Super Heroes and Super Agents Episode Generator

Doomsday

The start of the campaign is called Doomsday 22/4/12. It is when the Earth passed through the barrier and the first super powers appeared. See https://sites.google.com/site/shsabravenewworld/home/timeline for details.

The Hero Team

The hero team in each area initially consists of either 4 heroes or 1 hero per player if there are more than 4 players. Each time a hero is out of play by being captured, hurt or killed then a new character can automatically be recruited if this puts team numbers under this level. If characters recovering from being hurt or shaken, escaping or being recruited in a recruitment task or episode result in group numbers going over 10 then members must be selected to leave the team. No more than 4 team members (or 1 per player if this is higher) can be sent to a single episode step. It is possible to split the team into groups of different levels to deal with different levels of episodes. In this case the higher level group can't deal with the lower level missions.

Initial Setup

Choose a major city, a region of an important country or the whole of a small country where the campaign will be initially set. Divide the map of the area into a grid of equal sized squares – around 10 by 10 or so is a reasonable number.

Government and Organisation

Classify the government of the area you choose by two (simplified) criteria. Note that the time leading up to Doomsday has been extremely disruptive in many areas:

Government Morals	Description
Good	The government's attitude is broadly in line with the heroes: they want to protect people and stop villains. The PCs will find it easy to work with government organisations and can become government agents.
Neutral	The government puts its own members first and the people second. Government organisations are broadly positive except when their own interests are threatened. The PCs can sometimes work with government organisations but will find it hard to be government agents as they will come into conflict with government evil doing. Government organisations sometimes operate as villainous groups.
Evil	The government is villainous and self-serving. It cares nothing for protecting the people except when doing so helps to preserve the government's power, wealth and influence. The PCs are unlikely to be able to work with government organisations and will find it impossible to work as government agents. Government organisations operate in the same way as other villainous groups.

Government Strength	Description
Strong	The government has effective and committed security forces which are loyal to it. The government uses these efficiently.

Government Strength	Description
Stable	The government's security forces can be effective but are sometimes hampered by lack of resources, corruption, poor planning or organisation.
Weak	The government's security forces are rarely effective. The government may be poor, disorganised, corrupt or compromised.

At the beginning of play a Strong Government will control all of the zones on the map. A Stable Government will control half of the zones on the map including government centres and security installations. A Weak Government will control D8 zones comprising the centre of their government and possibly some security areas. Decide in each government area if the forces in control are the Government Police or Government Army. A Weak Government will also have D6 other groups each controlling D8 areas. Roll for the groups in control of each:

D100	Controlling Group
0-25	Criminals
26-50	Gangsters
51-75	Rebel Army
76-00	Rebel Police

Increasing Scale with Level

If any PCs reach Level 4 then the map scale for them changes to show the whole of a major country or a collection of small countries. If any PCs reach Level 6 then the map scale changes to show a continent and at Level 8 to show the whole world. In each case the map is still divided into around 100 zones but probably of irregular size with more populated areas containing smaller zones. High Level PCs actions effect a broad area – there still smaller scale issue going on within each zone for lower-level characters but the whole team is treated as being the level of the highest level PC it contains.

Random Episodes

Each week roll for the number of random episodes that occur. The number of random episodes in a week is:

D12	Number of Random Episodes
1	0
2	0
3	0
4	0
5	0
6	0
7	1
8	1
9	1
10	2
11	2
12	3

PCs will have time for D6 activity periods before news of the event arrives. Once news arrives roll for the degree of urgency of the problem to see how many activity periods are available before the episode must be confronted (this could take it into next week). If the PCs don't take action before this it may resolve:

D10	Activity Periods before it May Resolve
1-3	0
4-6	1
7-8	2
9-10	3

Assault Episodes

These are created by the PC's choosing the Assault action. In this case the main opponent is decided automatically as whoever is holding the target area.

Opponents and Tasks

The following table indicates the standard number of opponents of each kind in a combat stage when facing events of each type as a main or lesser opponent. This is modified by the number of characters the players send to deal with the episode step. Only include those characters the players send deliberately such as PCs and characters brought as a result of Relationship tasks– not those encountered as a result of complications. Note that only 4 PCs or powered relationships can be deliberately sent on a episode or one per player whichever is higher. Calculate the strength of the heroes as follows:

- Powered Character (1)
- Sidekick not gained by another character already included as an advantage (½)
- Unpowered character not gained by another character already included as an advantage (¼)
- Round the total to the nearest figure.

