and hits the car.

However, Tricolour was using an 8 dice Energy Blast, 5d6 HTC and 3d6 HTK. The Referee rolls the damage:-

18 HTC and 15 HTK.

15 HTK is not enough damage to destroy a Car (which takes at least 24 HTK) so Blockbuster takes no HTK or HTC damage.

(If the HTC damage had exceeded 20 HTC, he would still have taken no damage but might have been pushed back.)

Standing firm

Only characters with **superstrength** (or similar) can adopt this option which is used to prevent the likelihood of any pushback (see Damage: Push-backs).

After a strike has been scored on the character, but before damage dice are rolled, the character may elect to stand firm. This then increases their Push-back Threshold by +5 per Grade of Superstrength that the character has. Thus if they were Grade 2, they could raise their Push-back Threshold by +10 when standing firm.

Standing firm takes no time and therefore uses up none of character's future Frames.

Fed up with trading various-sized vehicles, Blockbuster closes with Monolith and punches him.

Because of Monolith's large size he already has a Pushback threshold of 25. He elects to stand firm. Because he has Superstrength grade 4(!) he adds +20 to this raising it to 45.

Blockbuster hits and does 30 HTC damage. This would normally send Monolith flying but he stands his ground and can return the blow in his next turn.

Judo Throw

Only characters with Martial Arts who elected to take the Judo Throw option may use this Combat Response.

The Judo Throw may be accomplished if the character attempting it has just been attacked in melee whether the attack succeeded or not.

To attempt the Judo Throw, they must declare their intentions and then roll to grab their opponent (see **Resolving Grabs**). If the grab is successful, then the actual Judo Throw may be attempted: the thrower rolls **1d6** and adds **TWICE their Martial Arts grade** and adds or subtracts any **Strike Modifier** due to **Dexterity (see Character Generation: Basic Attributes)**. To determine the result, check the total on the Judo Throw Table.

If both the grab and the throw succeed, the Martial Artist takes no damage from the attack. If either fails, they take full damage.

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Judo Throw Table:

Total Rolled	Effect On Opponent
3	Throw fails
4	Throw fails
5	Thrown and lose their next Frame
6	Thrown and lose their next Frame
7	Thrown and lose their next Frame
8	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
9	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
10+	Thrown, lose next two Frames and take 2d6HTC and 1-3HTK

Note If the Judo Throw causes damage, then any Damage Modifier can be applied. The victim will be thrown in a random direction, and, unless there is push-back (see Damage: **Pushbacks**), will land adjacent to the thrower.

Any characters who are thrown lose the frames noted above and must spend an additional frame to stand up at some time.

Albion is attacked by Monolith. The Referee rolls the strike for Monolith and misses, however Albion still chooses to attempt a hip throw on Monolith. (He is a Grade 2 Pugilist Martial Artist.)

First all he attempts to grab Monolith using his Martial Arts Weapon Class of 3. He succeeds. This takes 1 Frame.

He then attempts the hip toss. The player rolls a 3 on the d6. Adding twice Albion's Martial Arts grade ($2 \times 2 = 4$) gives a total of 7.

Looking at the chart we can see that Monolith has been thrown and loses his next Frame. He is lying right next to Albion but must use a Frame to stand up at some point in the future.

Using Superpowers

Characters can only use their Superpowers as a Combat Response to avoid damage from an attack if they have practised it as a Superpower Refinement in a Campaign (see Campaigns).

This is not a dodge or parry, but the specific use of a character's Superpower in combat to avoid damage.

Avoiding attacks in this manner will usually use up 2 Frames in advance, but this may vary depending on the time for the normal use of the Superpower.

When avoiding an attack in this way, the character must roll **1d6**, add the **IPP Rating** of the Superpower Refinement (see **Campaigns: Refinements of Current Powers**) and then add **1-3** (determined by the Referee depending upon the effectiveness of the response in the circumstances). If the total is 7 or more then the Combat Response was successful.

Most such Combat Responses totally avoid damage.

Shadowguard has just learned a Teleport Dodge. He can duck into a nearby shadow to avoid an attack. At the moment this has an IPP of 1.

If he is hit by a Cosmic Energy attack from The Vortex and elects to dodge into a nearby shadow the player rolls a d6.

In this case, the player rolls a 5 and the Referee elects to add 3 because it is a sunny day and Shadowguard is standing next to a building where there is a lot of shadow.

$$5 + 1 \text{ (the IPP rating)} + 3 = 9.$$

Shadowguard avoids the attack completely but loses 2 Frames, reappears in an immediately adjacent shadow (he has not learnt to use the dodge to do extended teleports, yet) and must pay a 1 HTC minimum cost for a short-range teleport. A small price to pay!

Other Combat Responses

These will occur in different circumstances. It is up to the Referee to determine how likely the character is to succeed.

An obvious example occurs when a character is knocked off the top of a building by push-back from a superstrong punch.

As a Combat Response between being hit and falling, the character may try to catch hold of the edge of the building, generally by allowing the character to make a strike for a grab. (see **Resolving Grabs**).

If a character is successful in making a Combat Response of this nature, it will usually cost the character 2 future Frames depending on the type of response and the circumstances.

Damage

Whenever a successful strike is made, damage is done to the target. Damage is usually done to both HTC and HTC.

The damage inflicted by the various superpowered attacks is detailed in the Superpowers section. Other attacks, such as grapples and those by a weapon type, are detailed with the damage they inflict in the following sections.

Damage from Attacks

Only those superpowered characters whose Superpowers specified a weapon may have one. Most heroes attack using bare hands or superpowers

Any character may hurl an object during combat so long as their Strength is sufficient (see **Combat Options: Throwing**).

Attacks and weapons are divided into different categories. There are primarily **Concussive**, **Penetrative** and **Projectile** Attacks.

The Concussive and Penetrative groups are further divided into **One-handed**, **Two-handed** and **Hand-hurled**.

Projectile Weapons are all mechanically fired and are subdivided into **Light** and **Heavy**. Each grouping does standard damage for that type, but individual weapons may carry a dodge penalty, be parried differently or affect Damage Dividers. The categories are listed below with the standard damage for each type, along with different examples of each type and any notes on dodging, parrying or Damage Dividers.

Hand to hand weapons

Type	Damage	Examples
One-handed Concussive	2d6HTC; 1d6-6HTK	Fist/Foot, Cosh/Club/Blackjack, Shield, Weapon Haft, Gun/Rifle Butt, Bull-whip (Range4m; -2 to strike; can grapple)
Two-handed Concussive	2d6+6HTC; 1d6HTK	Sledgehammer, Quarterstaff, and Baseball Bat, Large Object used as Club
Hand-Hurled Concussive	2d6+3HTC; 1d6HTK	Any Object, Billy Club, Shield, Discus, Boomerang; Special Notes: All hand-hurled missiles do the above damage: Damage Modifiers (for Strength, etc) only apply to those weighing 1 kg or more.
One-Handed Penetrative	1d6HTC; 2d6HTK	Knife/Dagger, Claws, Fangs, Ice-Pick, Hand-Axe, Broken Bottle
Two-handed Penetrative	1d6HTC; 2d6+3HTK	Sword, Large Axe, Pickaxe, and Spear
Hand-Hurled Penetrative	1d6HTC; 2d6+3HTK	Knife/Dagger, Broken Bottle, Throwing Axe, Spear/Javelin Special Notes: All hand-hurled missiles above damage: Damage Modifier (for Strength, etc) only apply those weighing 1 kg or more.
Light Projectiles	1d6+3 HTC; 2d6+3 HTK	Pistol, Shotgun/Rifle, Arrow/Crossbow Bolt, SMG/Assault Rifle (Dodge at -1), Laser (WC2, dodge at -2, parry as Energy, -1 to both damage dividers), Blaster (WC2, parry as Energy Attack, -2 to damage dividers, Damage can vary.)
Heavy Projectiles	2d6+3 HTC; 3d6+3	HTK Bazooka, Rocket, Shell Special Notes: All Heavy Projectile Weapons are dodged at -3; parried as Energy Attack; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.

Missile weapons

Type	Example	Range	Notes
Hand-hurled missile weapons which are also balanced for Melee Combat	Billy-clubs or shield	10 m.	
Hand-hurled missile weapons which are designed only to be thrown	Boomerangs, javelins	20 m.	For each full 5 points of Strength that the thrower has above 15, (or, for objects size 4 or greater, for each full 5 points of Strength above what is required to Throw them), 2 metres may be added to the normal range.
Light projectile Weapons	Guns	100 m.	No Damage Modifier of the firer (for Strength, etc)
Hand-drawn weapons	Bow and arrow	40m	For each 5 points of Strength the firer has above 15, the normal range is increased by 2 metres.
Heavy projectile Weapons	Howitzers	Huge	Most are explosive types. On Impact they will detonate as an Energy Attack with area pattern (i) (a square measuring 6m by 6m.)

Attack Notes

One-Handed Weapons take 1 Frame to strike. All other weapon types take 1 Action.

All missile and projectile attacks can be used at extreme range (up to twice the normal range) with a Strike Modifier of -1 per fifth, or part thereof, of the normal range increase.

Blockbuster throws a Medium-sized Helicopter (Size 7) at Monolith. To throw a size 7 object requires a Strength of 31. Blockbuster's Strength is 35 so he can throw the Helicopter 10m before gaining negative strike modifiers. If he threw it 14m. he would incur a Strike Modifier of -2.

If Monolith (Strength 60) catches the Helicopter throws it back, he can throw

it 20m. without gaining a modifier and up to 40m. (which would give a Strike modifier of -5).

Blockbuster throws a Medium-sized Helicopter (Size 7) at Monolith. To throw a size 7 object requires a Strength of 31. Blockbuster's Strength is 35 so he can throw the Helicopter 10m before gaining negative strike modifiers. If he threw it 14m. he would incur a

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Strike Modifier of -2.

If Monolith (Strength 60) catches the Helicopter throws it back, he can throw it 20m. without gaining a modifier and up to 40m. (which would give a Strike modifier of -5).

Shields

Shields are weapons, which can be used in defence. Thus they can be used in three modes: melee, missile, and defence.

Shields can be either one-handed or two-handed concussive weapons depending upon the type chosen when the character is created.

If a character has Weapon Skill with a shield in defence mode any attacker strikes with a Modifier of -2 so long as the shield can reasonably be said to be in the way. (For example, shield would not logically be in the way if the attack were from behind.)

This Modifier is automatic regardless of whether character elects to parry the attack or not. However, it is also easier to parry when using a shield with Weaponskill. The Shield parries an amount of damage equal to the damage it would do if used as an offensive weapon (ie. One or Two-handed concussive damage).

It is useful if the Referee can encourage the player to come up with a rationale of their shield which makes it effectively unbreakable. Otherwise. If the -2 Strike Modifier is the only thing which causes the attack to miss, some opponents will use high HTK value attacks to try and destroy the shield - see COVER below.

In general it is best to assume that the -2 modifier is caused by the shield deflecting the attack rather than absorbing it head on.

Damage Modifiers

Characters may have Damage Modifiers as stated in their Superpower and Attribute descriptions.

All Damage Modifiers are cumulative and may normally be added to either HTC or HTK damage or divided between the two in any way at the discretion of the person controlling the character inflicting the damage.

A Bonus (but not a Penalty) can be only partly used or, even, not added on at all if the person playing the character wants the character to 'pull their punches'.

Damage Dividers

Some Superpowers and the better Defence Classes give a Damage Divider. This reduces the damage received as follows.

First, the HTC and HTK damage the character or object should take is determined, including any Damage Modifiers. The total HTC damage is then divided by the target's HTC Divider.

Similarly, the HTK damage is divided by the target's HTK Divider. All fractions are rounded down. The result is the damage actually taken in each area.

A damage divider only works if it is a total of 2 or greater. If the Damage Divider is 1 or 0, then it has no effect.

Some attack forms reduce the target's Damage Dividers, for example, an Energy Attack (or similar) reduces both the target's HTC and HTK Damage Dividers by 2. These are detailed in the description of the particular Superpower or weapon type (see Weapons).

Note: Low Defence Classes give immunity to damage from certain types of attacks. See the individual Superpower descriptions for details.

Push-backs

The basic Push-back Threshold for superpowered character is 20HTC. Some characters have a higher Threshold due to a Superpower (e.g. Growth and Larger). Any attack, other than grapple, which strikes the character and does more HTC damage than the character's Push-Back Threshold will drive the victim backwards. This still occurs even if the attack has been successfully parried (by a melee mode) or affected by Damage Dividers or a Force Field.

For every 5HTC, or part thereof, above the character's Pushback Threshold done by the attack, the victim is driven back 2 metres. If the victim is driven back into a solid obstruction such as a wall, then they take a further damage. Also the push-back will

continue through an object, such as a door wall, as follows: for every 4HTK of the object, subtract 2 metres from any remaining push-back: if there is still any distance remaining, then the victim has ploughed through obstruction and will continue for that remaining distance. The character takes 1d6 HTC for each 2m. subtracted from the pushback.

When a character has suffered a push-back, they must roll 1d20 with a Modifier of +1 for every 2 metres of the push-back. If the result is higher than the character's Dexterity, then character has fallen over as a result of the push-back and must take 1 Frame to get up.

An attack that causes push-back can cause characters to fail in feats that they can normally perform with no chance of failure. For example, characters with Agility, Gymnastic Skills, Wallcrawling, etc, can be knocked from their perch by a push-back. For the purposes of falling over as a result of a push-back, characters with Superpowers of this nature are assumed have a Dexterity of 21.

Monolith (Strength 60) has caught a Helicopter and thrown it back at Blockbuster. He hits and does 58 HTC. Blockbuster forgets to Stand Firm (see above) and is pushed back.

$58 - 20 = 38$
 $38 / 5 = 7.6$ rounded up to 8.
 $8 \times 2 = 16m.$

Blockbuster is pushed back 16m. His player rolls a d20 and gets 12. This is under his Dexterity but he has to add +8 which takes the total to 20. Blockbuster falls over.

Falls

The damage suffered by a character who falls from a height is 1d6HTC and 1d6HTK for each complete 5 metres of the fall to a maximum of 20d6HTC and 20d6HTK (terminal velocity).

This is for an uncontrolled fall. All superpowered characters can safely jump down 5 metres without injury. For greater heights, they take damage as above for anything in excess of a 5 metre jump.

Characters with Superpowers such as Leaping can safely jump down a distance equal to the maximum height to which they can leap.

Characters with a Defence Class of 1 or 2 can survive planetfall and thus have their Damage Dividers tripled in this situation. Characters with a Defence Class of 3 have their Damage Dividers doubled.

Only special Combat Responses can be made in this situation. Damage Divider Modifiers can be given, depending on the surface that will be impacted. For example, the character might land in water, a snowbank or a mass of hay.

Injuries

Characters are injured if they lose any HTC or HTK points. Loss of HTC points is less serious as they are recovered faster than HTK.

HTC Injuries

Characters recover lost HTC points at the rate of 1d6 (plus or minus any Recovery Rate Modifier for their Vigour) per Round of total inaction. (Characters can recover HTC while unconscious, but not whilst they are being moved or sustaining any further damage etc).

A character reduced to **one fifth** of their normal HTC is **staggered**. Staggered characters have all their forms of Movement halved and suffer a Strike Modifier of -2 until they have recovered.

A character reduced to **one tenth** of their normal HTC is **stunned**. Stunned characters cannot move. Any attacks they attempt suffer a Strike Modifier of -5 and they have only 2 Frames per round until they have recovered.

A character reduced to 0HTC is unconscious and remains so until they have recovered more than one twentieth their normal HTC.

When a character is reduced to less than 0 HTC, the negative HTC are recorded. They recover normally until their total reaches 0. The controller of the character must then roll 1d20 each round. If they roll less than the character's Vigour, the character can then continue to recover normally. Otherwise, the character remains unconscious on 0HTC until the roll is made successfully.

Characters reduced below 0HTC can only absorb further HTC damage equal in total to their Vigour. Any above

and beyond this becomes HTK damage and is deducted from the character's HTK.

Bulldog has a Vigour of 15. If his HTC total falls to -18 then he remains on -15 HTK and takes 3 HTK. All HTC damage thereafter is recorded as HTK damage until Bulldog has a chance to recover.

The use of smelling salts, a tot of brandy, immersion in cold water, etc can increase recovery of HTC. Such aids restore 2d6HTC immediately but may only be used once per recovery.

HTK Injuries

Characters recover HTK points lost at the rate of 1d6 (plus or minus any Recovery Rate Modifier for their Vigour) per hour of inaction.

Characters reduced to less than **one tenth** of their normal HTK must be **hospitalised** in order to recover.

Once in hospital, the character recovers 1HTK per day until they reach one tenth of their normal total after which they recover at the normal rate.

Characters reduced to exactly 0HTK are **technically dead**. They may be revived by a kiss of life, electric shock treatment, etc, if it is administered immediately.

Characters reduced below 0HTK are dead (barring comic book storylines...)

Prompt first aid will immediately cure 1d6 of HTK damage for any character injured, hospitalised, or technically dead. Someone familiar with First Aid, for example a doctor, nurse or character with Skills as a Surgeon, must administer this.

Combat Options

Apart from deciding which attack form to use (fist, foot, weapon, Energy Attack etc) or moving, there are other options open to both Heroes and Villains.

Pushing Lifting and Throwing

The table below gives the Strength required to push, lift and throw various objects. The objects are graded by Size.

Pushing

This is simply pushing an object to one side. The Strength given applies to immobile objects in that Size group. If object is mobile (e.g. a stationary car without the brakes on) then the Strength required to push it to one side is half of that normally required.

If the character has Strength enough only to push the object, it can only be shoved to one side. If the character has Strength enough to lift it, then it can be pushed along at half the character's Movement rate. If the character is strong enough to throw the object, then it can be pushed along at the character's full Movement rate

The initial push to move an object takes 1 Frame.

Lifting

The table gives the Strength required to lift an object or being clear of the ground.

If the character has Strength only to lift the object, they carry it at half their normal Movement rate. If the character has Strength enough to throw the object, they can carry it at their normal Movement rate.

Lifting an inanimate object takes 1 Frame.

Lifting an unwilling sentient creature takes 1 Action made up of 1 Frame to grab for which a successful strike must be made (see Grabs), and 1 Frame to lift.

Throwing

Lifting and throwing an object or being that is unable to resist (e.g. it is surprised, bound, unconscious, willing etc) which the character has the Strength to throw takes 1 Action (1 Frame to lift and 1 Frame to throw). No strike roll is required to grab the object or being. With larger objects, the thrown object may strike more than one target. This depends on the Size of the object.

Grabbing and throwing a being able to resist takes 4 Frames. 1 Frame to grab, for which a successful strike must be made (see Grabs) 1 Frame to lift and 1 action, since the being is presumed to be struggling, to throw. The victim grabbed may immediately respond (see below). If they do so by successfully grabbing their attacker, the throw cannot be made.

PUSHING, LIFTING
THROWING & TEARING
APART TABLE

SIZE	WEIGHT RANGE	EXAMPLE	DESTROY/ TEAROFF	MIN STRENGTH TO		
				Push	Lift	Throw
0	Less than 1kg	Stone, paperweight	2HTK	1	1	2
1	1-4kg	Brick, rock, chair	4HTK	1	2	4
2	5-25kg	Typewriter, bicycle, TV set, table	8HTK	2	4	6
3	26-80 kg	Cooker, fridge, moped, (average person)	12HTK	4	6	11
4	81-195kg	Motorbike, safe washing machine, upright piano	16HTK	6	11	16
5	196-445 kg	Speedboat, caravan	20HTK	11	16	21
6	446-1000kg	Sports car, small helicopter satellite	24HTK	16	21	26
7	1001-2150 kg	Saloon car, light aircraft	28HTK	21	26	31
8	2151-4650 kg	Limousine, van space capsule	32HTK	26	31	36
9	4.651-10tonnes	Interceptor fighter, truck, rescue helicopter, (elephant)	36HTK	31	36	41
10	10.1-21.5ton	Strikefighter, lorry, bulldozer	40HTK	36	41	46
11	21.6-46.5ton	Passenger jet, heavy lorry, railway carriage, dumper truck	44HTK	41	46	51
12	46.6-100ton	Tank, diesel locomotive, bomber	50HTK	46	51	56
13	101-215ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)	56HTK	51	56	61
14	216-465ton	Jumbo jet, coaster	62HTK	56	61	66
15	466-1000ton	Minesweeper	68HTK	61	66	71
16	1001-2150ton	Frigate, submarine	74HTK	66	71	76
17	2151-4650ton	Destroyer, rocket	80HTK	71	76	81
18	4651-10000 ton	Cruiser, cargo vessel	90HTK	76	81	86
19	10001-21500 ton	Heavy cruiser, cargo liner	100HTK	81	86	91
20	21501-46500 ton	Battleship, passenger liner	110HTK	86	91	96
21	46501-100000ton	Aircraft carrier, oil rig, spaceship	120HTK	91	96	101
22+	+ 100,000 ton/ /Size	Supertanker, starship	+10/Size	+5/S	+5/S	+5/S

Destroying/Damaging objects

The table above also provides the information for destroying/disabling and tearing off parts of inanimate objects.

(**Note:** The living creatures on the table are given as examples for lifting and throwing. The Destroy/Tear Off column does NOT apply to living creatures.)

To destroy/disable the whole object, the HTK shown must be inflicted. The HTK for smaller objects also indicates the HTK that must be delivered to a larger object to tear off or destroy/disable a part of the larger object that corresponds in size to the smaller object.

NOTE: Some objects, such as a tank, will have a Defence Class and the corresponding Damage Dividers. The damage inflicted for Destroying/Disabling and, Tearing Apart must be sufficient after these have been taken into account.

Blockbuster (Strength 35 remember) is attacked by a tank. He hits it with his fist doing 1d6 - 6 + 20 HTK damage, for a total of 17 HTK.

The tank has damager dividers of 3 vs. HTK attacks and so only takes 5 HTK.

This tears off a Size 1, 4kg, chunk. This has no effect upon the capabilities of the machine. Blockbuster should have specified hitting the treads or the underbelly of the tank (where the damage dividers are only 2).

Cover

The table can also be used to determine the effects of cover.

If the target of an attack is hiding behind cover, they gain a strike modifier depending upon the amount of cover. If the attack misses just because of this modifier, the HTK value of the attack is rolled and this is applied to the object being hidden behind. This will usually result in part of the object being blasted away, reducing the amount of cover.