If the result is over 4 add 1 more named opponent if the encounter has any otherwise 20% more of the unnamed individuals per point.

After its name each episode has rolls listed on D10 in brackets to determine if the episode is the result of government action for Good/Neutral/Evil governments. For Weak Governments roll 2D10 and take the lower and for Strong Governments roll 2D10 and take the higher. Opposing the government's actions results in Wanted status. Some episodes are labelled (V). They are never anything but Villainous. Hero Team Active is never villainous. Otherwise if an episode has been organised by a Good Government it won't be Villainous: the government will be trying to secure a zone or zones. A neutral government controlling a non-(V) event will be trying to do something non-Villainous on a roll of 5+ on D10 – otherwise something Villainous. All government episodes from an Evil Government are Villainous. Otherwise when a non-(V) group is not working for the government they will be doing something Villainous on a D10: 2+ for a Good Government, 3+ for a Neutral Government or 6+ for an Evil Government. Heroes don't need to intervene in non-Villainous events

but can do so to help if they wish in certain circumstances where there are opponents such as when a non-Villainous event tries to take zones from Villains.

D100	Episode	Main	Lesser	Standard Task and Other
01-03	Super Recruit Available.	Heroes or Villains: D2 + 2	Heroes or Villains: D3 + 1	Leadership 2D6. Roll D6. On a 6 there are two recruits. A potential team member or members have appeared. The team can try to recruit them. The opponents will be (D6): 1-3: Heroes, 4-6: Villains. If the team fail then the opponents succeed in recruiting the character. If opponents are heroes it is possible that a fight can be avoided. This event doesn't take over zones.
04-10	Disaster (V)	None	None	Task 2D6. Tasks only. Failure destroys the zone/s. Roll separately each time a task is required. Make a second roll for a different outcome which can be used as an alternative at +3 difficulty. Alternatively any of the tasks listed can be used at +5 difficulty:

D20	Task
1-2	Roll Twice – two separate tasks
3	Athletics
4	Control
5	Endurance
6	Gymnastics
7	Mystical
8	Perception
9	Technology
10-11	Any Ability With Cold as a Result, Change Environment Water, Change Environment Storm, Damage (Physical) from Matter Controller Liquid. +1 Difficulty.
12-13	Distant or Ranged Damage Other Than Bullet. +1 Difficulty.

D100	Episode	Main	Lesser	Standard Task and Other		
				14-16	Wall, Trap, Large, Super Strength or Forced Move. +1 Difficulty.	
				17-19	Move. +1 Difficulty.	
				19-20	Roll Twice and either can be used	
11-13	Hero Team Active (7+/9+/No)	Heroes: D2 + 2	Heroes: D3 + 1	Doesn't create an episode. Existing groups recruit a new member. Otherwise a new group is formed. Roll randomly for their HQ.		
14-22	Mastermind/Black Queen Scheme (V) (No/10+/9+)	Master Mind/Black Queen + Minions	Minions	Task: Roll D6: 1-2 Mastermind/Black Queen's best skill, 3-4: second best, 5: third best, 6: fourth best. The Enforcer (if any) will always appear in the Episode. If there is a Preliminary Step with opponents than s/he will appear in that. If s/he hasn't appeared in the preliminary steps then s/he will appear in the Final Step instead of the Mastermind or Black Queen. In each step including the final step there will also be a lesser opponent. On a roll of 4+ on D6 use a random one of the Favoured Followers. Otherwise roll randomly for the encounter being used as minions as lesser followers. If the Enforcer is present subtract 1 from the number of other named characters present.		
23-35	Villain Scheme (No/9+/8+) (V)	Villains: D2 + 2	Villains: D3 + 1	Task: roll D6: 1 = members' best skill, 2 = 2nd best, 3 = 3rd best and so on.		
36-38	Soldier Agency Scheme (8+/8+/8+)	Leaders: D3 + 1 Agents: D12 + 9	Leaders: D3 Agents: D12 + 7	Investigation 2D8		
39-41	Police Crackdown (4+/4+/4+)	Leaders: D3 + 1 Police: D20 + 11	Leaders: D3 Police: D16 + 11	Leadership 2D6		
42-47	Supremacy Scheme (mutant supremacists – villain group). (No/No/No) (V)	Villains: D2 + 2	Villains: D3 + 1	Task: roll D6: 1 = members' best skill, 2 = 2nd best, 3 = 3rd best and so on.		
48-50	Martial Law (the army) (4+/4+/4+)	Leaders: D3 + 1 Army: D20 + 16	Leaders: D3 Army: D16 + 13	Leadership 2D8		

D100	Episode	Main	Lesser	Standard Task and Other
51-56	Chimera (Villainous Soldier/Spy agency) Scheme (No/No/No) (V)	Leaders: D3 + 1 Agents: D16 + 8 ¼ Spies and ¾ Soldier agents	Leaders: D3 Agents: D12 + 8 ¼ Spies and ¾ Soldier agents	Investigation 2D8
57-59	Kung Fu Gang Scheme (No/No/No)	Leaders: D3 + 1 Agents: D16 + 9	Leaders: D3 Agents: D12 + 9	Tactics 2D8
60-62	Spy Agency Scheme (8+/7+/6+)	Leaders: D2 + 2 Agents: D6 + 4	Leaders: D3 + 1 Agents: D6 + 4	Investigation 2D8
63-64	Cult of the Old Gods Scheme (No/No/No)	**Level 1:** Leaders: D3+1 Cultists: D16+9 **Level 2:** Leaders: D3+1 Cultists: D20+11 **Level 3:** Leaders: D3+1 Cultists: D20+14 **Level 4:** Gods: D3-2 Leaders: If no gods D3+1 otherwise D3-1 Cultists: D20+15 **Level 5+:** Gods: 1 Leaders: D3 Cultists: D20+16	**Level 1:** Leaders: D3 Cultists: D16+7 **Level 2:** Leaders: D3 Cultists: D20+9 **Level 3:** Leaders: D3 Cultists: D20+12 **Level 4:** Leaders: D3 Cultists: D20+14 **Level 5+:** Leaders: D3+1 Cultists: D20+16	Mystical 2D8. Zone taken over occupied by Old God.
65-66	Cult of the Elder Gods Scheme (No/10+/8+) (V)	**Level 1:** Leaders: D3+1 Cultists: D16+9 **Level 2:** Leaders: D3+1 Cursed Cultists: D6+2 Cultists: D16+5 **Level 3:** Leaders: D3 Servitors: D3+2 Cursed Cultists: D6+4 Cultists: D12+5 **Level 4+:** Gods: D3-2 Leaders: If no gods D3 otherwise D3-1 Servitors: D6+2 Cursed Cultists: D12+5 Cultists: D12+1	**Level 1:** Leaders: D3 Cultists: D16+7 **Level 2:** Leaders: D3 Cursed Cultists: D6+1 Cultists: D16+3 **Level 3:** Leaders: D3-1 Servitors: D3+1 Cursed Cultists: D6+2 Cultists: D12+3 **Level 4+:** Leaders: D3-1 Servitors: D6+1 Cursed Cultists: D12+3 Cultists: D12+1	Mystical 2D8. Zone taken over occupied by Elder God.
67-68	Cult of the Outer Gods Scheme (No/10+/8+) (V)	As cult above	As cult above	Mystical 2D8. Zone taken over occupied by Outer God.

D100	Episode	Main	Lesser	Standard Task and Other
69-71	Outsider Scheme (No/No/No)	Leaders: D2+2 Agents: D12+ 7	Leaders: D3 + 1 Agents: D12 + 5	Persuasion 2D8
72-74	Robot Scheme (8+/8+/8+)	Leaders: D3 Robots: D8 + 12	Leaders: D3-1 Robots: D8 + 10	Technology 2D8
75-76	Automata Swarm Attack (No/No/No)	Automata Swarms: D8 + 12	Automata Swarms: D8 + 10	Technology 2D8
77-79	Criminal Scheme (No/10+/8+) (V)	Leaders: D2 + 2 Criminals: D16 + 15	Leaders: D3+1 Criminals: D16 + 11	Investigation 2D6
80-82	Gangster Scheme (No/10+/7+) (V)	Leaders: D2+2 Gangsters: D16+15	Leaders: D3+1 Gangsters: D16+11	Investigation 2D6
83-86	Undead Outbreak (No/No/10+) (V)	Leaders: D3-1 except vampires where it is D3 Undead:	Leaders: D3-2 except vampires where it is D3-1 Undead:	PCs choose Tactics, Technology or Science 2D8