Tricolour sees Bulldog approaching. In his frames, Bulldog dives behind a nearby saloon car.

Tricolour launches a 6 dice Heat energy attack against him. (4 dice HTC, 2 dice HTK.)

The Referee rules that the car gives a Strike modifier of -9 (It is possible to just about make out Bulldog's feet below the chassis.)

The strike roll comes up 12.

12 + WC 3 + DC 6 = 21. The attack would normally hit.

However, the Strike modifier reduces this to 12. A miss.

Because the only reason the attack missed was the strike modifier, the attack has hit the car. The HTK of the attack (only) are rolled and a total of 9HTK is done to the car. This tears off a size 2 chunk. The Referee rules that windows are smashed reducing the cover and changing the Strike modifier to -7.

It is perfectly valid for the Referee to make a secret roll to see if the car's petrol tank catches fire.

Grabs

A grab is an attempt to grasp the target with one hand. Some Combat Options and Responses require a grab, for example a grapple, or Judo Throw.

Grabs take 1 Frame.

Grabbing sentient beings able to resist requires a successful strike. Grabbing objects or beings unable to resist can usually be done without making any strike roll. However, in some circumstances, for instance if the object is moving, or the character is attempting to grab a window ledge while falling, a successful strike must be made.

Grabbing usually requires a strike against DC6 for superpowered targets or DC10 for non-superpowered ones.

Grabs are the Weapon Class of the character's normal fist attack, usually WC2 for superpowered characters, and WC0 for non-superpowered characters. Strike Modifiers apply to the grab.

A successful grab simply means that the character has grasped whatever was being grabbed. If they were grabbing something held by another character, they would still have to wrench it from their grasp.

Usually the method for Resisting a Grapple (see below) would also apply to this.

Any appropriate response can be made to a grab. Although grabs inflict no damage, if they are parried, then a hypothetical figure of 1d6 plus any Damage Modifier for Strength is used to determine the "strength" of the grab which can be used to find out whether the parry prevents the grab or not.

Response to being Lifted

Characters that are being lifted and thrown may respond immediately, either by using a normal attack form on their assailant or by attempting to grab them.

If the character attempts to grab the assailant, they must make a successful grab as detailed in Resolving Grabs. A successful grab prevents the throw taking place.

The grab takes 1 Frame, which is used up in advance and deducted from the character's future frames.

If the character responds by using an attack form of their own, they only prevent the throw if their attack stuns, staggers, hospitalises or kills the assailant or knocks them unconscious.

Grappling

This is an attempt to grab and restrain the target in a bear hug.

Grapples take 1 Action, constituting a grab by both hands simultaneously. For the grapple to succeed, a successful grab must be made for each hand separately (see Grabs). Both strike rolls must be completed, regardless of whether the first misses. If both succeed, the grapple is successful. If only one hand succeeds the grapple fails but the victim has been grabbed. The grapple could be completed by a successful grab with the other hand in the attacker's next Frame, or some other option requiring a grab could be completed instead.

Any appropriate response can be made to the initial grapple attempt. If a die roll is needed for the response, only one roll is made even though the grapple comprised two grabs.

If a parry is attempted and there is any surplus damage, the grapple still succeeds.

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A successful grapple can be maintained each Action by rolling a d20 and getting any result other than a Critical Miss.

Grapples can inflict either real or hypothetical damage at the grappler's choice when the grapple is first made. Real damage will inflict HTC on the victim. Hypothetical damage reduces the victim's chances of striking and performing other actions.

The type of damage remains the same for as long as that particular grapple is maintained. If the grappler wishes at some stage to change from real to hypothetical damage, or vice versa, this involves a change of hold, and a new grapple must be successfully made.

If the grappler decides to inflict **real damage**, the victim suffers 1d6HTC and 1d6-6HTK plus any Damage Modifier for Strength. This is inflicted for the first strike and for each Action that the grapple is successfully maintained.

The victim does not suffer the penalties below.

If the grappler chooses to inflict **'hypothetical' damage**, the HTC damage is determined as above for the initial strike and for each Action that the grapple is maintained. The victim, however, loses no HTC but suffers the effects below. This enables a grappler to hold a victim so that they are helpless but without inflicting any damage on them.

The victim suffers the following effects from a grapple inflicting hypothetical damage:

A Strike and Parry Modifier of -1 for each point of hypothetical HTC sustained that Action from the grapple. Some attack forms will not be affected, usually those performed by mental activity such as Field Manipulation, etc.

For each 2 points of hypothetical HTC inflicted by the grapple that Action, the victim has all forms of Movement reduced by 1 metre

A Dodge Modifier of -1 for every 10 hypothetical HTC points inflicted by the grapple that Action.

These effects only apply as long as the grapple doing hypothetical damage

is maintained. Once the grapple is broken or the grappler switches holds to change from inflicting hypothetical to real damage, the victim's Movement, dodge and parry return to normal.

Once a character has been successfully grappled, they can only attempt to dodge, resist or use a Superpower response that is not affected by the grapple for each Action that the grapple is maintained.

A successful dodge breaks the grapple.

A character that resists must roll 1d6 and add any Damage Modifier for Strength only. This is subtracted from the damage (real or hypothetical - see Damage: Grapples) inflicted by the grapple that Action and the character resisting suffers any surplus. If this negates the grapple damage, then the grapple is broken. Resisting takes 1 Action, used up in advance.

Thus a grapple is broken if the victim successfully dodges, the grapple inflicts no damage or the grappler rolls a Critical Miss.

A character that has been grappled but can Fly or Move carrying the weight of the grappler may still do so.

A character that has been grappled can still attempt to respond in other ways to other attacks and make attacks of their own, but their chances of doing so are reduced by a grapple inflicting hypothetical damage.

Grappling with a Weapon

Some weapons can grapple, for example, a bullwhip.

A grapple by a weapon takes 1 Action constituting a simultaneous strike and grab by the weapon. Both must be successful for the grapple to succeed. First a normal strike for the weapon must be made. If this succeeds, then a roll for the grab by the weapon can be made for a normal grab but at the usual Weapon Class for the character's attack with that weapon.

Characters who have been grappled by a weapon can attempt to resist the grapple and attempts to drag them over or rip something from their grasp in the same manner as described above.

Grapples by a weapon can only inflict hypothetical damage and will

reduce the victim's chances of striking and performing other actions as detailed in above.

Grapples by a weapon do the normal weapon damage and 1d6 grapple damage on the initial strike.

If this type of grapple is maintained, it can only do hypothetical damage of 1d6HTC each Action with the above effects. No Damage Modifiers apply.

If the grappler attempts to pull the victim over, or rip something from their grasp, then the Damage Modifier for Strength can be counted. This does not add to the hypothetical damage, but gives the figure that must be resisted by the victim to avoid being pulled over.

The grapple can be maintained, as described above.

Charges

Any superpowered character may charge into combat. This gains a +1 Damage Modifier for only for the initial attack following on from the charge.

Alternatively, certain Superpowers permit a character to dive, swing, leap, or somersault into combat for a Damage Modifier as detailed under the relevant Superpower.

All charges, swings, dives, etc, into combat require a Move of at least 4 metres in the preceding Frame or Action and the bonus acquired only applies to the first attack.

At the culmination of a charge, leap, swing, etc, into combat, a fist or foot attack can be made doing 1d6HTK plus 2d6+6HTC damage plus any Damage Modifiers (e.g. for Strength, the charge (etc) into combat, etc). This blow can be struck in 1 Frame, but the next Frame must be spent recovering.

Coup-de-grace

Once a character is unconscious or stunned (see Combat: Damage) and helpless, it is possible to administer a Coup-de-grace from which the victim will not recover for several hours enabling the perpetrator to pursue the rest of the gang, or escape, etc.

Players must state that their character intends to administer a Coup-de-Grace. The Coup-de-Grace takes 1 Action to deliver.

Magic Attacks

These are only made by characters with the Superpower Magic and only when the particular Spell requires it.

When a Magic Attack is made, the controller of the character making the attack must roll 1d20 and add the character's Ego value to the result. The controller of the target also rolls 1d20 and adds that character's Ego. If the attacker's total is greater, then the Magic Attack is successful.

Mental Attacks

These can only be made by a character attempting to use a Superpower, which requires a successful Mental Attack as detailed in the description of that power.

Mental Attacks are also used to resolve any attempts by villains to brainwash a subject, or hypnotise them (non-magically), etc.

A Mental Attack is made in exactly the same way as a Magic Attack (above), except that the target may resist. This must be stated before the dice are rolled. When resisting, the target gains +5 on their die roll but must use up their next 2 Frames in advance because of the concentration involved.

Talisman (Ego: 15) tries to hypnotise Stalwart (Ego: 8). The initiative roll gives Talisman a four frame advantage.

In the first action he tries to hypnotise Stalwart, who resists, Talisman rolls a d20 and gets 10, Stalwart gets 14,

10 + Ego: 15 = 25
14 + Ego: 8 + Res: 5 = 27.

Stalwart is not hypnotised. In the next action, Talisman rolls 6 and Stalwart rolls a 20. He is still not hypnotised.

It is now Stalwart's go but he is unable to use any frames this round as he spent them all resisting the hypnosis.

Bindings

All bindings are treated as a grapple that is inflicting 'hypothetical' damage (see Combat Options: Grapples). Thus bindings can be dodged or resisted in the same manner as a grapple.

The Weapon Class of the grapple inflicted by the bindings is normally WC2 if they were done by a superpowered character, and WC0 if by a non-superpowered character.

The hypothetical damage inflicted by the bindings is 1d6 plus 15 plus the

HTK of the bindings (i.e. 1d6 plus the Strength required to snap the bindings). This remains constant (the 1d6 is not re-rolled each Action) and determines what is suffered according to the rules on Grapple Damage.

To can determine the HTK damage necessary to destroy the bindings considered as an object on the Pushing, Lifting, Throwing, & Tearing Apart table (see Combat Options). Thus, leather thongs or cord, would require 2 HTK to be inflicted before they are torn apart. Then multiply this value by any HTK Damage Divider that the bindings might have for their Defence Class.

For example, really heavy chains with welded links might be DC3, and thus have an HTK Damage Divider of 4; light chains might be DC5 with a Damage Divider of 2; leather thongs might be DC6 with no Damage Divider; etc. Thus to snap the heavy chains would require 2HTK times their divider of 4 or 8HTK. By adding this value to 15, the actual Strength of the bindings is found to be 23. This is equal to the Strength required to tear them apart, since a character with that Strength would have the necessary Damage Modifier, for each point over 15, to inflict the necessary HTK damage). Thus these heavy chains inflict 1d6 plus 23 points of hypothetical damage.



Chapter 7

Ratings

All people are a mixture of inherited and environmental attributes. They have no control over their inheritance, and so their basic attributes of Ego, Strength, Dexterity and Vigour are normally rolled randomly using d6.

We do, however, have some control over how we are shaped by our environment. In Squadron UK this is simulated through three derived attributes which are known as Ratings.

Ratings are values which can be directly influenced by the way the characters act during the game and which have a number of uses in future games.

A Squadron UK games session will normally end with the Referee reviewing the characters' ratings.

There are three ratings:-

Public Status

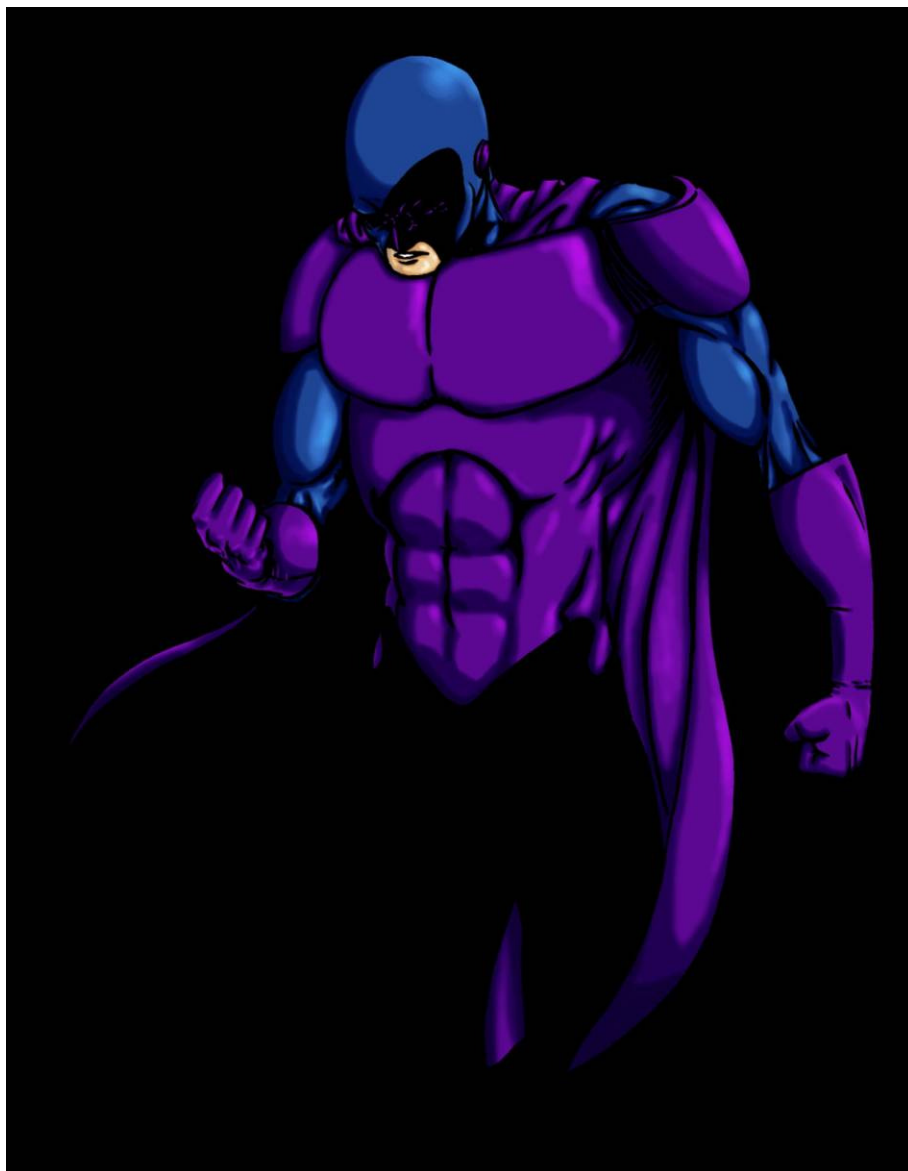
A measure of how popular/respected the character is.

Detective Points

How well they spot clues and solve crimes.

Personal Status

The way in which the character's personal feelings affect their success in the world around them.



The character's Ratings are recorded on their character sheet.

Public Status

This is a measure of how popular the character is with the general public, how likely the authorities are to co-operate with the character, etc.

The character is rated in five different areas, which are then totalled to find the character's Public Status Rating.

Backing

If the character is known to have the backing of the government or some large and respected commercial organisation, they are more likely to be accepted and trusted by the populace.

Description	
1	Wanted by the Police.
2	No known backing.
3	Known to get on with police, etc
4	Full backing of police, government department or large and respected commercial organisation
5	Known to work for the authorities or with complete government approval

Each character will usually start with a rating in this area of 2.

In gaming terms, Ratings fulfill three important roles within the rules.

1) They act as the "reward" to the players which signify the official end of the game session. Many role-playing game-sessions end in the reward of "experience points" or similar.

2) They encourage players to act in certain "accepted" ways - similar to the way "alignment" systems work in other games. In other words they discourage antisocial behaviour.

3) Each rating is a derived attribute as useful - in its own way - as the four main attributes. Public Status represents "charisma" in many games, Detective Points act as a "perception" attribute whilst Personal Status can be seen as a "luck" factor.

Life of a Hero - 1

After his first adventure, POLYMER is reticent about getting too close to the police and gets a backing rating of 2.

Heroism

This is a measure of how close the character comes to the 'heroic' ideal.

Description
1 Anti-hero
2 Vigilante
3 Slightly suspect
4 Regular Hero
5 A real goody two shoes

Most characters will usually start with a Heroism rating of 3.

Life of a Hero - 2

During his first adventure, POLYMER saved civilians from thugs. He gets a rating of 4.

Identification

This represents to what degree the public identify with the character.

Description
1 Obviously not human (alien, mutant or android)
2 'Different'
3 Average
4 'One of the gang'
5 The person-next-door

The character will start with a rating of 1, 2 or 3 depending upon how "human" they look.

Life of a Hero - 3

POLYMER is obviously human but his stretching and growing are not natural. His identification rating is 2.

Public Relations

This reflects the effort the character puts into making the public feel at ease.

Description
1 Hates the public and makes it obvious
2 Ignores the public altogether
3 Stand offish
4 Shows general concern for the public
5 Bends over backwards to give the right impression

Virtually all characters start with a Public Relations Rating of 2.

Life of a Hero - 4

Though they are nervous of him, POLYMER made sure no civilians were hurt in his first adventure. His public relations score is 4.

Practice

This is the most important aspect of Public Status. Every adventure must have a Practice value from 1 to 10 assigned to it. The Practice value reflects the difficulty of that adventure but can be modified after the scenario to reflect how likely the public would be to hear about it depending on exactly how the scenario went.

Description
10 Saving the world
9 Saving the nation
8 Saving the city
7 Confrontation with a major Villain and supporting team of Villains
6 Confrontation with a major Villain or a team of Villains
5 Confrontation with Villain or team of minor Villains
4 Confrontation with a minor Villain or team of organised terrorists or mercenaries
3 Riot, fire or other major disaster or a confrontation with a Thug-like Villain
2 Minor crime or confrontation with Thugs
1 The hero makes an appearance

It is assumed that the character has already appeared on the streets and tackled a few hoodlums becoming known to the police and public.

Thus all characters start with Practice Rating of 1.

The factors affecting the Practice Rating are whether or not the character succeeds in a particular adventure, and, if they did, whether they were seen to be successful by the public.

If the Practice value of the scenario is **higher** than the character's current Practice Rating and the character is **successful** in that scenario, then the two are added together and halved for the character's new Practice Rating.

If the Practice value is **lower** than the character's current Practice Rating and the character is **unsuccessful** in resolving the scenario, then the two are averaged for the character's new Practice Rating.

Always round halves up.

Failure in an adventure with a higher Practice value than the character's rating or success in one with a lower Practice value does not affect the character's Practice Rating.

Life of a Hero - 5

POLYMER's first adventure involved stopping some minor Villains and thugs robbing a bank. It had a practice rating of 5. Assuming he is new and has a rating of 1 this gives:

$$(1 + 5)/2 = 3.$$

His practice score is 3.

Public Status Total

Once all five areas have been rated, the five Ratings are added together to give a total ranging from 5-30 for the character's Public Status. The table below indicates the public's reaction to the character and the effect in game terms.

Level	Public Reaction
5-10	Who?
11-15	Disliked/Resented
16-20	Accepted/tolerated
21-25	Popular
26-29	National Figure
30	Legendary

The natural reaction of the public is to revile anyone who is a bit 'different', especially if they are obviously better than the norm. A character's Public Status is used to determine how likely the police and public are to co-operate, how likely villains are to flee etc.

Life of a Hero - 6

$$2+4+2+4+3= 15$$

Because of his strange shape-changing and his failure to co-operate with the Police, the public are still a bit unsure about the new Hero POLYMER, despite his obvious Heroism. He is likely to be accepted by them the second time he puts in an appearance (Practice should go up, if nothing else).

He will have to work hard to be popular and it is unlikely that he will ever reach the status of a National Figure.

In general, people will accept orders from **National Figures** and appreciate

Chapter 7

Ratings

advice from **Popular** Superheroes. They will resent any Interference in their affairs from **unpopular** Superheroes and will ignore advice from those that they **don't know**.

To determine if a particular individual will react favourably or unfavourably to a character's order or advice, **multiply** the character's **Public Status** rating by **3** for the percentage chance of their order/advice being accepted.

Life of a Hero - 7

After his first adventure, POLYMER has a 45% chance of getting people to co-operate with him.

3 is a good average number to multiply by, but the Referee should feel free to alter this multiplier depending upon the circumstances. Another, possible, method is to roll a d20 to get under the character's Public Status total. Of course this method means character with a score of over 21 will always get their way.

Characters ratings will change depending upon the way they act, speak, appear and perform in individual adventures. They can also attempt to improve them through a programme of Public relations, such as visiting schools etc. (See the section on **Campaigns**).

A character with high Public Status can convince thugs and goons to give up without a fight, especially those without even a name tag.

Detective Points

These are a measure of how good the character is at investigating crimes, following up on leads, and so on. The more Detective Points a character has, the more likely they are to discover the vital piece of information which will lead to the secret hide-outs of Villains, etc.

The character is rated in five different areas, which are then totalled to find the character's Rating.

Methods

This reflects how the character goes about discovering information and solving crimes during the course of a scenario.

Description	
1	Makes no effort in this area
2	Only occasionally looks for clues, questions witnesses, etc
3	Average
4	Conscientiously searches for clues, questions witnesses, etc
5	Does everything possible

All characters should start with a rating of 1 for Methods. This is totally under the control of the player who runs the character. Anyone can get a 5 in this area with a bit of work.

Life of a Hero - 8

After his first adventure, POLYMER searches the Villains' car and questions some of the thugs. He gets a score of 4.

Publicity

This is a reflection of how much attention the media pay to the character. The more the newshounds are following a character, the less able that character is going to be to work secretly in detecting villains.

Characters start with a rating based on their Public status score. However, the Referee should use judgement and discretion as the campaign continues. It is possible for a character to be known and respected without their every move being reported in the press.

Description	
1	Every action receives a blaze of publicity (Public status 26-30)
2	Regularly reported in the news (Public status 21-25)
3	Average (Public Status 16-20)
4	Only mentioned in exceptional circumstances (Public status 11-15)
5	Totally unknown (Public status 5-10)

Life of a Hero - 9

Public Status 15 means that POLYMER has a rating of 4 for Publicity.

Approachability

A measure of how likely people are to offer information to the character. The more normal and human the character appears - or the more easy they are to contact - the more likely they are to get information.

This rating it should start at the same level as the character's **Public Identification** Rating , but will vary as

the public get to know them and they set up various lines of communication.

Description	
1	Shunned by everyone and difficult to contact
2	Occasionally approached by desperate individuals
3	Average
4	Receives fairly steady supply of information
5	Gets hot tips from all over the place and can be easily contacted

Life of a Hero - 10

This starts off as 2, the same as POLYMER's public identification score.

Power Use

Does the character have any superpowers that would be useful in detective work? Typically useful powers would be **Disguise** (see **Skills**), **Information** spell (see **Magic**), **Heightened Senses**, **Shapechange**, etc. Characters with useful powers would have a rating from 3-5 depending on how they use them. Those lacking obviously useful powers would be working hard to get a rating above 3.

Characters with obviously useful powers start with a rating of 3. Those without start with a rating of 1.

Life of a Hero - 11

POLYMER used his shapechange to impersonate one of the thugs in an attempt to get the others to talk to him. He gets a rating of 5.

Contacts

This is the most important factor in solving crimes. The more Contacts a character has, the more likely they are to get relevant information and to know whom to go to for it. This area is rated from 1-10, but it usually takes a lot of hard work to get a rating of 10 in this area.

The Referee may choose to put a lot of work into this Rating - keeping track of all the Heroes' known associates. Alternatively, they may just keep a general idea as to who speaks to the Underworld, Police, Press etc.

Some characters will begin with a Contacts Rating of 10 because of an **Advantageous Background**. All others start with a Contacts rating of 3.

Description	
10	Has a total 'in' with either authorities or criminal world
9	Many reliable major contacts within authorities or criminal world
8	Several reliable major sources
7	Complete sources for minor information and several major contacts of varying reliability
6	Sources for almost all minor information and occasional major source
5	Average - Several reliable sources of minor information
4	Few reliable minor sources
3	Few minor contacts of variable degrees of reliability
2	Occasionally gets minor tips from one unreliable source
1	No contacts whatsoever

Life of a Hero - 12

Because he took some thugs' names and intends to keep in touch with them, as well as being decent to the public, POLYMER starts with a contacts score of 4.

Total Detective Points

Level	Standing
5-10	Streets? Waits for villains to come to them
11-15	Above it all. Depends on the media for information
16-20	Average. Follows up the odd lead
21-25	Worldly. Usually know what's going on in the underworld
26-29	Streetwise. Usually one step ahead
30	One of the gang. Knows who's who and what's what in the underworld

Life of a Hero - 13

$$4+4+2+5+4 = 19$$

This is a good score for a starting character. If he continues to use his shapechange cleverly - possibly setting up some fake "approachable" identities - and builds up his contacts, POLYMER could make a good detective.

The more Detective Points that a character has the more crimes they are likely to uncover whilst "on patrol" and thus their patrols are more likely to benefit them as training.

This is covered in **Patrolling and Character Improvement**.

Whenever there is a chance that characters may spot something or when they are searching for something, their detective points should be used to calculate their relative chances of success.

Depending upon how hard it is to spot the clue or item the Referee could ask for a d20 roll under Detective Points or use a multiplier by the Detective Points total (usually 3) to generate a percentage chance of spotting the clue.

Life of a Hero - 14

All things being equal, POLYMER has a 57% chance of spotting clues.

Personal Status

This is a measure of how happy a character is, how well adjusted they are to their role in life; and so on. This has a direct effect upon their success in the world and how "lucky" they are.

Personal Status is measured on a scale of 5-30.

The five different areas that must be rated are:

Conscience

Has the character ever done anything of which they are ashamed? Is there anything in their life that they do not want others to know?

Description	
1	Real skeleton in the cupboard
2	Minor secret
3	Average
4	Nothing to be ashamed of
5	Pure as the driven snow

Characters will start with a Conscience Rating of 3.

By performing good and heroic deeds, they can salve their conscience and increase this rating. Obviously, there is little they can do about something that has happened in the past. In time, the character may come to terms with it, thus improving their rating; or even confess and make their secret public knowledge but doing this could have a short-term effect on their Public Status. On the other hand, if things go WRONG, and the kidnapped little girl they were rescuing were to get caught in a crossfire their Conscience rating would plummet.

If players "act tough" and argue that their Hero isn't concerned about bad things that happen to other people, fine. Give them their Conscience rating of 3. Then hammer their Heroism and Public Status ratings.

Life of a Hero - 15

POLYMER looked after the public in his first adventure so should have a 5. However, his guilty secret about the origin of his powers brings this down to 4.

Expression

How good is the character at letting their hair down and getting all their worries off their chest? Do they have any friends or family to confide in? Do they bottle up their feelings? Are they lonely?

Description	
1	Total hermit with no friends or relatives
2	Secluded introvert
3	Average
4	Out-going with plenty of close friends and relatives
5	Totally well-adjusted

Most characters will begin with a rating of 3 for Expression.

This rating will increase if the character is loud and vocal during an adventure, if they put any effort (DUPs) into socialising, if they are in a team, if they consult others freely when they need help or are aggrieved etc. The rating will fall if they are quiet, introspective, ignore their friends and relatives, bottle up their feelings and the like.

Life of a Hero - 16

POLYMER did plenty in his first adventure but did not make much of a show about it. He doesn't have a catchphrase yet and didn't make any of the obvious puns. ("You're going down for a long stretch." for example.) His score is 3.

Success Rate

This is the number of scenarios, out of the last five - that the character took part in - in which they "succeeded".

Chapter 7

Ratings

If the character has completed 5 scenarios in a row successfully then their rating will be five. If they "fail" in one or more then their rating will fall until they have completed five in a row successfully.

There are various criteria for success and the Referee should apply their judgement. A Heroine who rescues a family from a burning building might be classed as succeeding even if her team-mates let the arsonist escape.

Life of a Hero - 17

One successful adventure, so POLYMER's score is 1.

Public Response

A person is happier if other people like them. Their Public Status score determines this.

Description
1 Public Status of 5-10: spat on and vilified
2 Public Status of 11-15: mistrusted
3 Public Status of 16-20: average
4 Public Status of 21-25: popular
5 Public Status of 26-30: cheered wildly

Of course, the direct link between Public Status and Public Response might become looser during the campaign. A Hero could be unknown generally but happy because he is made so welcome within his local community, for example. Alternatively, a Hero could delude himself that the Public are laughing at his wit rather than treating him as a laughing stock.

Life of a Hero - 18

POLYMER's low public status means he has a score of 2.

Security

This is a reflection of a character's mental state. It is the most important aspect of their Personal Status and is rated from 1-10.

Most characters will begin with a rating of 5 for Security.

Life of a Hero - 19

Due to his origin story, POLYMER starts with a security rating of 4. This

will worsen if he loses control over his shape-changing but will improve if he finds a way to control his sub-conscious during the night.

Description
1 Paranoid/fatalist
2 Extremely nervous and insecure
3 Pessimist
4 Why does everything always happen to me?
5 Average
6 Always looks on the bright side
7 Quiet confidence
8 Optimist
9 Very confident
10 Total self-confidence, no harm can befall them!

A character's Financial and Material Resource levels could have a bearing on their Security Rating, as will many other events in their life. How safe are their relatives and/or their secret identity? Can they sleep at night without fear of attack or being thrown out by the bailiffs?

Total Personal Status

Once all five areas have been rated, the five ratings are added together to give a total ranging from 4-30 for the character's Personal Status.

The immediate effects, in game terms, of a character's Personal Status are listed in the table below.

Level	State of Mind
4-10	Jinxed - Private life a mess. Loses 2 DUPs per scenario for moping, etc. Resource Level drops. Critical Miss on 1 or 2 (see Combat)
11-15	Uncertain - Private life unstable. Cannot rise in Resource Levels
16-20	Secure - Normal
21-25	Confident - Private life enjoyable. Resource Levels increase. When experiencing a Mental attack adds a bonus to the Ego roll of +1 per Personal Status score above 20 to a maximum of +5
26-29	Total confidence - For every point above 25 the character gets 1 Hero Point
30	Egomaniac

This is a guide as to which characters get lucky and who gets the thin end of the wedge in various situations. It is also a guideline as to how to role-play and develop a character. For example, a jinxed character would be nervous, depressed, insecure, and possibly even develop some paranoid fears, drop out or take to the bottle. On the other hand a confident character should be played as such, never giving up even in the worst situations.

The benefits are cumulative. For example a character with a Personal Status of 28 gains +5 vs. Mental Attacks and the 3 Hero Points.

Life of a Hero - 20

$4+3+1+2+4 = 14$.

Because of his insecurity about his physical state, POLYMER is unlikely to have many good things happen to him in his private life.

Apart from the immediate game effects detailed here, a character's Personal Status will have a bearing in other situations.

Characters with a low Personal Status are more likely to suffer a Critical Miss on an unmodified strike roll of 1 or 2, as detailed on the table. This reflects their total lack of confidence in themselves.

Hero Points

These may be added to or subtracted from any die roll that the character or an opponent has just made, at the player's discretion. Each Hero Point may only be used once per scenario.

Thus a character with a Personal Status of 29 and therefore 4 Hero Points could affect four die rolls by +1 or -1; one die roll by +4 or -4; or any combination in between.

This reflects the ability of a true hero to perform heroic acts because of their faith in what they are doing.

In addition, Personal Status should be used to determine who is lucky and who is unlucky in an adventure. Unless a Hero has a **probability manipulation** power, the Hero with the lowest Personal Status is the one who is most likely to slip on the pool of oil etc.

As before, the Referee can multiply the character's Personal Status by 1, 2, 3 etc. to derive a percentage chance of the good fortune occurring or bad fortune not occurring. Alternatively, a d20 can be rolled under Personal Status to avoid bad fortune.

Starting Ratings

The ratings above have been given a starting value.

These should not normally be used. The first scenario the Heroes are involved in should be a simple slug-fest to learn the combat rules.

The heroes should not need to solve crimes, influence people etc.

Most Heroes are rated for the first time at the **end** of this battle and the rating should reflect what they did rather than stick slavishly to the suggestions above.

The starting values are given for Referees who wish to start their Heroes off with more challenging scenarios.

Life of a Hero - 21

Overall, POLYMER is never going to be the people's favourite but he could make a decent detective. If uses his shape-change carefully he can boost his Detective Points to a really high level whilst still maintaining decent levels in the other two ratings.



Chapter 8

Campaigns - Rules

Chapter 8

Campaigns - Rules

Adventures occupy only brief interludes in the lives of the player-characters, even though they actually occupy most of the time the players spend in playing the game. The characters' lives continue in the time between adventures. In a Campaign, further attributes and characteristics are used.

Campaign Time

Day Utility Phases (DUPs) represent the actual amount of time a character has per day to devote to activities. As with combat Rounds, the exact length of a DUP may vary from day to day.

The scenarios played in each week occupy a certain number DUPs for the characters involved. Any remaining DUPs can be devoted to other pursuits such as training, improving powers developing scientific gadgets, etc.

Once DUPs have been allocated to a character, the player must decide exactly how the character is spending them.

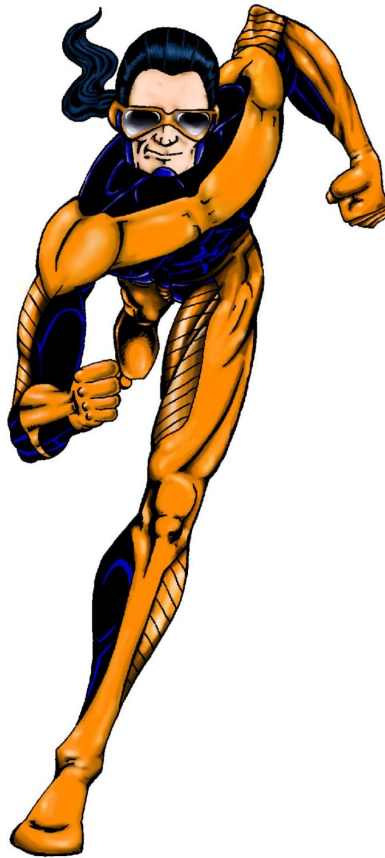
Each player must tell the Referee what their character wants to do and how they intend to do this. The Referee will evaluate the results using the systems in **Chapter 9 - Character Improvement**.

The Referee can and should control their campaign through the number of DUPs they give out. This will determine how quickly the characters will improve.

It is up to the Referee to decide how fast they want this improvement to occur in their campaign. However, this is complicated by the way that players choose to spend their DUPs. Many will devote all DUPs towards training and character improvement whilst others will spend some on campaign issues such as Detective work.

Only experience will tell you how many DUPs to award and when.

Some Referees award a set amount at the end of each game session, whilst others stick to the suggestion above of basing the DUPs on a game "week".



The more scenarios which take place in a week, the less DUPs the characters get.

If a player is absent from a game session, it should not be assumed that the character gets more DUPs to spend on improvement. They must have been busy doing something else. In fact, if they miss a lot of game sessions, it can be assumed that this alternative activity has taken so much of their character's time that they actually end up with less DUPs to spend.

If a player DOES spend time on activities other than improving their superpowers, the system allows the Referee to reflect this in terms of other game ratings. If the character spends more time at work, their Financial Resource level will increase. If they spend time doing detective work, boost their Methods score etc.

Probably the best way to start is to have 2-3 scenarios per game week and issue the remaining 4-5 DUPs at the

end of the week. If, by the end of the first game month, you think the Characters are developing too slowly, give them a bonus 5 or 10 DUPs at the end of each game month.

If you get the judgement wrong and characters develop too quickly, be prepared to scrap the whole campaign and start a fresh one. **See Chapter 12 - Campaigns - Advice.**

Resource Levels

Resource levels are a quick and easy way to determine what sort of money and equipment a character can call upon when the need arises. There are two types of resource level.

Financial Resource Level

This is a measure of how much how affluent the character is.

A character's Financial Resource Level is rated on a scale of 1-10.

Characters normally start the campaign with a Financial Resource level of 4, unless they have an **Advantageous Background**.

The type of life the character leads depends upon Financial Resource Level. The table on the next page gives the clothes, dwelling place, communications and transportation characters with the appropriate Financial Resource Level naturally have available to them. They represent the things the character already has.

Characters can raise enough funds to operate at a level of one higher than normal - in one of these areas - for a one off transaction, i.e., they cash some bonds, take a part-time job, hock a watch, or work overtime, etc. When doing so the character must devote 1 DUP (see Day Utility Phase) each time.

Characters can hire one-off usage of Material resource levels at two levels lower than their current Financial Resource level (or one level lower if they devote a DUP to raising additional financial resources) if they know how to use the equipment. If they do not know how to use the equipment, they must also hire technical support.

This will reduce the level of Material resources they can afford by one.

Level	Description	Transport	Dwelling	Wardrobe	Communications	Repairs to Gear
1	Starving-always in debt	Foot	Gutter/Doss House	Rags	Grapevine	
2	On the breadline	Public Transport	Hostel	What They Stand Up In	Letters	
3	Marginal	Bicycle	Shared Rented Room	Cheap Working Clothes	All Postal Services	Costume Rips
4	Average	Moped	Own Rented Room	Casual Suits	Telephone	New Costume
5	Comfortable	Motorbike/Second Hand Car	Rented Flat	Off The Peg Suits	Mobile/long distance telephone. Basic Internet.	Ammunition Replacement
6	Well-to-do	Average New Car/Taxis	Private Flat/Small House	Superior Suits	Videophone/conferencing.	Equipment Renovation
7	Eminent	Limousine	Large Private House	Made To Measure Suits	Secure access to private system.	Repairs To Special Vehicle
8	Affluent	Chauffeur Driven Limousine	Large Private Town House	Special Design	Standard With Scrambler	Replace Special Vehicle
9	Wealthy	Private Jet	Mansion	Haute Couture	Private With Scrambler	Repair To Special Building
10	Tycoon	Private Yacht, Helicopter etc.	Private Estate(s)	Personal Designer	Private Satellite System	Replace Special Building

Life of a Hero - 22

Dr James Benjamin starts with a Financial Resource level of 4. He could live at a higher level from his sponsorships but steadfastly refuses to divert any of that money from his research towards his personal comfort. He feels it is more honourable to live off the annual stipend given with his post at the University.

Leon did not like the idea of him driving around on a moped, and so he drives a second-hand motor-bike of dubious reliability.

He lives in rooms provided by the University, where he has a telephone but no personal computer. He dresses in cheap suits and a good quality set of second-hand bike leathers.

Material Resource Level

A character's Material Resource Level represents the facilities that the character already has access to and the characters technical know-how.

It determines how successful a character is going to be, or the costs involved, in building new special items/equipment to enhance their Superpowers (see **Character Improvement.**)

Material Resource Level is rated on a scale of 1-10.

Some characters will have had their Material Resource Level predetermined by an Advantageous Background. However, most characters should have an initial Material Resource Rating of 3.

Life of a Hero - 23

Dr Benjamin has access to Material Resource level 8 at the University, which includes computer and internet access.

There is no "shopping list" of equipment in Squadron UK. This game is not about how much money the Heroes have to spend.

Level	Description
1	None
2	A few simple tools (e.g. screwdriver, hammer)
3	Complete basic tool set
4	Specialist (electric drill, electric saw etc.)
5	Basic scientific in one area
6	Basic scientific in several areas
7	Elaborate scientific in one area
8	Elaborate scientific in several areas
9	Institutional resources (e.g. power station)
10	Multinational (e.g. NATO early warning system)

The systems given here should give a broad idea of the kind of lifestyle each character has and the kinds of things they can afford. This should be all that is needed to play the game and stay in character.

If players do want to "go shopping" point them at other games or give them a catalogue to read. This is a game for Heroes, not accountants.

Chapter 9

Character Improvement

Everybody grows and changes. There are few comicbook, film or television Heroes who, as the years pass, don't discover, develop and demonstrate new abilities or get better at the ones they usually use.

In the same way, the characters in Squadron UK can get better at what they do. They can improve in anything which is rated on their character sheet, from their Superpowers to their individual ratings.

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Amongst other things, POLYMER could choose to try and STRETCH further or GROW larger. He could refine his SHAPECHANGE. On the other hand, he could devote more time to his job to boost his Financial Status, or spend time using Shapechange to set up dummy identities in the shady part of town to improve his Detective Points.

Improving requires dedication, time. Resources and, usually, a specified target and overall plan.

In Squadron UK character improvement works in three ways.

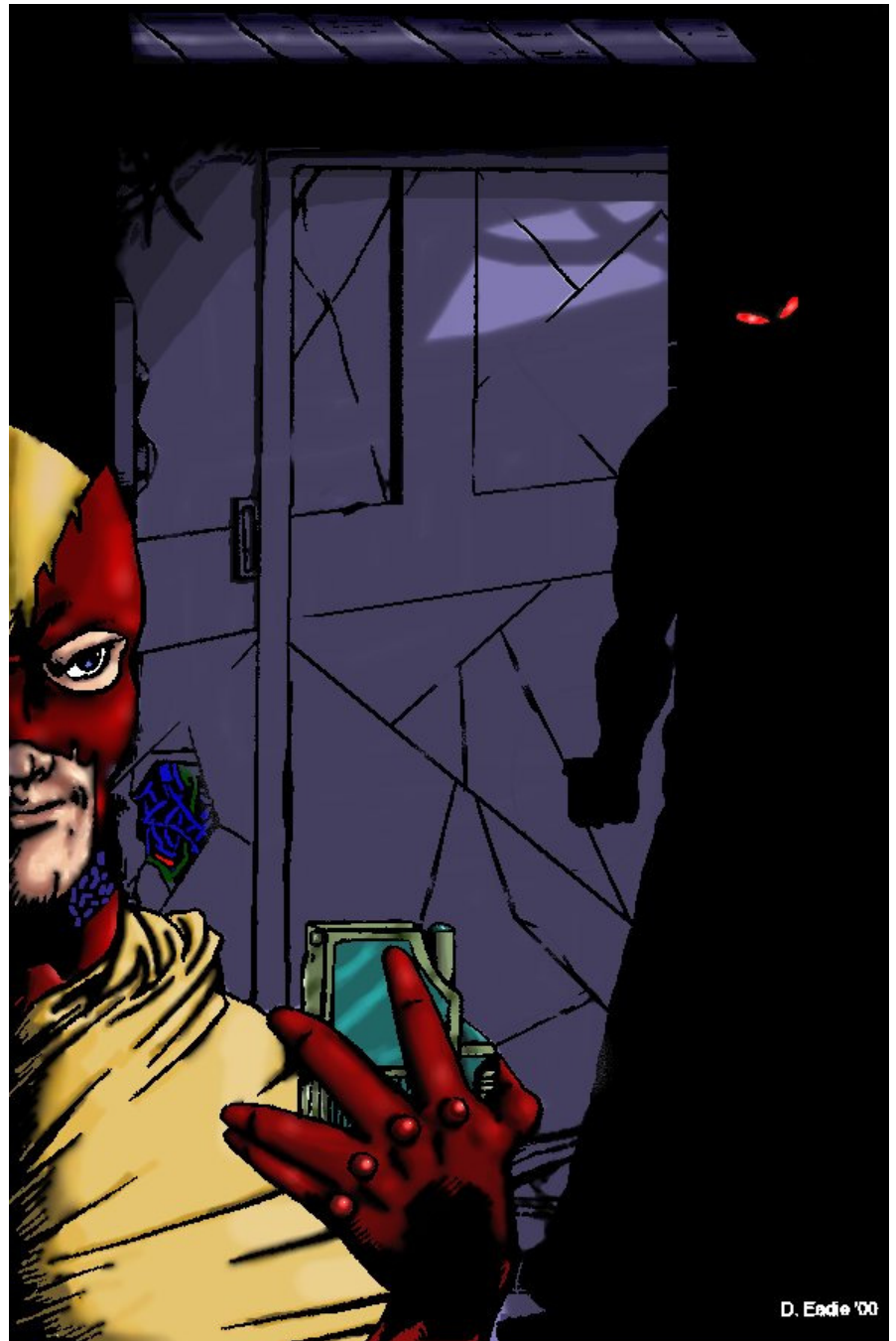
i) Players can improve their characters' ratings by the way they play them during games.

ii) The Referee can choose to improve the characters through in-game actions.

iii) The characters spend their time (DUPs) towards specific training.

It is this third method of improvement which is explained in this chapter.

Most role-playing games employ systems where there is a direct relationship between the amount of time the characters play and their success within the game and the amount they improve - the award of experience points or similar at the end of each game session.