Main (83-86) Undead table:

D100	Undead Type
01-35	Zombies
36-55	Skeletons
56-70	Ghouls and Gaunts
71-85	Ghosts
86-00	Vampires

Zombies:
Roll D20+16 for human zombies then roll D6:
1. Replace ¼ with twice as many crows.
2. Replace ¼ with twice as many crows and ¼ with twice as many rats.
3. Replace ½ with twice as many crows.
4. Replace ½ with twice as many crows and ½ with twice as many rats.
5. Replace ¼ with twice as many crows and ¼ with the same number of dogs.
6. Replace ¼ with twice as many crows, ¼ with twice as many rats and the rest with the

Lesser (83-86) Undead table:

D100	Undead Type
01-35	Zombies
36-55	Skeletons
56-70	Ghouls and Gaunts
71-85	Ghosts
86-00	Vampires

Zombies:
Roll D20+12 for human zombies then roll D6:
1. Replace ¼ with twice as many crows.
2. Replace ¼ with twice as many crows and ¼ with twice as many rats.
3. Replace ½ with twice as many crows.
4. Replace ½ with twice as many crows and ½ with twice as many rats.
5. Replace ¼ with twice as many crows and ¼ with the same number of dogs.
6. Replace ¼ with twice as many crows, ¼ with twice as many rats and the rest with the same number of dogs.

Skeletons: D20+12
Ghouls and Gaunts: D20+6 ¼ will be gaunts
Ghosts: D20+6

D100	Episode	Main	Lesser	Standard Task and Other
		same number of dogs. Skeletons: D20+16 Ghouls and Gaunts: D20+13 ¼ will be gaunts Ghosts: D20+10 Vampires: D20+4 and roll D6: 1. Replace ¼ with twice as many Servants. 2. Replace ¼ with three times as many Thralls. 3. Replace ¼ with twice as many Servants and ¼ with three times as many Thralls. 4. Replace ½ with twice as many Servants and ½ with three times as many Thralls.	Vampires: D12+5 and roll D6: 1. Replace ¼ with twice as many Servants. 2. Replace ¼ with three times as many Thralls. 3. Replace ¼ with twice as many Servants and ¼ with three times as many Thralls. 4. Replace ½ with twice as many Servants and ½ with three times as many Thralls.	
87-90	Demon Incursion (No/No/9+) (V)	**Level 1:** Lesser Demons: D16+9 **Level 2:** Roll D6: 1-2: Lesser Demons: D20+11 3-4: Lesser Demons D14+7, Greater Demons D6+2 5-6: Greater Demons: D12+5 **Level 3:** Roll D6: 1-2: Lesser Demons 2D8+6, Greater Demons D12+3 3-4: Two Types greater Demons each D12+5 5-6: Demon Prince/Princess, D12+5 Greater Demons, D12+5 Lesser Demons **Level 4+:** Roll D6:	**Level 1:** Lesser Demons: D16+6 **Level 2:** Roll D6: 1-2: Lesser Demons: D20+8 3-4: Lesser Demons D12+5, Greater Demons D6 5-6: Greater Demons: D12+3 **Level 3:** Roll D6: 1-3: Lesser Demons D16+5, Greater Demons D14 4-6: Two Types greater Demons each D12+3 **Level 4+:** Roll D6: 1-3: Lesser Demons 2D10+4, Greater Demons D12+5	Mystical 2D8