Referees who refer this system should simply award an amount of DUPs at the end of each game - possibly based on how well they think the Hero has performed.

The reasons why this method is not generally recommended for SqUK are based in the games origins as a simulator of comics. In these Heroes do not always get slowly better and better. Instead, their success and personal lives can fluctuate up and down - this is represented by Ratings.

When they DO improve it is often a highly specific change - leaping tall buildings developing into actual flight for example.

Players and Referees are basically co-authors of the Heroes' adventures and should each have input into the way the Hero develops. And there are so many ways - in this game - that a Hero can develop. It doesn't feel right for a Hero to suddenly get a new gadget in their armour just because they beat up some bad guys.

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Examples of how the three methods might affect POLYMER's improvement in Detective Points are:

i) He could use particularly good Methods for questioning prisoners and looking for clues - making good Use of his Powers - during a game session.

ii) The Referee could allow him to meet a Villain who wishes to reform who boosts his contacts score.

iii) He could spend time in a fake identity down town improving his Approachability, Publicity and Contacts scores.

Improving Campaign Ratings & Material Resources

Some ratings can be improved by the character devoting time to various activities that might improve them. Other ratings can only be altered by the character's play in individual scenarios.

Heroism, Practice & Success Ratings

These ratings can only be changed by the character's performance in particular scenarios.

Public Response & Approachability

These ratings are, generally, dependent on the character's Public Status rating and will not usually change unless that does. They may also be influenced by the character's actions depending on the circumstances.

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POLYMER is improving his Approachability score without boosting his Public Status score by creating a separate identity to talk to the city's low-lives.

Material Resources

Material Resource Levels can usually only be gained by paying for them, which requires an increase in Financial Resource level (detailed in the previous chapter).

Public Status

This can be improved by spending time (DUPs) getting to know the public and people in authority; giving press conferences; concentrating on adhering to the ethics of comic-book heroes; defeating lots of villains in as flashy a way as possible; or otherwise improving in any of the rated areas which comprise Public Status.

Personal Status

This can be improved by means of the character's Success Rating; attempts by the character to become more popular and make friends; and atoning for anything about which the character feels guilty; or otherwise improving in any of the rated areas which comprise Personal Status.

Detective Points

The best way of improving Detective Points is for the character to get out on the streets and make some connections. Questioning Thugs and villains, if possible, after large-scale scenarios would help. Setting up a series of aliases, some of which are unknown to the criminal population, is also a step in the right direction, as is any other activity likely to improve any of the rated areas, which comprise Detective Points.

Improving Ratings, Attributes & Financial Resources

Improvements in appropriate Ratings, Strength, Dexterity, Ego, Vigour or Financial Resources must be earned.

The player must announce how the character is occupying any DUPs. The Referee then rates the likelihood of the improvement according to the following table.

Level	Improvement	Feasibility
1	Barely feasible	Unlikely to help
2	Feasible	Improvement possible but not easy
3	Very Feasible	Improvement likely
4	Natural progression	Improvement almost certain
5	Easy natural progression	Improvement certain

To gain the improvement, the character must amass **Learning Points**. These are gained at a rate equal to the Feasibility level per DUP devoted to the development. The improvement is gained when the Learning Points total for that improvement is equal to 10 times the current rating of whatever is improved. At this point the attribute or financial level increases by 1.

The Referee must determine if any additional costs are incurred and if the character's Financial Resource Level can support these.

Life of a Hero - 27a

POLYMER is improving his Approachability score without boosting his Publicity score by creating a separate identity to walk amongst the scum of the city. His current score is 2. To reach level 3 he needs 20 learning points. The Referee rates his plan of hanging around rough bars as likely to succeed (level 3). It will take POLYMER 7 DUPs to reach Approachability 3.

No additional costs accrue. James Benjamin's life-style can support regular pub visits provided he doesn't buy too many rounds!

He could then continue to do the same and further establish his identity to boost his Approachability further.

In addition, as Polymer gets more famous. This second (third?) identity does not and so the Referee rules that POLYMER's Publicity rating does not fall from 4 even when POLYMER gets higher Public Status.

If POLYMER were to use this new identity during a game session (to question or (horror!) release or rescue captured thugs he may also boost his Methods, Use of Powers and/or Contacts scores.

Life of a Hero - 27b

If, on the other hand, POLYMER wishes to improve his Strength he will have a harder time. The good news is that all he has to do is boost James Benjamin's strength (from 16 to 17) and this will automatically boost POLYMER's from 21 to 22. (Leon is playing the rules to his advantage here, but why not?)

Chapter 9

Character Improvement

James Benjamin will have to amass 160 learning points. Leon specifies that he will be putting in extra time training.

Since 16 Strength is already high for a human - James is a STRONG rugby player - putting it up to 17 is moving into weightlifter-type strength. Merely training is not an easy way to do this. Some training is assumed to be needed just to maintain 16 Strength. Improvement is therefore possible but not easy. 2 learning points per DUP - taking 80 DUPs to earn the improvement.

If James were join a gym and use specialist equipment he could boost this to 4 learning points per DUP but membership of the gym would cost money and he would have to spend 1 DUP per week working overtime to pay for this (see the Campaigns-rules section above.)

Alternatively, he could also boost his training to 4 points per DUP by injecting himself with steroids - at no cost (he has them readily available in his lab) but his Heroism and Conscience ratings would both be lowered.

Being a Brilliant Scientist he could boost his training to almost certain (5 learning points per DUP) by injecting himself with new drugs of his own invention. However, he is then throwing himself upon the whims of the Referee - expect side-effects!

Maintaining Ratings, Attributes & Financial Resource Levels

Once a character has gained a new Rating, Resource Level or Attribute, some time and effort must be devoted to maintaining it to keep it at the new level. Accordingly, they must devote 1 DUP per week for a number of weeks equal to the new rating score and should make use of the new score in play.

If the character fails to devote DUPs and/or make use of the improvement, as stated, for two successive weeks (or scenarios), they will lose their improvement and drop back to their previous rating.

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If POLYMER boosts his Approachability rating to 3, as above,

he must spend 1 DUP per week in his new identity over a period of 3 weeks to confirm it. (There is no reason why he shouldn't receive tip-offs during this time). He should also try to use his new identity at some point during game sessions.

If he did spend 40 DUPs boosting his Strength to 17 at the gym, he will have to spend 1 DUP per week for 17 weeks training to confirm it (fortunately, he won't have to pay exorbitant gym prices) and use his new Strength during game sessions (not difficult!).

Creating Devices

The character may invent and build new devices which are consistent with, or adjuncts to, any device or power that they already have.

Only characters with an Advantageous Background as a scientist of the appropriate kind are capable of totally innovative research work (i.e beyond the realms of known science). Material Resource levels and any Skills only mean that the character would be capable of making it once it has been invented.

The player must specify the details of the device required and the Referee must then rate it for Cost and Difficulty.

Once this has been done, so long as the character can afford it (determined by their Financial Resource Level) and is capable of developing and building it (determined by their Material Resource level), then they can go ahead and make it.

The production of such devices is divided into stages. There will always be at least one stage, and there is no upper limit to the maximum number of stages a device may require.

Typical stages are: **research, design, prototype, production and testing** for each major function of the device. There may be additional prototype stages, redesigning, etc. The testing stage can always be omitted but this means that there will be a chance of the device failing. Whenever it is used in such circumstances, there is a percentage chance of it failing equal to five times its Difficulty Rating.

If the character possesses the

completed design for a device, the blueprints must be kept somewhere safe to prevent enemies acquiring them and reproducing the device.

Once an item has been successfully completed, tested and produced only the production stage is usually required to reproduce that item.

Cost Rating

General Device	Description of	F.R.L.
Common cheap parts		2
Common Parts		4
Common expensive parts or hard to find items		6
High technology items not readily available		8
Rare/secret/high technology or illegal items		10

This table is for guidance. Referee's may decide that some devices require, for example, FRL 3 to fund. The F.R.L. is the Financial Resource Level that the character must have to fund the development.

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James Benjamin has a Financial Resource Level of 4. If he was building a device out of common parts, he could fund the development.

If he wanted to use expensive or hard to find parts, he would be unable to do so. He can fund - for 1 DUP a week - a rise to FRL 5 but would need to get a permanent pay rise (see improving resource levels above) to fund FRL 6.

(Of course, being a Brilliant Scientist he could acquire the parts through illegal means but this would have other consequences.)

The table below shows the effects of the difficulty of each stage.

The DUP column shows the number of DUPs it will take to complete each stage. The M.R.L. column shows the Material Resource Level that the character must have available to carry out the work themselves.

Note: If the character does not wish to do the work personally, but hire a suitable technician or scientist to do the work, this will cost. This will cost, the full

income of the equivalent FRL. The actual cost of the device is on top of this.

Difficulty level	Description	DUP	MRL
1	Easily made by almost everyone	1	3
2	Needs some knowledge or equipment	2	4
3	Needs a lot of knowledge or equipment	3	5
4	Needs great knowledge or specialist equipment	4	6
5	Needs innovative research and expert work	5	7

Each FRL is assumed to be worth double the FRL below but the reverse is not true.

Feldspar has FRL 4. He wishes to hire a workman to build a difficulty 2 device out of common parts.

This would cost FRL4 for the device and FRL 4 to hire the workman. By cashing in some shares (which takes a DUP) he is able to temporarily boost his income to FRL 5 and is able to afford both of them.

The character must also be present for all testing stages and half the design stages. If the character wishes to keep the blueprints, and to keep the technicians quiet, they must be paid as one FRL higher.

Example 1

The **Red Yoeman** wishes to develop some special arrows. He wants 20 concussive arrows which do +10 HTC damage on impact and which strike at +2 due to a built in homing device.

The Referee rates the explosives and homing devices involved as being Common Expensive/Hard to find items requiring FRL 6. The Red Yoeman is

FRL 5 and resolves to spend a DUP per week working extra-hard to earn the extra money needed,

Since the arrows could easily be based on known technology and are one-off items doing a limited amount of damage, the Referee gives them a difficulty rating of 2.

The Red Yoeman has a Material Resource level of 4 and so can build them himself.

The arrows have two functions: to do more damage and to strike easier. The Referee decides that each function will require 4 stages, Research, Design, Production and Testing - a total of 8 stages to produce the finished item. The Red Yoeman will have to devote two DUPs per stage to the work, a total of 16 DUPs.

Assuming Red Yoeman has about 4DUPs per week, the arrows will take just over 5 weeks to make. He will have to spend 1 DUP per week keeping his FRL up leaving 3 DUPs per week to spend building the arrows. Of course, he could skip the testing stage, reducing the DUPs to 12 and production time to 4 weeks. If he does so, each arrows will have a 10% failure chance (Difficulty level 2 x 5).

Once the arrows have been developed, a new batch will only need the production stage, requiring 4DUPs work at FRL 6.

Example 2

Dreadnought wants a set of powered armour. He wants it to be Defence Class 2; have a jet pack giving Flight Grade 1, give a Damage Modifier of +5; and have a built in radio/sensory enhancement device. Also it must allow the wearer to use his other powers: Superstrength, Health (Fast Recovery) and Martial Arts : Grade 2 Pugilism. Thus it is to have five functions which the Referee rates as follows:

Protection : Difficulty 4; FRL: 8; 5 stages (4DUP each) - 20DUP

Flight: Difficulty 5; FRL: 10; 5 stages (5DUP each)- 25DUP

Strength: Difficulty 4; FRL: 8; 4 stages (4DUP each) - 16DUP

Senses: Difficulty 3; FRL 4; 4 stages (3DUP each) - 12DUP

Non-restrict: Difficulty 3; FRL 2; 4 stages (3DUP each)- 12DUP

The Referee decided that both Protection and Flight would need a prototype stage because of the dangers involved to any wearer. Thus the armour would require 85DUP to build and would require access to FRL 10. Dreadnought would also need Material Resource level 7 or have to pay an enormous amount for the work to be done. Obviously, this item is likely to be out of the price range of everyone except a multi-millionaire.

Physical Developments

This covers new Superpowers gained through training and practice. In general, the only new powers that can be gained in this way are those that could be described as physical abilities (no new Energy Attacks, mutations, etc).

For example, **Lynx** has **Agility**, **Martial Arts** and **Animal Senses**. He could feasibly develop **Precision**.

The Referee must decide, on a scale of 1-5, how likely the development is after the player has stated categorically what is wanted.

DEVELOPMENT FEASIBILITY TABLE

Feasibility Level	Description
1	Barely Feasible
2	Feasible
3	Very Feasible
4	Hard natural progression
5	Easy natural progression

To obtain the new power, the character must accumulate **Learning Points** towards it. These are gained at a rate equal to the Feasibility Level per DUP of practice of the new power development. The new power is gained when the total number of Learning Points acquired is equal to or greater than 30 times the number of different powers already possessed by the character.

Thus, **Lynx** would need to accumulate 90 Learning Points to develop Precision.

Practice costs money (for targets, hire of gym facilities, etc). This is shown on the table below.

Chapter 9

Character Improvement

FRL	Training per week
1	Cannot afford
2	Cannot afford
3	1 DUP at a shady gym
4	1 DUP at good gym
5	2 DUPs
6	4 DUPs
7+	As much as they want (personal training facilities at home).

Learning Points may be acquired on patrol at the rate of Feasibility Level -3 per DUP on patrol.

Thus, this is only beneficial if the power desired is rated as a **natural progression**. Training on patrol costs nothing, but the player must state that the character intends to practice developing the required power while patrolling.

EXAMPLE 1

Stone Henge has Superstrength, Larger and Tough Skin. He wishes to develop powers in Martial Arts: Grade 1 Pugilism. Naturally enough, the Referee rates this as Development Feasibility Level 5 since this is an easy natural progression. Henge is familiar with melee and has the necessary physical capabilities. As he already has three powers, he will need to accumulate 90 Learning Points.

Each week, the player states that Stone Henge will devote 2DUPs to Patrolling and 2DUPs to Training in Pugilism. Thus he would accumulate $2 \times 2 + 2 \times 5$, 12 Learning Points each week and have to pay for the Training facilities. Since he is FRL 4, the Referee rules that this has to take place in a rough, seedy gym. At this rate he would learn Pugilism in a couple of months.

EXAMPLE 2:

Regina has Psi Powers and a Personal Force Field. For reasons of her own, she wishes to develop Skills as a Gymnast. The Referee rates this as 1 - a barely feasible development, since she has no major physical powers and no past experience in this area. Since she has 2 powers, she only needs to accumulate 60 Learning Points. However, she gains just 1 for each DUP devoted to Training in Gymnastics, and would gain none for patrolling.

Consequently, if she devoted every available DUP to training, it would still take her about 3 months to gain the power and would have cost her a significant amount of money for the training facilities. (If she wanted to train for 4 DUPs per week she would have to be at least FRL 6.

Refinements of Current Powers

This is probably the best way for characters to Improve powers. It covers such things as engaging multiple opponents with an Energy Attack, using Strength to Improve the character's grapple, using Speed to improve Defence Class, improving Dodge Modifiers, Strike Modifiers in parries, Strike Modifiers in combat, and anything else that falls in other category of improvement by using combinations, effects, or refinements of the character's existing powers.

The player should prepare the specifics of the power improvement desired. The Referee must then rate it using the following as a guideline.

INCREASE IN POWER POTENTIAL (IPP) TABLE

Level	Increase in Power Potential (IPP)	Description
1	Minor	Little offensive value - mostly defence.
2	Fair	New options for power.
3	Significant	Improves or alters power.
4	Large	Great improvement in offensive capacity.
5	Major	Doubles effectiveness of power.

To develop a refinement, a character must practice it number of DUPs equal to twice the IPP Rating+1d6+5;

Refinements may be developed while on patrol, but the player must specify that the character is doing this. For every 5 DUPs the character spends training on patrol, deduct 1 DUP from

the total time required for every 5 Detective Points that the character has.

(The more Detective Points the character has, the more minor crimes they will meet on patrol, and, hence, the more 'on-the-job' practice they will get.)

A character does not gain the power refinement, and cannot use it in scenarios, until the practice period has been completed.

Since this type of training deals with the powers that a character already has, it is assumed that they already have the equipment needed to train with that power so Power Refinements cost no money to develop.

Once a character has successfully acquired the Power refinement, they must continue to practice it for at least 1 DUP per week for a period equal to the IPP Rating in order to make the improvement automatic. They may use the refinement in scenarios, and this would count as the practice for that week. If they fail to practice for one of the weeks, they lose the use of it for one week during which they must allocate 2DUPs to practice to regain it or else start the entire practice period again.

Refinements are not Upgrades. Characters may Refine powers so as to effectively Upgrade them, but this depends the power. Generally, definitive powers cannot be Upgraded by a Refinement - Flight, Energy Attack capacity, etc.

EXAMPLE 1

Britannia wishes to use her shield to bowl people over rather than just impact them. She has Weapon Skill with the Shield in throwing mode and is reasonably strong. She is simply seeking a more precise use of the existing skill, which the Referee gives an IPP rating of 2. He rolls 1d6 and gets a 5, so Britannia will have to practice $2 \times 2 + 5 + 5$, 14DUPs, before she gains this refinement.

She has 18 Detective Points, however. If she practices this refinement whilst patrolling, she will only have to do so for 11DUPs.

Once she has acquired the new refinement, she must continue to practice it for 1 DUP per week for 2

weeks before refinement is firmly embedded in her armoury of tactics

EXAMPLE 2

Peregrine wishes to flap his wings to generate a gale similar to the wind that can be summoned by Weather Control. This is in effect a new power and thus doubles effectiveness of the existing power - a major innovation which the Referee gives an IPP rating of 5. The player rolls 1d6 and gets a 2. Peregrine will therefore have to practice for $2 \times 5 + 2 + 5 = 17$ DUPS, before this refinement is acquired. Having gained it, Peregrine will still have to practice for 1DUP per week for a further 5 weeks before it become a permanent ability.

Special Cases

There are many examples in the comic-books of characters discovering latent abilities, usually when they are close to defeat or death.

It is entirely up to the Referee what to permit in this area. In principle, there are two special circumstances in which a character can discover latent powers.

The first is when the character attempts to use one of their existing powers in an entirely new way. This is in effect a **Power Refinement** as described in that section. The Referee should only allow a character to do this in extreme circumstances since they will gain a Power Refinement immediately as a result.

Refinements such as this should only be allowed when the character is in real danger and there is no alternative. The character will almost always discover the new refinement and escape. However, the character must concentrate on practicing and coming to terms with this newly discovered refinement. The Referee will give the refinement an IPP rating according to the ratings under Refinements of Current Powers. The character must then practice the refinement for 4 times that IPP rating+1d6+5 DUPS. They must devote all their available DUPS to this activity until the refinement becomes permanent. They cannot devote DUPS to any other activity.

EXAMPLE

Outryder has been captured by **Rancour** and has been strapped to a strange machine.

Having gleaned from Racour's tirade of obnoxious gloating that the machine means his immediate and certain doom he attempts to use his Molecular Field Manipulation. Since his danger is immediate, he has no time to destabilise the outer covering of the machine or his bindings but has time only for one attempt at affecting an internal component. He therefore decides to destabilise some wiring within the machine to render it inoperative. This is a refinement of an existing power, in that Outryder is trying to destabilise something within range, but is neither sure of its existence or exact whereabouts. However, he has never before even attempted such a refinement.

The Referee gives this refinement a rating of 3. The player rolls 1d6 and rolls a 3. Once he has escaped, therefore, Outryder must then devote his next available 20DUPS ($4 \times 3 + 3 + 5$) to practicing this refinement.

The second type of discovery of a latent power is when the character:-

- i) develops a totally new Superpower which they never had before
- ii) discovers a Superpower they were previously unaware of
- iii) receives an upgrade of one of their existing powers which could be upgraded in no other way.

This type of discovery is controlled entirely by the Referee as part of a scenario. Rewards from grateful sorcerors or aliens, side effects of Villain experimentation or deathtraps, energy vortices etc. etc.

The powers that could be obtained in this manner span all those on the Superpower Generation Table and any others that might be invented.

Care must be taken when doing this. It is easy to upset the balance of the Campaign by suddenly granting one character extra powers. While it is neither likely nor desirable that all the characters will be of roughly equal power at the start of a Campaign, it is important that no one character becomes so devastatingly powerful that they can outdo all of the others put together. Avoid the situation where one particular character inevitably saves the day every time.

New powers should only be granted

in this manner to characters who deserve them in play. They could be rewarded for a truly heroic act in saving the lives of the others at their own expense or for some major contribution to the Campaign as a whole. They could be granted to characters who have had a lot bad luck in scenarios and have wasted a lot of time (DUPS) in hospital so that they will remain on a par with the other characters in the Campaign. This is at the Referee's discretion, and it should be handled with care. The Referee should work the development in as a natural part of the scenario, rather than just as a bolt out of the blue.

This method can also give disadvantages (temporary or otherwise) to any character that is becoming too powerful, especially if they are continually, and deliberately, exposing themselves to explosions, etc, in the hope of gaining some new power.

Whatever the reason for the character discovering a hitherto unknown power, the Referee must rate the increase in the character's Power Level using the following table.

INCREASE IN POWER LEVEL (IPL) TABLE

IPL	Description
1	Minimal - mainly for atmosphere in play
2	Minor - new power useful in small ways
3	Significant increase in ability
4	Large - new power increases offensive capacity
5	Major - new power doubles character's effectiveness

Whatever the discovery, it will take the character several weeks to come to terms with their new abilities. The number of weeks it takes for acclimatisation is equal to the IPL Rating + 1. During this period, the character is unable to utilise any spare DUPS for any purpose other than getting used to the new powers or taking part in scenarios.

EXAMPLE 1

Lynx, a character with Agility and Gymnastics Skill, is captured by the dread **Zookeeper** who uses him for vile experiments.

Chapter 9

Character Improvement

He is injected with the Zoomkeeper's experimental Serum, distilled from the blood of irradiated felines. Lynx consequently develops short fur all over his body and a vestigial tail. The Referee considers this a slight upgrading of the Gymnastics Skill - the character could hang upside down by his tail and attack with his hands, etc. Since this is a minimal improvement, mainly developing the character and personality of the hero, the rating is a Power Level increase of 1. Lynx will therefore take 2 weeks to become accustomed to his new physiognomy. The Referee also adjusts the character's Personal and Public Status scores because of this change.