D100	Episode	Main	Lesser	Standard Task and Other
		1-2: Lesser Demons D20+7, Greater Demons D12+7 3-4: Three Types greater Demons each D12+5 5-6: Demon Prince/Princess, two types Greater Demons each D12+5, D12+9 Lesser Demons	4-6: Three Types greater Demons each D12+3	
91-92	Lost Civilisation Scheme (No/No/No)	Leaders: D2 + 2 Lost Civilisation: D12 + 11	Leaders: D3 + 1 Lost Civilisation: D12 + 9	Tactics 2D8
93	Small Monster Attack (No/No/10+) (V)	Monsters: D12 + 7	Monsters: D12 + 5	Science 2D8
94	Medium Monster Attack (No/No/10+) (V)	Monsters: D6 + 4	Monsters: D6 + 2	Science 2D8
95-96	Large Monster Attack (No/No/10+) (V)	Monsters: D2	Monsters: 1	Science 2D8
97-00	Costumed Criminals Scheme (No/No/9+) (V)	Costumed Criminals: D16 + 9	Costumed Criminals: D12 + 8	Investigation 2D8

When an opponent or group of opponents is required from the above table then roll D6. On 4+ it will be an existing opponent that the team have met before (if one is available) – otherwise a new opponent. If it is an existing opponent in an episode has been captured and is being held by some other group then roll D6. On 4+ they escape to perform the episode normally otherwise there will just be news of a failed escape attempt. If the group has been captured by the PC team they will attempt to break out from the PC's base. This means that the episode step in which they appear is replaced with a Breakout Step.

Roll randomly for the square of the campaign map where the events begins unless it is an existing group which already controls an area of the map in which case begin in an adjacent area on a roll of 3+ on D6. If one of the squares overlaps the PC Team's base then it is possible that an episode step involving conflict will be an assault on the team's base.

The number of zones affected, and the map scale depends on the PCs' Level:

Level	Scale/Squares
1	Starting Scale/1
2	Same Scale/4
3	Same Scale/9
4	Scale Increases/1
5	Same Scale/4

6	Scale Increases/1
7	Same Scale/4
8	Scale Increases/1
9	Same Scale/4
10+	Same Scale/9

When more zones are effected they should be adjacent squares and determined randomly.

Interventions

PCs can choose to intervene in an episode. They may essentially be forced into taking part in an episode step if it in their base (e.g. an Assault or Breakout). It may be that they can use some activity periods before the first step of the episode (for example for research) if the earlier roll allowed this.

If a zone is already in the control of a group and another episode lands on top of them there may well be a conflict between the two groups. If the heroes don't intervene then the referee can resolve this by deciding the relative power of the two groups and rolling a D10+Power for each side to judge the winner. Another hero team will intervene (if one exists) in this case on 7+ on a D10 and will add Power (at the referee's discretion) to the side they support. Alternatively the player characters can intervene in support of one side or the other. The referee will need to decide if the heroes can work with the side they want to support. The referee will want to tailor the episodes complications in terms of allies and so on according to the circumstances.

Breakout Step

These occur when a group in an episode is being held by the PCs in their base's cells. It replaces a randomly generated step when the group would be active. If it is the first step of the episode and the number of activity periods available before it is 0 then the PCs may not be at the base to prevent the breakout. PCs whose previous activity was Construction, Research or Training will be present. PCs whose previous action was Establish a Legend, Find or Tap a Sponsor, Purchase or Recruiting will be present on a roll of 4+ on D6. If any PC is present then play out the episode as a combat. However each player needs to have a character to play so if they have no PC present they arrive they choose one and roll a D6 at the start of each turn. On 4+ the PC turns up. If there is a battle use the map of the PC's base and play our the combat as normal. The enemy start in the cells and are assumed to have just broken out, they won't have their items. The combat will determine which base features are damaged or destroyed.

If the PCs are not present then the prisoners roll their best **Security** skill in a task against **Resist Breakout** of the base. If they succeed they have escaped. If they succeed they will have damaged D6 random features of the base. Note that a Vault feature allows a save against some damage. If they damage the Vault or there is no Vault they escape with their items. If the breakout fails D3 base features will be damaged.

A successful breakout will mean the secret location of the base is known to the opponents and they may potentially tell it to others.

Assault Step

These occur when an episode step with enemies occurs in the zone containing the PC's base. It may then be an assault on their base if the referee thinks this is plausible given the opponents. If the PC's base is secret and the enemy don't know where it is they will require a roll as in the rules to find it. If there were 0 activity periods before the assault the PCs may not be present as in breakout above. If so the referee will choose a value to represent the power of the enemy and roll a task against the base's resistance to assault. If the assault succeeds 2D8 base features will be damaged. An assault step can also occur if the PCs are making a PC Assault, the zone contains the enemy's base and the PC's can find it. If a combat occurs at a base that should make up the map.

Episode Outcomes

An Episode will resolve unsuccessfully (as far as the PCs are concerned) if:

- After the time allowed the PCs haven't intervened at all and any other defenders (as determined above) were defeated or there weren't any.
- If the PCs failed in the main step.
- If an initial step is failed by the PCs then roll to see if the event resolves unsuccessfully (7+ on a D10).

If the outcome is failure in a PC assault then the enemy aren't driven out. If the PC's base was assaulted the enemy will damage 2D8 base features, take over the base and remaining PCs wil have fled. For other episodes the opponents take over the area to a degree according to their type. For example criminals and gangsters mean there is a crime wave in the area and they are operating freely whereas some other encounters will conquer the area.

Episode Details

Schemes

Some events have a scheme associated with them in addition to the effect of taking over the zone.

D6	Scheme Type
1	Resource Collection: leader gains +2 resources.
2	Power Grab: future tasks associated with the group are at +1 until they suffer a defeat.
3	Experience: each character can spend 3 DP.
4	Leader Power: the enemy leader levels up.
5	Take over an additional adjacent zone.
6	Destruction: destroy zone.

Continuing With an Episode

Sometimes it is possible or compulsory to continue to the next step in the same episode immediately on succeeding at the previous step in the same or next phase and using the same group of characters. Roll:

D6	Continue
1	Can't continue until after next activity period.
2	Can continue in next activity period.

D6	Continue
3-4	Must continue in next activity period.
5	Can continue in the same activity period.
6	Must continue in the same activity period.

Episode Value

Each episode has a standard value listed in its description. Roll D10 as follows to modify it:

D10	

1-4	Use the standard value listed for the event modified as follows*: Roll D10.
	    1: -2
	    3-4: -1
	    8: +1
	    9: +1D
	    10: +1D1

5-7	Use the best skill in the task that the opponents have between them as the value instead of the standard value unless the opponents have no named individual characters in which case the value is 2D6*.
8-10	Use the higher of the standard value and the best skill in the task that the opponents have as the value.

This value is used as the main task difficulty. In the cases marked * add 1 to the difficulty if the mission is L3-4 and add 2 at levels higher than this. Also add 1 if more than 4 player characters are present.

Advanced Research

If 0 activity phases are allowed before the episode then this isn't possible. Otherwise roll to see if prior research will help in the episode. Prior research takes 1 activity period and can be carried out by any number of characters. The results are in the rulebook.

Roll for difficult:
Roll for the task difficulty as compared with the main task:

D6	Skill
1	-2
2	-1
3	0
4	0
5	+1
6	+2

Preliminary Steps

There will be D4-1 other steps (or D4 in a Disaster) leading to the final task. Each can have a task. On 5+ on D6 use the standard task otherwise roll randomly. Failing a preliminary step can cause the episode to resolve unsuccessfully. If it is failed but the episode doesn't resolve roll a new preliminary step to replace it. Preliminary steps come in the following kinds:

D6	Kind
1	Confrontation – have to confront opponents unless this is a Disaster Episode. Has a task which is blocking and no progress is possible in the episode until it succeeds. Roll to see when the task appears (unless it is a Disaster): <table><tr><td>D3</td><td></td></tr><tr><td>1</td><td>Before the fight. Must be completed before the battle and victory in that battle wins the step.</td></tr><tr><td>2</td><td>After the fight. Must be completed after the battle is won and victory in the task wins the step.</td></tr><tr><td>3</td><td>During the fight. Happens simultaneously with the fight. Both the fight and the task must be completed within the 20 turn time limit for the fight.</td></tr></table>
2	Guards – may have to confront opponents. A task before any conflict allows the opponents to be by-passed without a fight. In a Disaster Episode must complete the task but there are no opponents.
3	Advantage/Problem –success allows a +2 boost in the final task and failure adds 2 to the difficulty of the final task.
4	Information – blocking task. No progress possible until complete.
5	Chase – against opponents. If the opponent has named individual characters D3 (or all) of them are involved otherwise D4 (or all) unnamed characters. See how many must be caught on D6: 1-2: All. 3-4: At least half. 5-6: 1. If caught see if a blocking task must be completed to succeed on D10: 1-3: No. 4: Persuasion. 5: Leadership. 6: Security. 7: Science. 8: Technology. 9: Mystical. 10: Tactics. Otherwise just catching the target is enough. In a Disaster Episode replace with Race Against Time.