EXAMPLE 2

Shadowguard uses his Teleportation Power to drag a Nuclear Bomb into the shadow dimension as it explodes saving millions of lives. Miraculously, he does not die but emerges from another shadow as a being of pure thought, his physical body left far behind. (This is the Referee's decision, but he deserved it for his heroics.) In his new form, he cannot be hurt by any attack except Energy Attacks (or similar), Psi Attacks and Magic. He lives off shadows and needs neither food nor sleep. This is a major increase in the hero's powers which has a rating of 5. It will therefore take him 6 weeks to become accustomed to his new state of being.

There are a variety of systems presented here to allow improvement in all aspects of the Heroes' character. It is up to the Referee to choose which system they think is appropriate for each situation.

They can then adapt the given systems to produce the results they want.

In fact, during the production of this version of the rules one of the original designers argued strongly that the only character improvement system which was needed was the one for Refinements of Powers as this could be adapted to work in all situations. Consequently, this was the only character improvement system to be included in the shorter, basic, rules as it is possible to run the game using just this one system.

All the systems from the original game have been included here as many players prefer a wider range of improvement options. It will take Referees time to become familiar with their effect upon the game. (See **Campaigns - Advice**).

Patrolling

Sooner or later, most characters will devote some of their spare time (DUPs) to patrolling the streets in search of crime.

Because of the variety of different challenges that exist on the streets and the number of different situations a character can encounter each DUP devoted to patrolling counts as three to be allocated, by the Referee, between:

- 1) Improving or maintaining improved Attributes or ratings
- 2) Physical Developments (of feasibility 4 or 5)
- 3) Practicing Power Refinements

Although each DUP spent patrolling in effect counts as 3 DUPs, no more than one can be counted towards any one specific thing.

DUPs spent patrolling can also benefit any number of the characters ratings for Public Status, Personal Status and Detective Points. Approachability is an obvious example. The Referee will determine which of the characters ratings will benefit from regular patrols - but this will normally mean simply raising low scores into average ones. High ratings are usually obtained through specific events/actions that take place in Scenarios and/or training/developments as outlined above.



Chapter 10

Adventures - Rules

The Squadron UK game revolves around the playing of Adventures (or Scenarios). These can be simple or complex. At the simplest level, one or more criminals are attempting to commit a crime and the Hero characters are attempting to stop them. At their more complex, scenarios can be part of multi-chapter stories featuring a variety of characters, plots and sub-plots.

An example scenario is given towards the end of these rules and is hoped that many more scenarios will be made available in the future. However, most of the adventures will be planned out, before each game session starts, by the individual Referee.

There is some advice on ways of doing this in the next chapter, **Adventures - Advice**. This chapter contains the additional rules which the Referee may need to plan their adventures and which players need not know.

As usual, this chapter contains rules which Referees can choose to use if they wish. However, you don't have to stick to the letter of these rules every single time. For example, if someone with Superstrength thumps a wall, you might just assume that they punch a hole in it. They don't always have to roll damage and look this up on the **Destroying Objects** table.

There are three main elements to every adventure. The first of these is the **Plot** or story behind the adventure. This is discussed in detail more in the next chapter. The other two elements are the **Setting** for the adventure and the **Characters** involved.

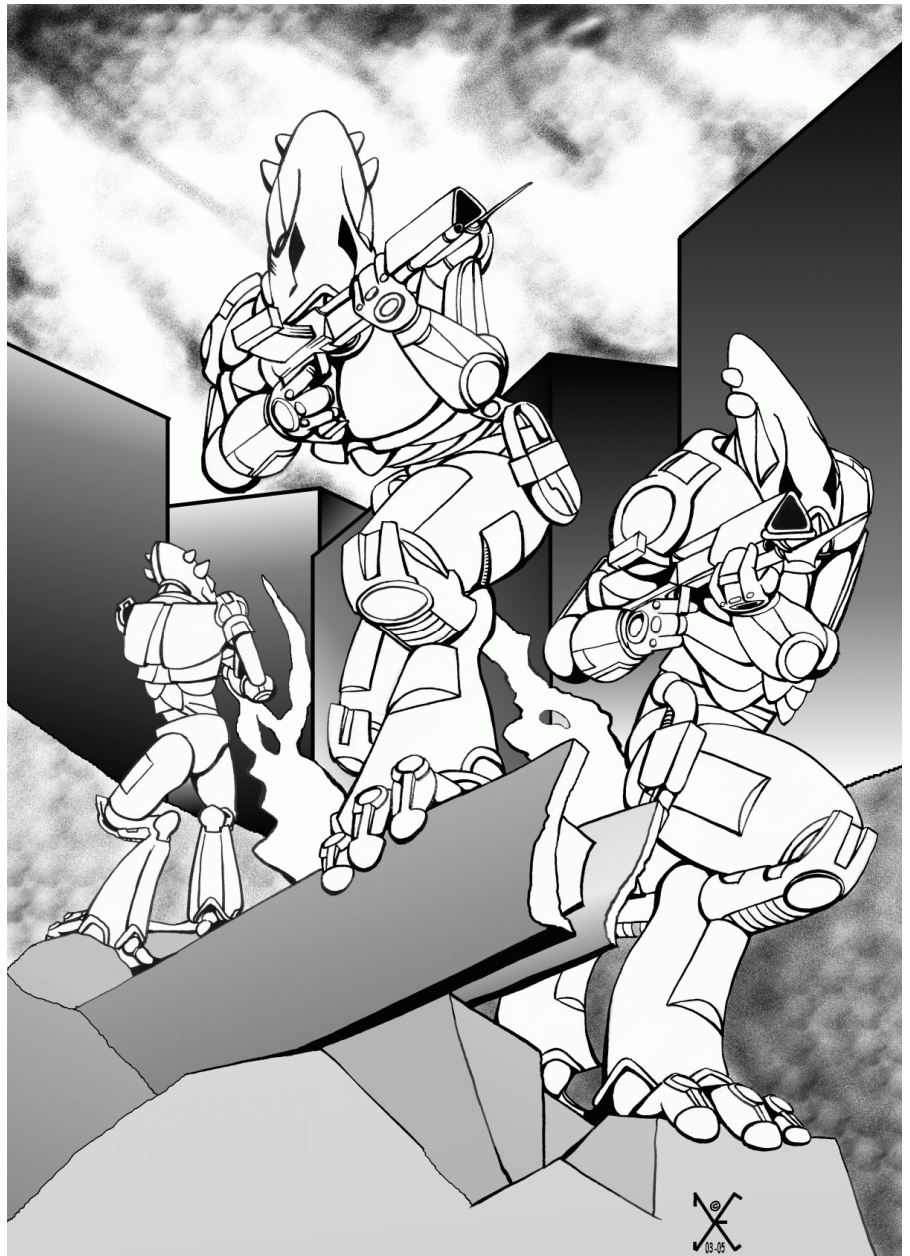
Setting

This may include one or more of the following items:-

Buildings

The various components of a building should have HTK and Defence Class dependent on the size of the component and type and structure of the building. This HTK value is the damage required to destroy that component.

The Destroy column on the **table for**



Pushing, Lifting, Throwing Objects (see **Combat Options**) should be used as a guideline. The most common elements are the doors and walls for which some general guidelines are given below.

Doors

These have 1-10HTK according to their size and structure or determined at random by rolling 1d10. Doors should also have a Defence Class. Usually doors of 6-10 HTK will be heavy metal doors with a DC of 5 or even 4 (with the appropriate damage divider) and doors of 1-2HTK would be very light or fragile (e.g. glass) with a DC of 12.

Some heavily armoured security doors would exceed these figures. The

door's entire HTK must be destroyed before the door is considered to have been battered open.

Walls

These have from 6-15HTK according to the type of wall or at random by rolling 1d10+5. Generally, walls will have a Defence Class ranging from 6 to 3, depending on their thickness and structure.

Some, like an internal partition will have lower HTK and others, such as specially armoured vaults may have higher figures.

Chapter 10

Adventures – Rules

The HTK represents a door-sized area of the wall. Thus, the wall's entire HTK must be destroyed before a hole large enough to pass through is made.

Objects

The details for pushing, lifting, throwing and tearing apart objects are given in the **Combat Options** section. However, some have Defence Classes.

For example, a reinforced concrete bunker would be DC3, the best Defence Class a normal type of object could have. Special objects, i.e. those that are an integral part of a character's Superpowers, might have a better DC.

Damage from objects

The damage from an object when thrown as a hand-hurled missile is covered in **Weapons**.

The damage an object would inflict if it fell on a character is equal to the Strength required to throw the object (see **Combat Options: Throwing**) with a Modifier of plus 2 per 5 metres of fall over 5m to a maximum Modifier of 100 and minus 1 for any fall of less than 5m. The damage inflicted on both HTC and HTK.

Thus if a safe were to fall from 20 metres onto a character, it would do 16 plus 6: a total of 22 HTC and 22 HTK.

The object must be of a type to drop like the proverbial stone: obviously a feather or Ping-Pong ball would do no damage no matter from what height they fell.

This is treated as a hand-hurled missile attack and the victim can respond as appropriate, except that the victim may also have time to simply move out of the way, depending on the height from the object is falling. (As a guide, objects fall 40m in one Round, a further 140m in the 2nd Round, 220m in the 3rd, and 320m in each subsequent Round.)

Thus, in the above example, the safe would take 1 Round to fall meaning that anyone underneath who saw it fall would have ample time to simply move out of the way or dive/charge to knock others from beneath it. In practice, any Combat Response automatically succeeds if the object still has 20m or more to fall at the time of the response

Vehicles

Vehicle movement is described in the form: **Acceleration/Maximum Speed**. The Acceleration is the distance in metres that the vehicle moves in the first round and the amount by which movement can be increased each Round until Maximum Speed is reached. The vehicle can then move at that Movement each Round.

As a yardstick for vehicles, a sports car would be 20/160. As it can increase its Movement by 20m each round up to a Movement of 160m in one Round.

The speed would be subject to the road and traffic conditions. In normal daytime city traffic, a road vehicle would not be able to reach a speed of about 40m per Round. On a motorway it could reach its maximum speed.

Note that Vehicle Movement is per Round. The distance is subdivided depending on how many Frames per Round the driver has. When a vehicle is Accelerating, the speed that it accelerates up to in that round is the amount that is subdivided for Frame Movement.

For example, a vehicle is stationary but can accelerate by 12m per Round: in the first Round it will move 12m, so it would Move 3m each Frame if the driver had 4 Frames or 6m each Frame if the driver had 2 Frames. In the second Round it would have accelerated to a speed of 24m. Then if the driver had 4 Frames, it could Move 6m in each Frame if the driver had only 2 Frames, 12m in each Frame.

The details for pushing, lifting, throwing and tearing apart vehicles are given in the Combat Options section. However you must allocate a Defence Class to vehicles, depending on their structure (see Defence Class).

For example, a tank would Defence Class 3, the best Defence Class a normal type of vehicle could have.

The damage a vehicle would inflict if it drove into a character is equal to the Strength required to **throw** the vehicle (see: **Combat Options**) with a Modifier of +1 per 2 metres of speed per Round over 20m per Round or -2 per metre of speed under 20m per Round.

The damage inflicted is split: one half, with odd halves rounded up, HTC and the remainder HTK.

Thus if a heavy lorry doing 40m per Round ran into a character, it would do 51 plus 10 a total of 61. This would be split to 31HTC and 30HTK. This is treated as a normal attack and the victim can Respond as appropriate, but is as a hand-hurled missile attack with regards to parrying.

The victim is unlikely to take all the HTK. The push-back is more than likely to knock them clear. If the HTC causes push-back (see **Damage: pushback**), make an automatic dodge roll for the character against a WC2 attack, without any Dodge Modifiers (see **Combat Responses**).

On any result other than a failure, the victim knocked clear of the vehicle's path and only takes half the HTK damage.



Characters

Apart from the Heroes there will be a number of other characters present controlled by the Referee.

Passersby

Ordinary people have two frames per round, a move of 3m per frame, a DC of 10-12 (normally 12) and will be rendered unconscious by any attack. They have no attacks and act in the last two frames of the Heroes' turn after all the Heroes have acted.

Thugs

Low grade criminals have two frames per round, a move of 3m per frame, a DC of 10-12 and will be rendered unconscious by any attack involving a Superpower or with a damage bonus. All other attacks stagger them. (Two "normal" attacks knock them out.) They normally have one-handed concussive or penetrative attacks (fists/clubs/knives) or pistols/shotguns and are WC 0 or 1. They act in the last two frames of the Villains' turn after all the Heroes have acted.

Goons

This higher class of villain has two frames per round, a move of 4m per frame, a DC of 7-10 and will be rendered unconscious by any attack involving a Superpower or with a damage bonus. All other attacks stagger them. (Two "normal" attacks knock them out.) They normally have pistols/shotguns and are WC 0 or 1. They act in the last two frames of the Villains' turn after all the Heroes have acted. These tend to appear with a leader or Supervillain, wear uniforms (without name-tags) and act in a disciplined manner.

Cronies

These are minor characters, detailed in the same way as the Heroes (Ego, Str, Dex, Vig etc.) but their attributes may be generated by rolling 2d6 or an unmodified 3d6. They may have 3 or 4 Frames per round and may possess a handful of minor Superpowers. They have a DC of 5-8 and act/attack according to the rules which govern the characters. They may be found leading groups of Thugs or Goons. They will wear flashy suits or uniforms (with name-tags).

Villains

These are the major opponents. They are generated in exactly the same way as the Heroes except that the Referee may choose to give them a greater or smaller number of Superpower rolls or, even, choose their Superpowers to suit a character design or figure they have in mind.

A variety of pre-generated villains are given later in these rules and it is hoped that many more will be made available later.

However, it is both fun and easy for Referees to use these rules to generate their own villains.

Megavillains

These are the puppet masters and kingpins eventually revealed as being behind all the crimes committed throughout the campaign. These characters are tough enough to take on a group of Heroes on their own. The Referee will select appropriate levels for their attributes and a huge range of Superpowers - usually at the highest grade.

In addition to all this, a Megavillain gets three frames per round plus an additional frame for each opponent they are facing. They are not bound by the initiative roll but can use their frames whenever they wish to.

Other characters: are possible. A policeman who is passing by might have 3 frames, be DC8 and WC: 1.

Robots only have HTK and take no HTC damage.

Animals can be designed with appropriate attributes and giving them appropriate one or two-handed attacks.

An alien race could have a particular Superpower as standard.

Any combination of attributes and abilities is allowed as long as it can be justified and fits with the Referee's ideas for the adventure.



Chapter 11

Your first Adventure

Chapter 11

Your first Adventure

Your first game is going to be doddle. You're not even going to run the scenario in this book. You're going to set up your own. It's all explained in this chapter.

If you're an experienced role-player or games-master you may wish to skip this chapter and go straight on to the advice in the next chapter. This will allow you to plan more detailed adventures for your players.

Step 1:

You will need some dice, six-sided, ten-sided and twenty-sided.

You will probably have to buy these from a games shops, sorry. The alternatives are - to be honest - rubbish - especially the 20-sided spinner!

Step 2:

Photocopy two character sheets. Roll yourself a character using the rules given earlier in the book. Design him/her as if they were your Hero. They're not going to be but, at this stage, you need to get some idea about how the character generation system works.

I suggest you use 8 power rolls but make one of them an **Advantageous Background**. Make sure you come up with a good rationalisation and a good name for the character.

Step 3:

If you do not already have an appropriate playing surface, get yourself a BIG piece of paper - stick 4 pieces of A4 together to make sheet of A2 if you have to. If you've got time to draw out a 1" grid. 1" graph paper (or similar) might save time.

Draw out a simple street scene. Put a 4" wide road across the middle of the paper with a 3" wide side road. Add pavements - 1" wide. Divide the area alongside the pavements into rectangles to show shops.



Step 4:

If you don't have figures, simply cut out some card circles or stick labels on pennies. Write "C" for civilian on some and "T" (for Thug) on the others. Half a dozen of each should be enough.

Step 5:

For the Heroes and Villains, photocopy some of pictures from this book (I won't tell the artists, honest!) and cut out their faces. Stick THEM on pennies or bits of card.

Step 6:

Find a couple of toy cars or draw out a couple of cars onto card and cut them out. (About 3" by 1.5")

Step 7:

Choose a token or figure for your Hero and put it on one end of the game map. Place ALL your Thug tokens on the other end.

Reading the combat rules, carefully play out a short battle between the Hero and the Thugs.

Make the Thugs 2 Frames, DC: 12 with WC: 0 guns (d6+3 HTC, 2d6+3 HTK). Pay particular note to the rules on Heroes getting four free combat responses vs. low WC attacks and low DCs being immune to low WC attacks.

The battle shouldn't last long.

Step 8:

Now roll another character. You can use 6, 7 or 8 power rolls depending on your level of confidence (use 6 if you are an experienced gamesmaster or role-player). Do NOT choose an Advantageous Background. Design him/her as a baddie.

Step 9:

Choose a token for the new character and run a couple of rounds of battle between your hero and your new character.

This will take longer because of all the options they each have.

Step 10:

Double check in your own mind that you understand all the rules for the Superpowers possessed by your two characters and that you have a good grasp of how the combat system works.

Change your rationalisation for your first character (in your own mind) from an Heroic to an Evil one so that they are now both baddies.

Step 11:

Photocopy some more character sheets and invite your friends around to play Squadron UK. Don't bother too much with a detailed campaign background at this stage, just set it in your own home town and use the Superpower Generation Table given in these rules.

Help your friends create their own Hero characters. Give as much help and support as they need. Ensure two things - firstly that their Heroes do not have silly or inappropriate names and secondly that - between you - you work out a reasonable rationale for all their Superpowers.

Step 12:

Give them all a token or figure for their Hero, put these onto the edges of the map. Explain that they are on their first patrol - in costume - when they have come across a crime. Set up your thug figures on the table, along with the civilians, and explain what they see. (Have the thugs running out of the bank with bags of cash to waiting cars, the passerby running away etc.) Keep it simple. No hostages or the like.

Step 13:

Roll initiative and play out a round of combat between the Heroes and the Thugs. Describe the thug's shiney, heavy, black pistols as they pump their slugs into the Heroes before you let on about the Heroes' free dodges etc.

Keep an eye at this stage for Heroes who approach cautiously (low **Heroism** rating) and those who deliberately position themselves between the Thugs and Civilians (high **Heroism** and **Public Relations** ratings).

People who call out - in character - ("Throw down your weapons, evil-doers! LUCIFER is here!") will get a high **Expression** rating later.

The players should start this round nervously but discover just how tough their characters are before it is over.

Step 14:

In round two the two bad-guys appear. Your first character should be the boss and the second should be his hireling.

Roll initiative as before. When it is the bad guys' go, have the boss character leap out of the bank making an appropriately verbose opening statement. "Puny worms" is always a good phrase to use along with "crush you like the ants you are".

If any of the Hero characters had done anything clever (like sneaking around the back of the building or seeking a lookout) let them discover the other character. Otherwise let him be called into action by his boss. This guy should also talk but be more monosyllabic and use the word "boss" a lot.

If the Heroes outnumber the villains and there aren't any thugs left conscious, simply pick up a few of the unconscious thug counters and have a couple more come out of the bank.

Step 15:

Run the game and have fun!

Between the two villains and the thugs the Heroes should have a reasonable battle but they should win it fairly easily. This is supposed to happen.

Step 16:

After the battle say that the Police have turned up to arrest the bad-guys and that reporters want an interview with the Heroes. Anyone who says they want to question the bad-guys will get a good **Methods** rating and a good **Use of Powers** rating if they use their Superpowers. People speaking to the press get a high **Public Relations** rating. If they hand over the bad-guys to the Police they get a good **Backing** score, if they are slow to do so (because they are questioning them?) their score will be lower.

Step 17:

Thank the players and give them their ratings. If you've kept your eyes open during the game, these should be fairly straightforward. If in doubt be generous but not too generous. 4 is a good score in most ratings and everyone can't be good at everything.

The Practice rating of this Scenario is 5. This averages with the zero Heroes currently have to give them a starting Practice of 3. All characters - even if they were knocked out with one punch - should get a success rating of 1. ("You distracted the villain at a crucial moment.")

Step 18:

If the players ask you for another game, you can now consider running the scenario in this rulebook or using the guidelines in the next chapter to design one of your own.



Chapter 12

Adventures - Advice

Compared with other Role-playing games there is good news and bad news about designing and running Squadron UK adventures.

First of all the bad news. Many role-playing games can be played merely through verbal interaction between Players and Referee using the minimum of gaming equipment. Squadron UK is *not* one of those games. Because it revolves around superpowered slugfests, you do need some way of setting these up on the table. So you need some equipment.

Equipment

To play Squadron UK you need:

- 1) Dice.
- 2) A playing surface.
- 3) Figures for the characters.
- 4) Vehicles and other props.

Dice

At the time of writing, this author does not know exactly what will be available to support Squadron UK through the Internet. Naturally I hope that almost everything you need will be available for cheap or inexpensive download from a variety of sources. However, you are actually going to have to either order some dice or leave your house to go to your local games stores and buy some.

You will need several 6-sided dice (these can be raided from other games). You will need two ten-sided dice (to roll Critical hits and Misses and to generate percentage rolls for character generation) and at least one twenty-sided die for combat.

Of course, if you already play role-playing games you've probably already got these (and more).

Playing Surface

At the top end of your choices there are 3D city-scape terrain sets you can purchase from specialist games stores or download for printing on your computer. For out-of-town adventures you can use Wargames or model railway scenery.



C D.Eddie 04

Impressive but not especially cheap or easy to use.

At the other end, you can start like I did. I got a wallchart calendar I didn't need (it was all neatly folded and came free with a magazine, I think). I turned it over and onto the blank side. I drew a 1" pencil grid and a basic streetplan in black ink. Basic but cheap and easy to use. It folds down to almost pocket size for easy transport but unfolds to almost table-top size. I've still got it today (a quarter of a century later) and sometimes use it for nostalgic reasons.

In the middle, most Referees use boards or mats - marked with grids - on which terrain can be drawn and erased using special pens. Mats like this are available from specialist suppliers.