6	Race Against Time. The time to get to the next step is crucial. If this step is failed then the next step counts as failed therefore if it is a final task then the whole episode resolves and if it is another step it may resolve. The race value is (D8):
	
	  1. 2D4
	  2. 2D6
	  3. 3D6
	  4. 2D8
	  5. 3D8
	  6. 2D10
	  7. 3D10
	  8. 2D12

Where opponents must be faced in any of these steps roll:

D6	Opponent
1	Main Opponent – the main opponent listed on the event
2-3	Lesser Opponent – the lesser opponent listed on the event
4-5	Another Random Lesser – roll again on the event table for which
6	Another Random Main – roll again on the event table for which

Roll for the task difficulty (if any) as compared with the main task:

D6	Skill
1	-3
2	-2
3	-1
4	-1
5+	0

Final Step

The final task always includes a combat against the main opponent. Each event has a standard main task type. On a roll of 3+ on D6 use this otherwise roll randomly for the type of task. This task must be completed to defeat the episode. The difficulty of the task is equal to the value of the episode. Roll to see when the task must be completed (during the final step):

D3	
1	Before the fight. Must be completed before the final battle and victory in that battle wins the episode.
2	After the fight. Must be completed after the final battle is won and victory in the task wins the episode.
3	During the fight. Happens simultaneously with the fight and afterwards if necessary. Victory in both in either order wins.

Random Task

This is used when a task for an episode step isn't the standard task for the episode.

D20	Skill
1	Athletics
2	Computer
3	Control
4	Endurance
5	Gymnastics
6	Investigation
7	Leadership
8	Medical
9	Mystical
10	Perception

D20	Skill
11	Persuasion
12	Research
13	Science
14	Security Systems
15	Stealth
16	Survival
17	Tactics
18	Technology
19-20	Roll twice – must do both.

Task Limits

Roll to see any restrictions on attempting the task. This applies to any task – roll separately in each step:

D6	Restrictions
1	Only one character can attempt
2	Two characters can work together (+2 difficulty)
3	All characters can work together (+3 difficulty)
4	All characters can try one at a time (+2 difficulty)
5	Two character can try one at a time (+1 difficulty)
6	All characters must try and succeed separately (-2 difficulty)

Combat Setup

Referee's Notes

The following are a guide to the kind of battles that should appear so as to give characters a chance to gain an advantage from things like Life Support, Movement etc. Try to make the results make sense within the context of the game and re-roll anything which seems too unlikely.

Contested Space

The size of the contested space is limited. A figure can fall, be knocked out of or move out of this space. Any figure outside the contested space counts as inactive for determining victory conditions. The contested space is a cube with the surface on which the deployment occurs (usually the ground but could be something else) running across the middle (so the bottom half of the cube may be underground). It is in the middle of the board. The volume can be quite small because the defenders and attackers are contesting an objective occupying a limited area. The referee should determine what is being contested by using the task and other characteristics of the episode step. The sides of the cube are:

D10	Cube Side (Squares)
1	3
2	7
3	11

4	13
5	15
6	17
7	18
8	19
9	20
10	21

Before Combat Preparation

D6	Preparation	Meaning
1	Ready	Both sides get 2 personal actions before deployment.
2-3	Warned	Both sides get 1 personal action before deployment.
4	Tactical Surprise	Each side chooses a character to roll Tactics. Defender counts as active. Winner gets 1 personal action before deployment on a success and two on a major success.
5	Ambush	Each side chooses a character to roll Tactics. Defender counts as active. Winning side are the ambushers. The ambushers get two personal actions before deployment. If the ambushers can start in sufficient concealment they can start **Hidden**.
6	General Surprise	Neither side gets any actions before deployment.