However, I personally use boards made from Artist's mounting Board or Hardboard. On these I draw the ubiquitous 1" pencil grid. I then cover them with clear sticky-backed plastic and use Overhead Projector Pens or (by preference) Dry-Wipe Whiteboard pens to draw out terrain as I need it. (I transport these in a big cardboard envelope from a huge card I bought an old girlfriend once. She thought I was being romantic - I just wanted the envelope.) This sort of terrain is relatively inexpensive to produce, sturdy and flexible to use.

Published scenarios may also come with maps which can be printed or photocopied - possibly being enlarged - to use as a ready-made detailed playing surface.

Figures

You need to know where all the characters are during a fight. This means you need a token of some kind. You CAN use counters but it's so much more fun to use figures. There are a wide range of metal and plastic figures available commercially and you should try to obtain some of these for the players' Hero characters and - possibly - for the most important bad guys.

However, it can get expensive to use figures for every character, every thug and every civilian. It can be also be quite difficult to obtain suitable figures for "ordinary" people. Therefore, most gamers use cardboard figures to represent the majority of the minor characters in the game. These can be bought from games shops, downloaded from e-shops or, even, created at home. With commercially available software it is now possible to create illustrations of game characters. These can then be reduced, printed on card and used to make cardboard figures of a suitable scale.

Vehicles

It is possible to use toy cars and plastic models to represent the various vehicles/aircraft etc. in the game and this might prove necessary if you've invested in the expensive 3D terrain. However, not only do the cars have a tendency to roll around all over the place but collecting all the various helicopters you'll need can get expensive and there aren't many models around of high-tech hover platforms mounted with alien death-ray projectors.

Sooner or later it's likely you'll have to draw out some vehicle, weapon or other prop for yourself, so you might as well start by drawing out a couple of cars. You'll be surprised how easy it is to get effective results - and they're only there to be tossed around by the super-strong types anyway.

Planning

One-off games

Here's the good news. Once you've got your terrain, figures etc. planning a Squadron UK adventure can be an absolute piece of cake. Think of a crime, pick some bad guys (or roll a couple if you haven't got any designed), put the figures on the table and have at it.

This is explained in the previous chapter.

To be honest, most gaming groups do not play Squadron UK as their main game - they're off with the elves and dragons. However, Squadron UK makes an ideal change from those games. Apart from the fact that everyone starts at "high-level" - the fact that it is possible to just throw together an adventure at the last minute when someone fails to turn up to a gaming session makes it an excellent game to keep to hand for emergencies.

A problem might occur with the game if these sort of thrown-together adventures are the only sort which are played. However, they have additional uses. Every gaming group should consider playing adventures of this sort from time to time. They should not be dismissed out of hand for three main reasons.

Firstly - when you have been involved in a complex multi-chapter adventure saving the world - "going back to basics" provides a welcome change of pace.

Secondly, an experienced Referee can use this sort of one-off adventure to "wing" an introduction to a new and, as yet, undesigned multi-part adventure. It is immense fun to make up the contents of the thugs' swag bags at the moment the Hero opens them and watch the players try and work out why the villains are stealing such obscure items. Sooner or later one of them is going to come up with some outrageous theory or other which gives you the next chapter in the adventure.

Finally, and one of the main strengths of Squadron UK as a game, if the Referee is short of ideas for a new scenario the game itself will give you some. Simply roll a couple of characters and the rationale of their powers - and the rationale behind the reason(s) they are working together - will tell you what sort of evil plots they are likely to set up.

The Referee generates two random 8-power characters:

Firstly: Agility 2, Growth, Stretch 2, Strength, Teleport 2

Obviously some kind of pure energy being (hence the ability to manipulate its shape etc.)

Secondly: Energy Attack 3, Mass variation - self, Wallcrawling, Energy Reflection, Weaponskill

This will be someone who uses a device (staff/rod?) to manipulate gravitic energies.

Unfortunately, neither of these are Brilliant Scientists so how did they get their powers?

Let us suppose the Gravity guy stole his Staff from a Brilliant Scientist. During the theft the scientist was killed and the experiment he was working on back-fired creating the Energy being. The thief is now responsible for its creation and is being forced to kidnap scientists, serums, devices etc. in order to try and find a cure.

Alternatively, the Gravity guy has stolen the device from an alien culture who have dispatched the energy being to bring it back.

Or, if you want a magical background, the Gravity guy is an ancient warrior whose powers come from a magic sword and who possesses a magic lamp with a genie in it.

Storylines

So one-off "thrown together" adventures have an important role in playing Squadron UK. However, they aren't the only option. Most Referees prefer to take some time to plan out more complex adventures.

The most obvious way to make adventures more involved and relevant is to play them as part of an on-going campaign. This is discussed in more detail in the next chapter.

Even if you do NOT play your games as part of an on-going campaign, however, you can still design some quite involved events. The usual way to do this is to plan a series of events or plot elements - many of them battles between the good guys and bad guys - which make up a storyline for the players to follow. Often this is designed as some sort of flow-chart with the Heroes' actions determining the manner in which they proceed through the adventure.

The Manchester Marauders encounter Heavy Metal stealing a strange device from a research lab.

If they defeat him, they can question him. If he escapes, they will find clues which they can follow.

Chapter 12

Adventures - Advice

In either event they are ambushed by Metal's team-mates. Whether they win or lose, they discover details of how the stolen technology is to be used and the name of the Mega-villain behind the plot. They must escape (if necessary), track down the villains and foil their scheme.

Ideas for Squadron UK adventures can come from anywhere. The plots of Hollywood blockbusters or TV thrillers can be used, and often become nearly unrecognisable once the names and places have been changed. News items can give ideas.

How would the Heroes cope with a National Strike - especially if they discover an evil mastermind is behind it?

Another source of ideas is to focus on one particular idea. It is possible to create an adventure around one of the Heroes or, even, a specific Superpower one of them possesses but doesn't use very often. This is discussed a bit more in the next chapter. You can also base a game around one specific game aspect. Maybe there is a particular Superpower you want to try out or there is a rating which doesn't seem to be changing much. A Scenario giving the players options to change their **Public Relations** or **Conscience scores** can be very interesting.

Finally there are loads of pre-designed adventures around. As of writing, I don't know how many will be available for SqUK but - even if only a couple get published - there are adventures available written for (shock!) other similar role-playing games which can be easily customised. All you have to do is re-design the protagonists under the SqUK system.

This isn't the end though. Because of the nature of the source material upon which the game is based, it is not unusual to find Superpowered Crimefighters in a variety of settings. So all you have to do is have a Heroes meet a group of aliens and then they can head off across the Universe to take part in that Science Fiction scenario you downloaded from the Internet.

Alternatively, all you need is some Time-travelling Megavillain and the Heroes can be back in the dark ages

adventuring with the Elves and Dragons. Obviously, you shouldn't over-use this idea, but it makes an interesting change of pace from time to time.

Running Adventures

Because Squadron UK revolves around battles between Superpowered Crimefighters and evil criminals most of the rules in this book relate to this sort of activity.

It is possible to run the game in between battles without any game rules at all, simply through verbal interaction between the Referee and the Players. The players say what they are doing and the Referee states what happens as a result. This will usually be from notes they have made before the game or through their on-the-spot decisions about the likely outcomes of the players' actions.

Leon(player): We drive to the address we found written on the envelope.

Simon (Referee): It's dark. The lamposts are alight and there is a light drizzle. The house you're looking for is in the middle of a row of terraces.

Leon: We park and go up to the door. We ring the door bell.

Simon: There's no response.

Daniel: Moonbeam teleports to the back door.

Leon: Polymer pushes his finger into the lock and shapechanges it into the shape of a key.

(This is an ability he has developed through the expenditure of DUPs.)

Simon: Polymer opens the door. The lights are on but there's no-one at home. Moonbeam sees the back door start to open.....

Daniel: I project the image of a rabid rottweiler waiting to pounce on the person that comes out.

Sometimes, however, it is useful to have game systems which allow fate to take a hand what happens.

Otherwise players may get the impression that the Referee arbitrarily deciding the outcome of events.

Here are two systems you may choose to use:

Using Ratings

Public Status, **Personal Status** and **Detective Points** can be used to as a guide to find out how successful the characters are.

Whenever the character tries to use their Charisma to influence a situation ("Throw down your weapon and surrender!"), **Public Status** should be used to find out the chance of this succeeding.

Whenever the character is searching, looking around or using any kind of Perception ("I look for tyre marks") use **Detective Points**.

If there is no other suitable attribute or Luck is needed ("I cut the blue wire") then use **Personal Status**.

Note that these ratings should not supersede or replace any Superpowers (such as Probability Manipulation or Heightened Senses) but are in addition to them.

To determine the chance of success, multiply the relevant rating by a number between 1 and 5 to find the percentage chance of success and then roll percentage dice. If you have difficulty deciding the number to multiply by, try this table:

Likelihood of Success	Multiplier
Very Unlikely	1
Unlikely	2
Possible	3
Probable	4
Very Probable	5

Daniel specifies that Moonbeam is searching a flat. Moonbeam has 18 Detective Points. The Referee knows that the victim has hidden her diary in a secret compartment. It is **Unlikely** that Moonbeam will find it.

2 x 18 = 36% chance.

However, if Daniel specifies that Moonbeam is pulling up the carpets, emptying every drawer and searching down the back of the settee, this will go up to **Probable**.

$4 \times 18 = 72\%$ chance of succeeding.

Whether you make these rolls "in the open" or in secret is up to you depending upon the degree of information you wish to reveal. Usually the players make all the rolls. If it is Public Status they will be aware of the calculations, if they are using Detective Points they will not know the exact roll they need.

The d6 table

This is a completely optional rule. It is an extension of the principle - used in character generation - that the game is more fun if you let fate have a hand in determining events.

Simply put, whenever a player states a course of action which has a number of possible outcomes you write six outcomes down on a piece of paper and roll a six-sided die to decide which one occurs.

The simplest example of this is during a typical slugfest in a city street. When the Hero is "pushed back" through the window of a nearby shop you get the players to call out 5 possible shops and roll a d6 to see which shop has been wrecked. (The sixth possibility is usually "something else" which would require a further roll on a new table with different shops.)

Two examples from my own games:

The Heroes had just foiled a villains' plot aboard a space station. As they abandoned the badly damaged satellite, it's fate was determined by a d6 roll. Did it keep orbiting the Earth, explode, drift into space, burn up in the atmosphere? As it turned out, its orbit decayed but it did NOT burn up.

Where did it land? Two thirds of the Earth is covered by Ocean. A d6 roll of 2, however, indicated it had come down on land.

5 continents were listed (and "other" to cover islands etc).

The station crashed down on Australia.

Whew! Most of Australia is desert (a roll of 1-4, 5 being cities, 6 being "other" - Ayres Rock etc). Unfortunately a roll of 5 meant it landed on a city. A list of 6 Australian cities and a roll determined that the Space Station had crashed on Sydney Australia.

Whoops!

If I as Referee had simply determined that the satellite had exploded or burnt up in the atmosphere, then there would be no consequences for the Heroes failing to secure its fate before abandoning it. On the other hand, if I had arbitrarily ruled that the Space Station had levelled part of Sydney I could've been accused of "punishing" the players. Instead we got an interesting storyline to be followed up later - when the Australian Government sought extradition of the Heroes and sent agents to bring them in.

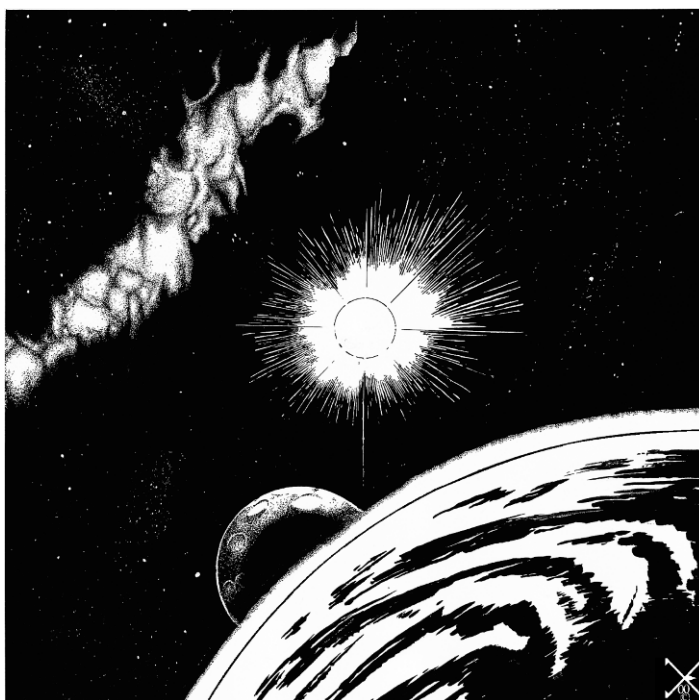
There is an alien Supergroup known as the **Star Guard**. Their leaders decided that there weren't enough Star Guards to patrol space so they decided to create more. Taking "templates" from the existing Guard's they grafted them onto an android body, known as the **Star God**.

When the Star God went mad and chased an alien spy to Earth, the Heroes became involved. They tracked the Star God back to its base where - at great cost - they managed to temporarily defeat it. At this point, as Referee, I had assumed the Heroes would use the Alien Technology to strip the Star God of its powers by removing the "templates". Instead, one of them had the bright idea to overlay one template - that of a fiery energy attacker - onto the Star God over and over and over again to "burn him out".

What happens? I created a d6 table. By negotiation with the players I put down a number of possibilities. The plan could succeed or fail. The equipment could survive, burn out or explode. One possibility we put down was that the additional power made the Star God mega-powerful. Guess which option came up?

Yup. The mega-powerful Star God did defeat the Heroes. He did conquer the Earth.

It took a lot of planning and hard work - involving hitting him with a comet and dropping him into a black hole - to finally defeat him. Again, a plot-line I had not conceived virtually writing itself for me and my players to enjoy.



Chapter 13

Campaigns - Advice

As mentioned earlier, the best way to run SqUK adventures is as part of a continuing campaign. Put at its most simple this means that - instead of each adventure being a one-off self-contained event - each adventure leads into another one featuring the same characters. This gives players a chance to improve their characters and refine their personalities.

There do not have to be any overt links between the adventures - other than the fact that they feature the same Heroes - but once you start running the game you will find links developing. Villains who escape capture will return in the future. Heroes will forge links with the Police or Underworld and regularly call on their contacts for information.

This is how you should start running Squadron UK. Let your players make their Heroes and fight a few battles against bad guys in their own home town. Then put them through more complex multi-issue adventures. Along the way introduce elements from their backgrounds, have non-player characters return from time to time to help or hinder the Heroes, give them a base or Headquarters, have the press support or hound them etc. etc. and, before you know it, you will have a living breathing world on your hands.

One of the joys of this game is the way the adventures almost write themselves and this applies to campaigns as much as anything else. However, you may reach a point where you or your players find things getting a bit "samey" within such an organic, self-creating campaign setting. A problem with Squadron UK is the fact that Heroes rarely die - in a game where the character generation system is such fun and everyone always enjoys making a new Hero. With the same characters adventuring together over and over again, the campaign can come to feel like a comfy old slipper.

Fixing an existing campaign

There are a number of things you can do to spice the game up:

Change the setting.

A multi-part adventure set half-way across the galaxy, in the past, in another dimension or in a lost subterranean civilisation can spice things up.

Change the danger level.

Heroes rarely die and the game is written with this in mind. However, all you need to do is add a few incorporeal demons who use their Intangibility to cause HTK damage or have a Sorceress summon arcane beasts whose claws and bites do more HTK than HTC and, suddenly, you've got a different game.

Change the Heroes.

Each player could take on a new character within the same game world. These could be freelance in a world where the original Heroes are in a superteam (or vice versa).

One possibility is to have the new Heroes as sidekicks or a back-up team for the original group or to base them in a different town. (One interesting variation I have seen of this is to have the new team recruited from defeated and rehabilitated villains.)

Change the era.

Suddenly it's the 22nd century and the original Heroes are just legends out of history. Or it's back in Victorian times with the steam-powered battle armour.

Change the Referee.

This is a very powerful but very enjoyable option. Novel-writing and British television sit-coms are the only media in which a single author is expected to maintain any long-running series on their own. Comics, film franchises, TV series etc. all use a variety of authors.

When the players start to get a bit bored and you're running out of ideas, hand the whole thing over to one of them. They can retire their Hero and you can make a new one to join. Trust me, it's fascinating for both of you to see what it's like on the other side of the fence. Sub-plots you'd forgotten suddenly start to take shape and make sense. You finally understand why they all hated that wonderful villain you'd invented.

However, sooner or later you will probably need to "retire" a campaign.

Just put it away and take it out once a year and dust it off and run a new adventure "for old times sake". Time for pastures new.

Starting a New Campaign

Whilst experienced Referees might choose to start running Squadron UK with a "bespoke" Universe of their own design, it is strongly recommended that most of you start with the sort of "organic" self-generating campaign outlined above. This is to give you a feel as to what works and what doesn't and what sort of campaign world you want to design for yourself. When you are ready to set up your own campaign world, here are some suggestions you might want to bear in mind. These suggestions are not mutually exclusive - you can mix and match to make the campaign you want - but you probably wouldn't want to incorporate all of them.

Decide the power-level

This version of the rules is meant to be an update of the "classic" game and so the recommendation throughout has been that you start the players with 8 power rolls. This is great for new players. SqUK is one of the few role-playing games where characters start with "high-level" abilities. It's also good if you don't play SqUK regularly.

It is possible to create Heroes with a much higher number of power rolls. The game still works at this level and I am certain there are some players out there who enjoy this sort of game, it is just not to this author's particular taste.

The more obvious possibility is to produce Heroes with a lower number of power rolls. Experienced players can have an enjoyable game with Heroes of 6 or fewer powers and it makes it easier for the Referee to come up with challenges for such characters. The challenge is "how low can you go" and still end up with a playable game? (See "**The Origins Campaign**" below).

Decide the setting

It is easiest to set your campaign in your home-town in the early 21st century. That is the environment the players are familiar with and it is nice to save a local landmark from destruction. You can use events the newspapers as ideas for adventures. (A close look at the section on Resource Levels shows that they are designed to fit this setting.)

However, there is nothing to stop you setting a campaign in America or in the past or in the future or on a Space Station or Under the Sea or in an alternative world where the Nazi's won WWII or where the world has been conquered by aliens or where magic is commonplace or.....

Get the idea? The main thing to do is to make sure that you have plenty of ideas for adventures in this setting before you start. These sorts of campaigns are generally more limited in where they can go but that is the challenge and the enjoyment.

Decide where Superpowers come from

Allowing players to come up with their own rationales for their characters without any limits makes it easier for them to design their characters and allows a greater input from their imaginations into the campaign. However, it does tend to end up with mystical medieval magicians teaming up with alien mega-soldiers alongside shaolin monks. This is often called "the kitchen sink" universe.

Many Referees prefer to come up with a history for their campaign world which defines when, where and why Superpowered characters came from.

In some worlds all paranormal Superpowers are based on magic, in others they are the result of an alien virus, in others still they were caused by the release of nuclear radiation following WWII. This sort of world has a much more coherent feel. It does put limits on the players' ability to design characters but making them work within limits sometimes results in more imagination being used rather than less.

A variant of this world is to have a common origin for Superpowers but not to reveal it to the players up front. They can slowly unravel the origins of their world as they play the game.

Adapt the Superpower Generation Table

The table given in these rules is designed to generate a "kitchen sink" universe with Mutants, Scientists, Athletes, Aliens and Magicians all in the mix.

If you want to have a specific setting or your Heroes' powers all stem from a common event (see above) you will need to adapt the table to fit.

Common adaptations involve the removal or re-naming of Magic or Psionics or Cybernetics as appropriate.

In a world where all the powers are of magical origin, Psionics would be removed but appropriate abilities - such as Telekinesis - would be transferred to Magic to appear as additional spells. Cybernetics would be renamed "Mystic Item" and represent the possession of a magical artifact.

Try not to reduce the choice of powers too much. Most powers listed on the table can be adapted to fit into a variety of settings.

Remember that it is also possible to limit the number of additional grades which can be obtained for each power. It is not uncommon to limit Strength, Tough Skin etc. to Grade 2 maximum.

Design the Heroes as a team

It is easiest to play SqUK if the Heroes operate as a team. If they are a group of freelance mavericks it is sometimes hard to find ways to work them all into every adventure. This is why most Referees encourage the players to team up and set up a common headquarters or communications system even if they start out as individuals.

However, it is possible to decide before the characters are created that they belong to a team. This opens a number of options.

i) They could all have a common origin (they were all involved in the same scientific accident, for instance).

ii) They can all be generated at the same time and the players can take "team balance" into account when creating their characters.

iii) The Referee can lay down rules "You must have at least one Brilliant Scientist and someone who is Filthy Rich."

iv) Players can be allowed to "trade" powers during the generation process to produce a more balanced team.

v) The team could be generated as "one big character" with - for example - 16 attribute rolls, 3 advantageous backgrounds and 21 power rolls to be divided between 4 characters as they are rolled.

vi) Different team members could be generated on different power tables to produce the various "types" of character required - the "team brick" table for example.

If the more extreme options listed above are taken then it is usual to reduce the number of individual power rolls each character gets to produce the "stronger as a team than they are as individuals" effect.

Set a target for the campaign

As a rule, SqUK campaigns don't last forever. Eventually ideas and enthusiasm flag. So the best thing to do is to build this in at the beginning. Have an underlying plot or storyline which the characters have to unravel and solve with the intention of halting the campaign - or taking a break from it - when the climax has been reached and resolved.

At the most basic level this is an evil plot by a fiendish mega-villain who is eventually tracked down, defeated and rendered harmless.

There are other options, however. An example of a good "story arc" is given in the character generation example for **Synapse** (qv).

Three things to bear in mind:

i) Every adventure does not have to revolve around the over-arching story arc for the campaign. Other stories should be introduced as red-herrings or as side-tracks which throw illumination onto the main storyline. If the Heroes aren't being outwitted by villains with "too much information" how are they going to know that there's a leak in their organisation?

ii) Don't be tempted to carry the campaign on past its climax. If you do this right, the climactic encounter will be a thrilling battle which the players will enjoy and they will come back begging for more. After this anything would be an anti-climax. Stick to your guns. If you were successful and they really do want to continue then let someone else take over the reins for a bit (see above) or take a break and come back when you've got an idea for a brand new story-arc for the Heroes.

iii) It IS possible to plan these short-term campaigns into mega-plots, trilogies etc. with the resolution of each story-arc leading onto the beginning of a new one. If the players enjoy the resolution of a campaign you've got somewhere new to take it. If it isn't as successful then it can reach a natural end.

Chapter 13

Campaigns - Advice

Stage 1: The Heroes discover a shadowy presence behind much of the evil in the world. Eventually they discover that the world has been invaded by aliens. They have to uncover the aliens and reveal their existence to the world.

Stage 2: The Heroes and their allies combat the Aliens and somehow (by commandeering alien space-craft and attacking their mothership?) foil the aliens' plot and drive them from the Earth.

Stage 3: The Heroes pursue the Aliens across the universe, liberating system after system. They drive the Aliens back to their home planet and set up an interstellar alliance.

Stage 4: Maybe the Heroes return to find Earth a changed place or they've unwittingly dragged Earth into an Interstellar war.

Personally I'd give up this campaign after Stage 2 but it's up to you how far you want to push it.

Use the TV Series formula

American TV series have a large number of episodes to fill. In order to do this the editors use a formula.

There is always an introductory episode - usually "feature length" - which "sets the scene", introduces the main bad guys and gives each character a chance to establish themselves.

During this episode the characters might meet for the first time and team up, establishing a base of operations for their future adventures.

The series often has a recurring "story-arc" (see above) and a number of the episodes are devoted to moving this story forward.

Each main character has at least one episode (usually two) devoted to them where they take the centre stage. (You can base adventures upon events in the character's origin story or set up situations which require the use of one of their unique Superpowers to resolve).

There are a few episodes where individual writers come up with new and original plots - you will get to use all your amazing new scenarios.

Guest stars and particularly popular or successful races, organisations or settings will re-appear and have episodes devoted to them. (If a Hero has a contact - say "Patsy O'Toole" - who they enjoy interacting with - maybe he has a distinctive catch-phrase or dry turn of wit - you can design a storyline all around him. It goes without saying that certain successful villains will escape from custody to re-appear with a brand new scheme - possibly upgraded through spending DUPs.)

Sub-plots will be set-up in one episode to be resolved later on in episodes specifically devoted to them.

There is usually a "clip-show" where the writers recycle scenes from earlier shows due to budgetary or deadline limitations.

(This is when you walk into the game session and re-use villains and settings from previous adventures thrown together in a mix because you haven't had time to plan anything new).

The series usually ends in a climactic episode - often feature-length - which resolves the story-arc and any hanging sub-plots and sets the scene for the next series.

If you plan a campaign along these guidelines you've probably got enough material to keep it going for months, if not years.

The Origins Campaign

I've referred to this earlier in these rules. This started out as a simple idea for a starting adventure. Instead of using the character generation rules before playing the first adventure, they are used during the adventure. That is, you actually play out the Heroes' origins as a game.

The players roll their attributes and are allowed to choose one or two "basic" superpowers that a "normal" human could possess - Skills, Advantageous Background, Martial Arts (grade 1) etc. They get all the four frames, free dodges, and the like, that they would normally have.

You then play these characters through a normal adventure similar to British Thriller shows of the 60's and 70's. Of course, when they meet the superpowered bad guys they don't stand much of a chance.

During the adventure one or more of the characters gets experimented on, falls into a vat of chemicals or gets bathed in radiation. Another one might find an ancient artifact or discover a set of power armour etc. When this happens they roll superpowers as usual. You can design a specific Superpower table for each event or simply use the existing table but ignore and re-roll any inappropriate results. The character who found the armour would be assumed to have rolled Armour Grade 1 but would not be allowed to roll Magic, for example, whereas the one who fell in the chemicals would have to re-roll any result like Armour or Cybernetics.

Nice idea for an adventure, right? I'd recommend this even if you do play it as just a one-off adventure. What often happens with the traditional way of generating a Hero is that the Superpowered Identity often takes centre stage.

The "secret" identity is all too often just a name, a cipher and 2-dimensional façade the Hero takes on when he wants a rest. When the secret ID is created first you will find players referring to their characters by this "real" name much more often.

So why is this suggestion in the chapter on campaigns rather than adventures?

This is because we have found that players enjoy playing their "normal" identities so much that it is often a good idea to try running a campaign at this "unpowered" level for quite a long time before you give them any superpowers at all. Obviously, new players to SqUK should always be introduced at the full-power level game. However, experienced players often enjoy a prelude to the campaign where they are playing "ordinary" people.

Use a pre-designed setting

As of writing there are no campaign packs available for SqUK but I would imagine that a number will appear.

Even if they don't, there are appropriate settings available designed for other games and, if you wish, you can pick up one of these and use it as a basis for your game.

Chapter 14

Example Villains

Schadenfreude			
Alias: Helmut Donner			
EGO	STRENGTH	DEXTERITY	VIGOUR
15	7 (27)	17	14
HTK	Divider	Recover	Hospitalised
40	4	1d6/hr	3
HTC	Divider	Recover	Stag./Stun
47	3	1d6/rnd	9 / 4
Move	DC	Dodge	Damage
6m.	3	-	0 (+12)
Frame	Strike	P.back	Energy
4	+2	20	23
Superpowers: Tough Skin 2 Cybernetics 1 (Bionic Right Arm +20 Strength.) Energy Attack 3 (Sonic Blast, 23 dice, Reduced Pushback Threshold, Extra Range, Quick Blast) Skills 1 (Medical and Computer Knowledge)			
Equipment: Medical Kit Portable computer Sonic Generator (integrated into chest)			
Attack	Sonic Blast	L.Fist/ /Foot	R. Fist
WC	3	2	2
HTK	0-6xd6	1d6-6	1d6-6
HTC	0-6xd6	2d6	2d6
Mod.	-	-	+12
Time	Action	Frame	Frame
Notes	+2 strike	+2 strike	+2 strike

Background:

Helmut Donner is the son of escaped Nazi war criminals. Raised from an early age to embody the ideals of the fallen Reich, his parents taught him all they knew of torture and extortion. His arm and respiratory system have been replaced by his Brilliant Scientist father.



Predator			
Alias: Karl Janus			
EGO	STRENGTH	DEXTERITY	VIGOUR
12	12	16	14
HTK	Divider	Recover	Hospitalised
45	2	1d6/hr	4
HTC	Divider	Recover	Stag./Stun
41	-	1d6/rnd	8 / 4
Move	DC	Dodge	Damage
28m	5	+6	-
Frame	Strike	P.back	Energy
4	+1	20	-
Superpowers:			
Advantageous background 1			
(Brilliant scientist - biochemical)			
Agility 2			
Chameleon Ability			
Claws			
Probability Manipulation			
(Unconscious 12%)			
Speed 2			
Equipment:			
Re-inforced Camouflage suit			
Metal Claw Tips			
Attack	Fist/ /Foot	Claws	
WC	2	2	
HTK	1d6-6	2d6	
HTC	2d6	1d6	
Mod.	-	-	
Time	Frame	Frame	
Notes	+1 strike	+1 strike	

Background:

Professor Karl Janus worked for a Government Agency researching into producing superpowered agents.

Injecting himself with irradiated animal serums he mutated into a clawed creature capable of running at incredible speeds.

Outfitted with an experimental camouflage suit produced by one of his co-workers he was assigned to covert operations but ran away to become a terrorist fighting to bring the Government down.



Seer			
Alias: Francesca Carmen			
EGO	STRENGTH	DEXTERITY	VIGOUR
9	14	7	16
HTK	Divider	Recover	Hospitalised
55	-	1d6/hr	5
HTC	Divider	Recover	Stag/Stun
59	-	1d6/rnd	11 / 5
Move	DC	Dodge	Damage
6m.	6	+4	0(+5)
Frame	Strike	P.back	Energy
4	-	20	-
Superpowers:			
Agility 1			
Health 1 (Regeneration)			
Heightened Senses 1 (Radar Sense)			
Martial Arts 2 (Oriental)			
Mass Variation (Other)			
Precision 2 (on Martial Arts)			
Equipment:			
Belt (doubles as Rope and Grapple)			
Metal Gauntlets			
Smoke bombs			
Attack	Fist/ /Foot (KO)	Fist/ /Foot (Kill)	
WC	3	3	
HTK	1d6	2d6+3	
HTC	2d6+6	1d6	
Mod.	+5	+5	
Time	Frame	Frame	
Notes	+5/ /frame	+5/ /frame	

Background:

Francesca Carmen is from the Romany tradition - that's what her "grandmother" says. Granny works out of a caravan on Blackpool pier - reading futures for a palmy of silver. Francesca cannot read futures - she reads the **now**. She can read and influence the flow of energies within people and objects - even with her eyes closed. Unable to come up with a decent stage act based upon this, she has set herself up as **Seer** - the mysterious criminal-for-hire who appears in a wreath of smoke. There has been some way she can make money out of her abilities.....



Chapter 15

Cause and Effect

Vanguard			
Alias: D'Renn Gharr (Darren McGrath)			
EGO	STRENGTH	DEXTERITY	VIGOUR
12	15(47)	10	16
HTK	Divider	Recover	Hosp.
63	3	1d6+1/hr	6
HTC	Divider	Recover	Stag/ /Stun
63	2	1d6+1/rnd	12 / 6
Move	DC	Dodge	Damage
7/15m.	5	+0	+32
Frame	Strike	P.back	Energy
4	-	20	17

Superpowers:
Advantageous background 1
 (Immortal)
Health - Environment survival
 (vacuum)
Energy Attack 2
 (Interdimensional - 17 dice,
 improved damage)
Flight 1
Strength 2
Teleport 2

Equipment:
Re-inforced suit
 Inter-dimensional
Niche (where he stores his
 costume for teleporting into)
Energy Gathering Cloak

Attack	Fist/ /Foot	Energy Attack
WC	2	3
HTK	1d6-6	0-6xd6
HTC	2d6	0-6xd6
Mod.	+32	-
Time	Frame	Action

Background:

D'Ren Gharr's world is dying. A highly advanced race from another dimension, his people have given him the ability to move between worlds to seek a new home. He has found this world but realises that it is not yet safe enough to accept his race. Disguising himself as a native of Earth, he has set himself the task of eradicating human society. He realises that his time is short. His people have less than a millenium before they must flee their home.



Mastodon			
Alias: Gurth of the Northern Wastes			
EGO	STRENGTH	DEXTERITY	VIGOUR
9	15(50)	9	18(21)
HTK	Divider	Recover	Hosp.
70	5	1d6+2/hr	6
HTC	Divider	Recover	Stag/ /Stun
76	5	1d6+2/rnd	15 / 7
Move	DC	Dodge	Damage
7m.	3	-	+35
Frame	Strike	P.back	Energy
4	-	25	-

Superpowers:
Heightened Senses - Animal
Intuition
Larger 1
Skills - Stealth
Strength 2
Tough Skin 2

Equipment:
Fur Cloak to keep warm
Ropes to tie things up
Flint and Steel to start a fire

Attack	Fist/ /Foot		
WC	2		
HTK	1d6-6		
HTC	2d6		
Mod.	+35		
Time	Frame		

Background:

Brilliant Scientists have a lot to answer for. Not content with cloning an ancient Neanderthal-type being, they then had to subject it to all sorts of radiation and drug therapy just to see how much it could take.

It could take a lot.....



Cobra			
Alias: Thurgood Estaban			
EGO	STRENGTH	DEXTERITY	VIGOUR
16	16	16	16
HTK	Divider	Recover	Hosp.
56	3	1d6+1/hr	5
HTC	Divider	Recover	Stag/ /Stun
56	2	1d6+1/rnd	11 / 5
Move	DC	Dodge	Damage
8m.	4	+4	+1
Frame	Strike	P.back	Energy
4	-	20	-

Superpowers:
Agility 2
Armour 1
Cybernetics 1 – Hypnosis Device
Martial Arts 2 - Oriental
Stunner
Skills – Computer skills,
 Locksmith

Equipment:
Armour with built-in **Hypnosis Device** and **Stunner**

Attack	Fist/ /Foot (KO)	Fist/ /Foot (Kill)	Stunner
WC	3	3	3
HTK	1d6	2d6+3	-
HTC	2d6+6	1d6	3d6
Mod.	+1	+1	
Time	Frame	Frame	Action



Background:

Foreign agent with a hynosis device built into his helmet and "venom" stunners built into the back of his gloves. Exactly which foreign Government he works for is unclear – his accent often changes.

Does not kill. Has been known to co-operate with Heroes in his own self-interest or for appropriate pay.

Chapter 15

Example Scenario: Cause and Effect

Cause and Effect is an introductory scenario for Squadron UK. However, should not be run as the players' first experience of the game. Their first scenario should be a simple knock-down-drag-out against a basic villain as outlined in chapter 11 above.

If the Heroes haven't yet decided to set themselves up as a team (Squadron UK?) – this scenario will give them encouragement to do so.

Preparation

Make sure you read this adventure thoroughly before starting play. Read the details of the non-player-characters - double check you understand their powers and look up any rules you may need to revise.

Try to imagine how your players' Heroes are likely to perform. You should not need to make any adjustments to take into account particular powers or combinations of powers.

Suggestions are given for toughening or weakening the scenario if you feel this is necessary.

Make sure you have enough figures or tokens for all the characters in the adventure. Photocopy the illustrations from the Villains' character sheets to use as tokens if necessary.

A map is provided as the site for the battles in the scenario. Feel free to photocopy and/or enlarge it if you need to. Have an appropriate playing surface or some squared paper to sketch maps on if the adventure does drift off the map provided.

If you have prepared this scenario sufficiently far in advance then drop some hints into the Heroes' first adventure which can lead the Heroes into this one.

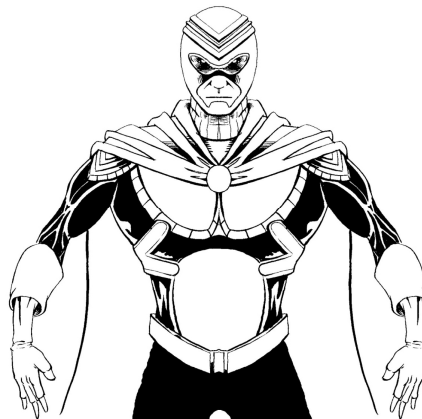
Cast List

The Heroes

This scenario is designed for a group of 2 to 4 Heroes based upon 8 power rolls each who have had at least one previous adventure but who have yet to be upgraded through training.

Prototype

Dr Terrence Carmichael is a typical mad inventor Villain. True, he IS a brilliant scientist and has made discoveries which could secure his fame were he to publish them in the traditional way. However, he is unsure that this would bring him the fame and fortune he thinks he deserves. He is unprepared to wait for what he sees as his just rewards.



So he's built himself some power armour, fitted it with gadgets and has set out to make himself rich by any means. After all, with THIS kind of power who can stop him?

Prototype's Cronies

Because Prototype isn't powerful enough to take on more than one Hero at a time – no matter what he thinks – we've provided him with some fairly tough cronies.

Though not as tough as "proper" villains, they are still powerful enough to give the Heroes pause for thought - having been provided with Battlesuits and Flamethrowers by their scientist boss. Heroes who dismiss these guys as mere "thugs" will be in for a shock.

The European Union

Whilst the Nations of Europe may have had problems coming together, the criminals of those Nations have been a lot more enterprising.



The European Union is a continent-wide confederation of super-powered villains. In this scenario, just four of its least powerful members appear. However, their relative lack of power is more than made up for by the fact that they have been training together and have developed a number of team tactics.

Valence

Hailing from Spain, Valence is a cunning Teleporter who has been given temporary leadership of this particular arm of the Union.



Chapter 15

Cause and Effect

Valence hopes that success in his current mission will bring him the attention of the higher echelons of the Union and earn him promotion. He will do **ANYTHING** to avoid failure – including murder or the betrayal of his team-mates.

Bulwark

A thuggish, teutonic giant – a descendent of victims of Nazi experimentation during WWII.



His strength is matched only by his stupidity and his capacity for unthinking cruelty.

He has been trained by the rest of the Union in the use of some basic team tactics in much the same way as a dog can be trained.

Grace

This martial artist is probably the best gymnast Italy has ever produced – certainly the only one to ever win an Olympic Medal. (Unfortunately, she was later stripped of it in mysterious circumstances.)



She hates men and would happily betray Valence and her other team-mates if it would benefit her interests. However, in the short term she will cooperate with them. She has, perhaps, the best grasp of team tactics of the group.

Firefly

As the English representative in the group, the incredible Firefly feels that it is he who should be leader.



However, given his ability to manipulate fire – and suffering from the arrogance that always seems to come with that particular ability – the term “a hothead in more ways than one” is sadly applicable.

Ian Bluebell

Exactly who or what Ian Bluebell is depends upon your Heroes. He is owner of an enigmatic crystal known as “The Orion Stone”.

If your Heroes do not list amongst their number *either* a **Brilliant Scientist** or someone who is **Filthy Rich** then Ian Bluebell is both of these. He is a Brilliant Chemist and the Head of an International Pharmaceuticals conglomerate who created the Orion Stone himself during his experiments.

If the Heroes have a millionaire in their number but lack a Brilliant Scientist, then Bluebell will be an impoverished scientist who developed the stone in his private laboratory.

If the Heroes are poor but one of them is a genius then Bluebell will be a successful entrepreneur whose scientists developed the stone whilst working for him.

If the Heroes possess both a Brilliant Scientist and someone with cash then Bluebell will be a nobody who just happened to inherit the stone from his uncle.

In order to successfully set up a Super-team, the Heroes need both funding and technical support. Ian Bluebell exists to supply them with the elements they lack.

Prologues

There are a number of ways you could introduce the Heroes to this Scenario:-

i) They are wandering down the street when they see Prototype and his cronies emerging from the Bank.

ii) If they have made good contacts in an earlier scenario they may have heard rumours about the robbery and be on their way to foil it.

iii) A Hero with the ability to detect energy fields could have detected the unusual emanations from the Stone and be tracking it. In close proximity its presence will temporarily “scramble” the Hero's sense making it impossible to detect its exact location.

Chapter 1: “Stoned”

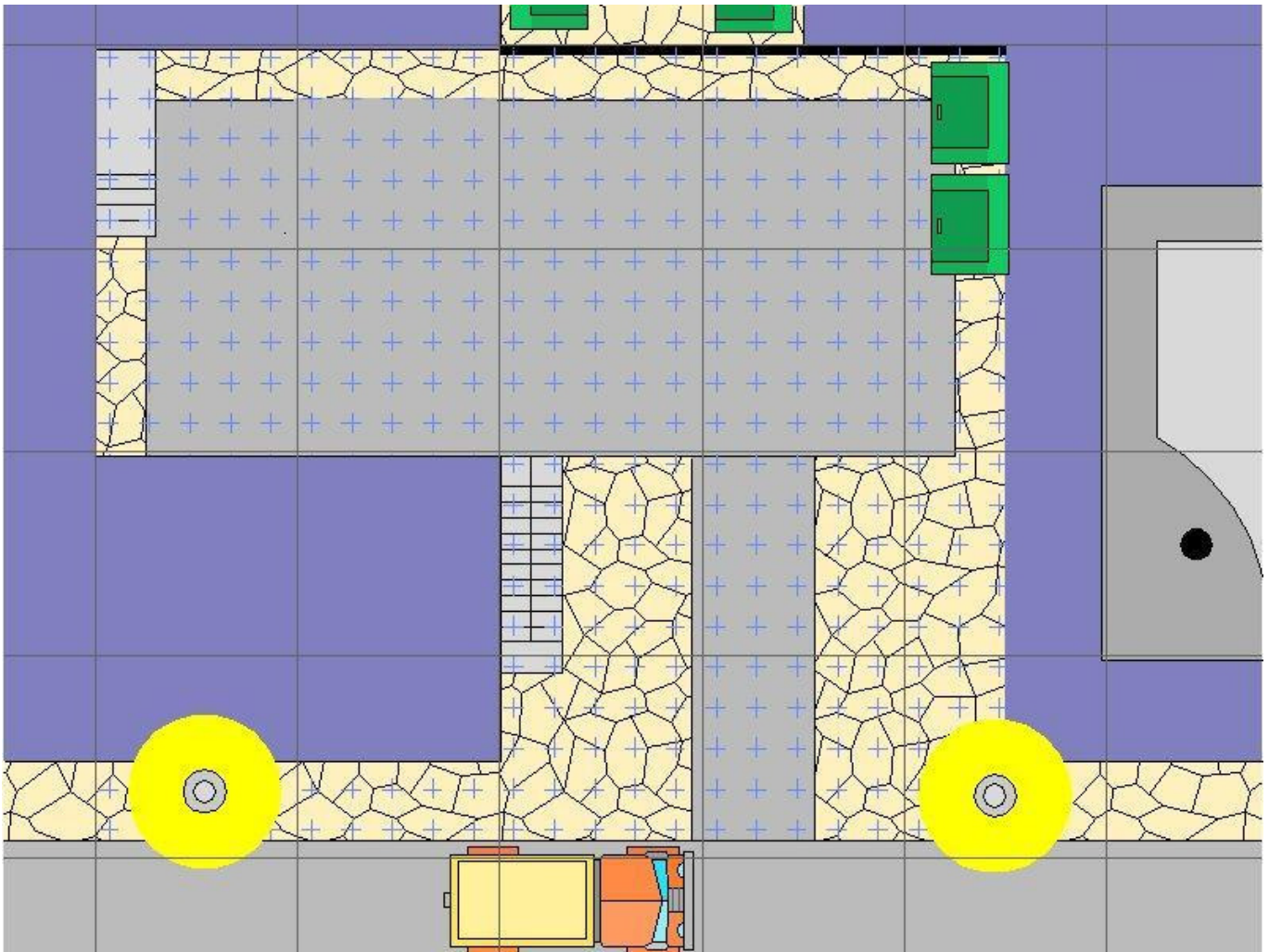
Summary: Prototype and his cronies try to get away with the Orion Stone. The Heroes intervene.

Detail: This battle takes place on **Map 1**.

This shows the car park outside the back of a bank. The Orion Stone had been stored in a safety deposit box inside. Prototype had detected its presence using a high-tech scanning device. He and his cronies have “liberated” it and are fleeing towards his flying disk.

Key to map:

- 1) This is Prototype's flying disk. A craft of his own design, it use electromagnetics to fly silently at up to Flight Grade 2. It is a size 7 object, with 30HTK and damage dividers of 3.



- 2) Prototype, running from the bank.
- 3) Prototype's cronies, following along behind.
- 4) Large dumper bins.
- 5) This is presumably the direction from which the Heroes will be entering the battle – though people who can fly – and the like – may be able to come in a different way.

Prototype will order his cronies to delay the Heroes. If anyone seems particularly tough, he will order his men to concentrate their fire upon that individual.

At the same time, he will introduce himself and release one or more (Referee's choice) "flying bombs". There are simply high-explosive devices which will fly in a random direction at Flight Grade 2 speed – 40m. per round – for 3 to 8 (d6+2) rounds – before stopping and dropping. Upon landing they will explode in a 10m. radius doing 5d6 HTK and HTC. Someone is going to have to pursue and deal with them. 10HTK damage will cause one to explode "in flight".

He will use his Force Fields to try and inconvenience any remaining Heroes and depart in his Flying Disk.

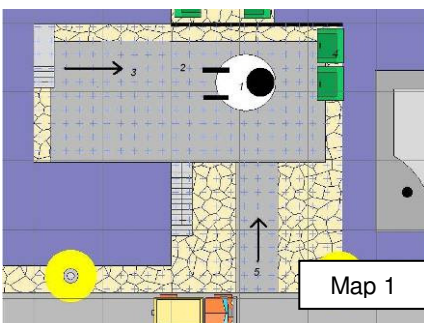
This should not be a particularly tough battle for the Heroes. Even if the Prototype and his cronies do prove a

challenge, it should still be fairly easy to damage the flying disk and stop him from getting away.

Once the fight is over, the Heroes will discover that the only thing the crooks have stolen is a large blue crystal, 8 inches long and shaped as and hexagonal prism 4 inches across. Characters with appropriate senses or Brilliant Scientists will notice something "odd" about the crystal.

Aftermath: When the battle is over, some Staff will emerge from the back of the bank – highly disturbed. The Heroes may choose to comfort them or talk to them about the crystal. At this point they may choose to give it back to the Bank Manager, who will be extremely grateful for their help.

Prototype will refuse to answer any questions but will (if conscious) launch into a tirade of abuse and threats against the Heroes. He will swear deadly revenge on all of them.



Chapter 15

Cause and Effect

The cronies are all ex-laboratory assistants of Prototype and will happily divulge his name and address in return for promises of immunity from prosecution - promises the Heroes cannot keep. (They *could* agree to release one or more of the cronies in return for the information.)

After a short while the police will arrive to secure the scene. They will stop any "unsanctioned" questioning of the criminals and ask for statements from the Heroes. At this point, if the crystal has not been given to the Bank Manager, the Police will ask for it. They will retain it as "evidence".

Next to arrive will be the press. Even if the Heroes choose not to talk to the press, the employees of the Bank will be happy to sing their praises to the assembled reporters. There is a photo-opportunity for interested Heroes, shaking hands with the Bank Manager and handing back the stolen crystal.

Now is the time to give ratings:

Public Status

Backing: 4 if they co-operate with the Police and hand the crystal to them.

Heroism: If the Heroes responded well when faced with massed Energy Attacks, or chose to pursue the flying bombs, they should get a Heroism of 4 or more. The inverse also applies.

Identification: Unlikely to be affected.

Public Relations: 4 if they talk to the Press or comforted the Bank employees. Someone who does both could get a Public Relations score of 5.

Practice: This is a practice rating of 5 - fighting a villain.

Detective Points

Methods: Characters had the opportunity to question Prototype, Cronies and the Bank Employees. Though they won't find out what the Orion Stone is for, they should be given credit for trying. A good Methods score is also possible for anyone finding out Prototype's name and address.

Publicity: Unless the Heroes make a point of talking to the Press calculate this from Public Status as usual.

Approachability: Characters with low approachability could boost it by giving a contact number to Press or Police.

Power Use: Heightened senses and the like used to track the Orion Stone would score 5. Rate other uses as usual.

Contacts: Getting the Press and/or Police on board will give a boost of +1 each to contacts, provided this does not take the score above 5. Releasing a cronie will add +2 to contacts, providing they do not go above 6.

Personal Status

Conscience: If the Heroes allow a flying bomb to go off, people will die and this rating will take a battering. Anyone with a low conscience who stop a flying bomb should have it increased.

Expression: As usual, anyone who was loud or got into an argument with Prototype should get a bonus in this rating.

Success Rate: If Prototype is captured or if the Orion Stone is returned, the Heroes are successful.

Public Response: In this scenario rated directly from Public Status.

Security: This should not be affected in this adventure.

Chapter 2: "Hunted"

Summary: The European Union want the Orion Crystal and suspect the Heroes of having taken it. They hunt the Heroes down to try and get them to reveal its location.

Detail: Whether the Heroes choose to stay together or split up, they will be tracked down by the European Union and – if possible – taken prisoner.

24 hours after the attempted Bank robbery, the next time the Heroes appear, the European Union will attack by surprise. They get one action's worth of attacks on the Hero(es) before initiative is rolled for the first round of combat. This action counts as a full round for purposes of Energy usage.

If the Heroes had arranged to meet as a group, then the Union will attack them all at once – viciously and without restraint in an attempt to overwhelm them before they can organise themselves. If the Heroes do manage to hold their own, then this is effectively the final battle. Go straight to Chapter 4.

If, as is more likely, the Heroes are patrolling solo, each will be picked off – in turn – by the whole European Union. They will STILL attack by surprise (why take chances?) and will aim to capture each Hero as quickly and efficiently as possible.

Run each battle in turn. If you are able to, send the players into a different room to try and prevent them from using knowledge drawn from other Hero's battles to prepare a defence against the Union.

The Heroes are SUPPOSED to be captured in this chapter. However, if a cunning player manages to manufacture an escape for his or her Hero, let them. If they can then, further, find some way of tracking the Union or finding out where his colleagues are, this will make Chapter 3 a lot easier.

However, if a Hero escapes but doesn't come back to follow the villains, they will be making their colleagues job a lot harder in Chapter 4.

Aftermath: The captured Heroes will be taken to an abandoned warehouse where the European Union will interrogate them as to the whereabouts of the Orion Stone. Claiming that they handed it to the Bank Manager or the Police will cut no ice. The Union have already checked there. The Heroes *must* have it.

The first round of interrogation will consist of the Union launching undefended attacks against the bound Heroes – reducing their HTC and HTK until they are unconscious. The Union will have taken care to secure the Heroes in ways which negate their Superpowers.

(A Hero can avoid damage by either faking unconsciousness or lying to the villains and sending them off on a wild goose chase.)

When the first round of questions yields no answers the Villains will discuss using more aggressive

questioning (involving the removal of limbs) when the Heroes have recovered.

Because the Heroes are supposed to lose the battles in this chapter and get captured, ratings should not be given at this time.

Chapter 3: "Freedom"

Summary: The Heroes escape from captivity and set a trap for the villains.

Detail: If a Hero escaped in Chapter 2, he or she can break into the warehouse and release their friends.

If this is not possible, the Heroes will have to find some way to release themselves.

If they had the sense to fake unconsciousness or lie to the villains, then they will have more time to escape. If they have to wait until they wake up, their time will be much more limited.

Heroes have a number of options to escape:

- i) The bindings around each Hero are designed to negate their powers. If there is some way they can affect each others' bindings then these may prove more vulnerable. (A flame-using Hero bound in metal may be able to burn off the rope tying up a colleague.)
- ii) Heroes may have powers of which the Villains are unaware, which may prove useful in this situation. (A Cybernetic controller built into power-armour, for instance.)
- iii) They can try to develop a new use for a Superpower as outlined in Chapter 9 above.

If they are unable to come up with any way of breaking loose then they deserve to suffer when the villains return.

Aftermath: When the Heroes are free, they can set up an ambush and lie in wait for the villains.

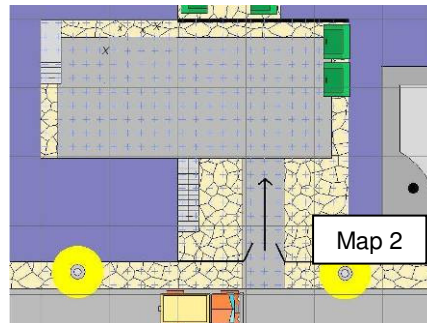
Remember that, though they can now recover HTC, they cannot recover HTC to more than twice their HTK level.

Chapter 4: "To the finish"

Summary: The Heroes ambush the Villains and (hopefully) defeat them.

Detail: This battle takes place on Map 2. Note that this is almost identical to Map 1 except that it now represents the abandoned warehouse that the European Union are using as their temporary base.

The arrow indicates the direction of the returning villains, through the main doors of the warehouse. The "X"s represent where the Heroes were secured.



If the Heroes have planned this properly, they should get the drop on the Union. This means they can either have one complete action before the first Initiative is rolled or they can be assumed to have won the first Initiative roll by 4 frames – players' choice.

Given this, and individual preparations they should have made to deal with specific villains, they should win this battle. Things will not be straightforward, however:-

- i) Some of the Heroes may be on reduced HTK/HTC due to questioning.
- ii) The Union are allowed to defer their actions to co-ordinate with team-mates. The Heroes are not a team and should only be allowed to do this in rare cases – such as when they have planned a specific tactic before this battle.

Aftermath: The Heroes can interrogate the captured Villains.

None of them know what the Orion Stone does or why it is so important. All they know is they were sent by the Upper Echelons of the European Union to collect it. They will warn the Heroes that the Union has much more powerful members, drawn from across Europe, who will be coming to free them and take revenge upon the Heroes.

Any reasonable enquiries will lead them to Ian Bluebell. He is the owner of the Orion Stone. He is extremely keen to get it back and will give the Heroes whatever support they need to achieve this.

If they weren't thinking of becoming a team before this point, Bluebell will encourage them to form one. He will suggest the name Squadron UK.

Ratings

Public Status

Backing: will probably not change as a result of this scenario unless they "go public" with Bluebell's support in forming a team.

Heroism: Lying to the Villains or pretending to pass out was the right thing to do. It's just not very heroic. No-one who did so can have a Heroism of more than 4.

Identification: Unlikely to be affected.

Public Relations: Should not be affected unless the story of forming a team is released – in which case the manner of its release will determine how successful it is in PR terms.

Practice: This scenario should have a practice rating of 6. However, it will have no effect on the Heroes' scores unless they release the story to the press.

Detective Points

Methods: Heroes can boost this by interrogating the Villains and searching the Warehouse.

Publicity: If Heroes announce the formation of a team, this will fall to 2 – at the most.

Approachability: If the Heroes form a team, this will rise to at least 4.

Power Use: Powers used to escape should get a bonus.

Chapter 15

Cause and Effect

Contacts: Ian Bluebell counts as +2 to contacts provided this does not take the total to above 5.

Personal Status

Conscience: Unlikely to be affected.

Expression: This should be judged on how the Heroes acted when their backs were against the wall. Moaning, complaining or worrying should have a negative effect on expression. Keeping a stiff upper lip or joking in the face of certain defeat is worth an expression of up to 5.

Success Rate: If the Heroes defeated the European Union, the scenario was a success.

Public Response: See Publicity-above.

Security: This scenario could have any effect from -2 through to +2 on security. The Heroes were captured and, so, made aware of their weaknesses. On the other hand, they escaped and overcame these.

Future Issues

A) What does the Orion Stone do and where has it gone?

B) Will the rest of the European Union come the free their team-mates and take revenge on the Heroes?

C) Prototype decides to take over the Heroes' team. First of all he challenges each Hero with a standard, floating, globe-shaped robot. Though these will be defeated, they will transmit enough data to Prototype to allow him construct exact robot doubles of the Heroes.

Each double will then be sent to attack a different member of the team. Allow the players to play the doubles of their Heroes in combat against their team-mates.

D) Non-player Heroes volunteer to join the team. Do they want any more members and, if so, how will they decide who is suitable?

Villains:

The European Union

Valence			
Alias: Julio Anterras			
EGO	STRENGTH	DEXTERITY	VIGOUR
16	11	11	14 (32)
HTK	Divider	Recover	Hospitalised
115	2	1d6+3 /hr	11
HTC	Divider	Recover	Stag./Stun
112	-	1d6+3 /rnd	22 / 11
Move	DC	Dodge	Damage
6m.	5	+0	-
Frame	Strike	P.back	Energy
4	-	20	-
Superpowers: Advantageous Background – Brilliant Scientist Chameleon Ability Cybernetics 1 – Stunner Solidify Teleportation 1 Vigour 2			
Equipment: Padded suit with built-in Stunner and Solidity-State Control circuitry. Two way radio.			
Attack	Fist/ /Foot	Stunner	
WC	2	3	
HTK	1d6-6	-	
HTC	2d6	3d6	
Mod.	-		
Time	Frame	Action	
Notes			



A genius in waveform/particle Physics, Professor Juilo Anterras is/was the creator of PREDATOR's chameleon suit. His own suit goes further. Instead of merely manipulating the atoms on the surface of suit to change colour etc. it manipulates the atoms of the wearer as well. Alas, the experiment is a failure. Anterras's own atoms are now so disrupted that he has to wear the suit 24 hours a day to maintain cohesion. Without it his body will disintegrate.

Bulwark			
Alias: Gottfried Kessler			
EGO	STRENGTH	DEXTERITY	VIGOUR
8	12 (50)	8	10 (18)
HTK	Divider	Recover	Hospitalised
63	4	1d6+1/hr	6
HTC	Divider	Recover	Stag./Stun
65	4	1d6+1/rnd	12 / 6
Move	DC	Dodge	Damage
7.5m.	4	+0	+35
Frame	Strike	P.back	Energy
4	-	25	-
Superpowers: Armour 1 Health 2 (Fast healing and Regeneration) Larger 2 (Taller 1 and Larger 1) Strength 2			
Equipment: Armour Two-way radio			
Attack	Fist/ /Foot		
WC	2		
HTK	1d6-6		
HTC	2d6		
Mod.	+35		
Time	Frame		
Notes			



Gottfried and his twin brother Bernhard were the results of experimental steroid injections given to their mother during pregnancy. She did not survive the birth and the huge mutated boys were raised by a variety of covert Government Agencies until they "went freelance" a few years ago.

Firefly			
Alias: Thomas Lander			
EGO	STRENGTH	DEXTERITY	VIGOUR
9	12	16	12
HTK	Divider	Recover	Hospitalised
42	-	1d6/hr	4
HTC	Divider	Recover	Stag./Stun
44	-	1d6/rnd	8 / 4
Move	DC	Dodge	Damage
7/20m	6	+1	-
Frame	Strike	P.back	Energy
4	+1	20	27
Superpowers:			
Energy Attack 3 (Flame – 27 dice, Reduced Damage Dividers, Quik Blast, Area Effects i and ii)			
Flight 2			
Force Field 2 (Force Shield – 12 hits, General Force Barrier – 10 HTK)			
Equipment:			
Two way radio.			
Fire extinguishers built into suit.			
Attack	Fist/ /Foot	Energy	Quik Blast
WC	2	3	3
HTK	1d6-6	0-6xd6	0-4xd6
HTC	2d6	0-6xd6	0-4xd6
Mod.			
Time	Frame	Action	Frame
Notes	+1 str.	+1 str.	+1 str.



Thomas Lander is a teenager blessed with the ability to generate intense bursts of heat. Through training he has learnt to harness these to float on a cushion of heated air and disrupt/melt incoming attacks. Literally and figuratively a young hothead.

Grace			
Alias: Lilli Cassamassa			
EGO	STRENGTH	DEXTERITY	VIGOUR
12	8	14	12
HTK	Divider	Recover	Hospitalised
45	-	1d6/hr	4
HTC	Divider	Recover	Stag./Stun
42	-	1d6/rnd	8 / 4
Move	DC	Dodge	Damage
6m.	6	+5	-
Frame	Strike	P.back	Energy
4	-	20	-
Superpowers:			
Agility 2			
Martial Arts 3 (Oriental)			
Skills (Computer Skills & Disguise)			
Equipment:			
2 way radio			
Palmtop computer with Universal interface			
Attack	Fist/ /Foot (KO)	Fist/ /Foot (Harm)	
WC	4	4	
HTK	1d6	2d6+3	
HTC	2d6+6	1d6	
Mod.			
Time	Frame	Frame	
Notes			



Lilli Cassamassa represented her native Italy at the Olympics in both Judo and Gymnastics. She won medals in both disciplines but was later stripped of these under mysterious circumstances.

Team Tactics

The European Union is a cunning, experienced and well-trained group of criminals. Before a Unit is put into the field, they are required to practice together and develop a number of moves through which their powers and abilities can be used to complement each other.

This team is no exception. Each pair of team-members has one or more combinations which they use to enhance their effectiveness in combat:-

Valence and Bulwark: Valence stands behind Bulwark's opponent and solidifies. When Bulwark strikes and opponent for a pushback, they hit Valence and come to a juddering halt, taking 1d6 HTC for each 2 metres of pushback they miss out on. This also leaves them within reach of further attacks from Bulwark.

Valence and Firefly: Valence enjoys grabbing opponents and teleporting them up into the sky, where he drops them. If Firefly flies alongside such a plummeting figure, he can attack it in the knowledge that it is unable to dodge and parries at -5 on the die roll.

Valence and Grace: Valence waits until Grace has attacked a target, hopefully using up its dodges, before he moves in to grab them.

Bulwark and Firefly: Firefly waits until Bulwark hits someone and knocks them flying. He then attacks them with his Energy Attack and they are unable to respond in any way. He can also put a Force Barrier behind Bulwark's opponents to negate pushbacks.

Bulwark and Grace: Grace tends to attack first to use up the target's dodges and combat responses before Bulwark's more powerful attacks come in. However, if she gets the opportunity to leap or gambol into combat, she will wait until Bulwark is about to hit a target. She will then attack it in the rear. This will prevent it getting pushed back and do an additional 1d6 HTC for each 2m. of pushback negated in this way.

Firefly and Grace: Firefly waits until Grace has used up a target's combat responses before hitting them with his Energy attack.

Chapter 15

Cause and Effect

Prototype			
Alias: Dr Terrence Carmichael			
EGO	STRENGTH	DEXTERITY	VIGOUR
17	8 (28)	14	12
HTK	Divider	Recover	Hospitalised
45	4	1d6/hr	4
HTC	Divider	Recover	Stag./Stun
42	3	1d6/rnd	8 / 4
Move	DC	Dodge	Damage
6m.	4	+0	+13
Frame	Strike	P.back	Energy
4	-	20	15
Superpowers:			
Advantageous Background – Brilliant Scientist			
Armour 1			
Energy Attack 1 – Flame with reduced damage dividers			
Field Manipulation - Heat			
Force Field 2: General Force Barrier (12 HTK), Personal Force Barrier (15 HTK)			
Heightened Senses – Infra-red vision			
Strength 1			
Vehicle – Flying disk with Flight 2			
Equipment:			
Armour with built-in gadgets			
Flying disk			
Flying bombs			
Attack	Fist/ /Foot	Energy	
WC	2	3	
HTK	1d6-6	0-6x1d6	
HTC	2d6	0-6x1d6	
Mod.	+13		
Time	Frame	Action	
Notes			

Terrence Carmichael is a bona fide genius. In the normal run of things his discoveries and inventions would be published through scholarly papers and he would earn the plaudits of his peers and probably be given a Nobel Prize. He could then look forward to a life of comfort with a Physics Chair at a famous University or being sponsored to do further research by some rich multi-national conglomerate.

Carmichael can't wait and – in any event – doesn't believe these rewards would fairly reflect the fruits of his genius.

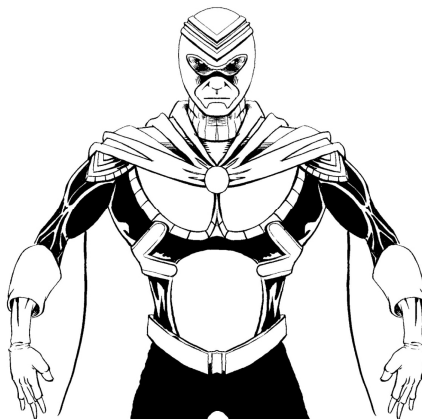
Consequently, he has equipped himself with powered battle-armour of his own design and set out to "earn" the millions he believes himself to be worth.

Prototype's Cronies			
HTK	Divider	Recover	Hospitalised
20	-	1d6/hr	1
HTC	Divider	Recover	Stag./Stun
20	-	1d6/rnd	3 / 1
Move	DC	Frame	Energy
4m.	8	3	15
Superpowers:			
Energy Attack – no more than 6 dice in any one attack.			
Equipment:			
Flamethrowers – 10HTK with dividers of 2. If destroyed, explodes releasing all remaining energy/dice.			
Attack	Fist/ /Foot	Energy	
WC	1	3	
HTK	1d6-6	0-4x1d6	
HTC	2d6	0-4x1d6	
Mod.			
Time	Frame	Action	
Notes			

There will be one of these cronies for each Hero in the first battle.

At first these will appear to be ordinary thugs, wearing flak jackets and carrying heavy rifles. When they first fire these rifles, however, their true nature will become clear.

If one Hero arrives first or appears to be a lot more powerful than the rest of his or her group, the cronies will have no hesitation in concentrating their fire on this one target. If they do this, their attacks can be devastating.



Adjusting the Scenario

If you feel your Heroes are too tough or too weak for this scenario as it stands it can be made easier or more difficult with the following options:

Heroes too weak

In the first battle do not give Prototype any flying bombs and/or replace his cronies with "normal" thugs.

In the second battle, assume the European Union have captured Prototype along with the Heroes.

When they break free he will help them against the Union, whether in or out of his armour is up to you.

Heroes too tough

Allow Valence to split his teleport into two separate frames instead of requiring a whole action. That is, if he wins initiative by a single frame he could disappear/teleport out before the Heroes' goes only to reappear after them, avoiding all attacks. Worse, if he wins by two frames he could grab a Hero, disappear, reappear – in the air – after the Heroes' goes - preventing the Hero from acting in that round – and then drop them. This little change is honestly all you need to do to make the European Union truly fearsome opponents.

Author's note

I'd just like to take this opportunity to thank a few people who contributed to the development of these rules:

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