Deployment Type

D10	Deployment	Meaning
1-3	Alternating	Roll D10 each side. Deploy one character at a time starting with the high scorer. Random deployment range.
4-8	Tactical Edge Deployment	Each side chooses a character to roll Tactics (if they haven't already in the previous phase of the setup). Attacker counts as active. Winner chooses to deploy first or second in alternating deployment on a success or to deploy whole team first or second on a major success. Winner chooses deployment range and where from using the list.
9-10	Whole Team	Roll D10 each side. Deploy whole team starting with the high scorer. Random deployment range.

When deploying mooks deploying a team counts as one character.

Roll twice to see where the first side must be deployed where this is random or choose for Tactical Edge:

D10	From	Distance
1-2	Random board edge	Within 6
3-4	Random board corner	Within 10
5-6	Board centre	Within 12
7-8	Selected board edge	Between 10 and 20

9-10	Selected Board Corner	Between 12 and 24

Each figure of the second side must be no closer than the minimum Deployment range from any member of the first team and must be within the maximum of at least one of them.

D10	Deployment Range
1	2-3
2-3	2-5
4-5	3-10
6-7	6-15
8-9	11+
10	16+

Note that some complications can make the available deployment area pretty small so each figure must comply with the deployment restrictions as far as it is possible to do so. A figure is never stopped from deploying entirely. It is possible that a figure will have to deploy outside the Contested Space but only if there is no choice.

Environment

Roll randomly for D5-2 environments. Re-roll contradictions or anything that doesn't make sense (for example an episode that takes place inside an enemy base can only have a limited number of environments). The defaults unless they are modified are Urban, Light and Calm. If the opponents are Vampires the default is Darkness, Urban, Calm or in an Assault Enclosed, Light, Calm. If the episode step takes place at night the default is Darkness, Urban, Calm. The value of the environments will be:

D4	Value
1	2D4
2	2D6
3	2D6
4	2D8

If the same environment is rolled twice the value is +2 and/or will be in other ways more extreme.

D100	Environment
01-04	Air: roll D10 for squares above the ground: 1-2: (D100 + 50) x 5 3-5: (D100 + 50) x 10 6-8: (D100 + 50) x 20 9-0: (D100 + 50) x 50
05-10	Cold
11-27	Darkness
28-34	Light (makes little difference unless the default is Darkness e.g. Night).
35-46	Enclosed

D100	Environment
47-52	Heat
53-59	Fog
60	Microgravity
61-75	Open
76-77	Poison
78-79	Radiation
80	Space
81-83	Storm
84-85	Underwater
86-90	Water
91-100	Wilderness

In an air environment any character involved who doesn't have Move (Flying) or have a vehicle with Move (Flying) will deploy on:

D100	Air Deployment
01-10	All on a D8+2 x D8+2 sized flying platform. Platform counts as a normal building floor but each time it is breached it has a 30% of failing and falling and at the start of each turn it has a cumulative chance of failing and falling equal to 5% per breach.
11-20	On two platforms as above (one for each side).
21-30	On three platforms as above with each deploying randomly on one.
31-50	All on the smallest plane or helicopter (if altitude is low enough use the helicopter) that will accommodate them.
51-70	On a number of planes or helicopters equal to the number of characters on the side that have Control skill. Divide the characters between each using the smallest plane or helicopter (if altitude is low enough use the helicopter) that will accommodate them.
71-85	All on one airliner.
86-00	All on one executive jet.

D100	If On Flying Platforms roll for each
01-20	The platform is stationary
21-35	The platform moves randomly D10 squares per turn but roll again for direction if would move off the board.
36-50	The platform moves randomly D20 squares per turn but roll again for direction if would move off the board. If it moves more than 15 it tips requiring each person on it to resist gymnastics 2D6 – fall and slide D4 squares on a fail, D8 squares if doubled in the direction of the tip.
51-75	The platform can be steered by a pilot operating at a control point by making a D6 control. On a failed control it tips as above or on a success the pilot can deliberately tip it as above. It moves D10 squares.

D100	If On Flying Platforms roll for each
76-00	The platform can be steered by a pilot operating at a control point by making a D6 control. On a failed control it tips as above or on a success the pilot can deliberately tip it as above. It moves D20 squares but tips if it moves more than 15.

Complications

Each step will have D6-2 complications. Re-roll any contradictions or anything that doesn't make sense (e.g. only certain complications may make sense inside an enemy base). Also simplify things if wished – for example if there are multiple floors they should generally be the same distance apart:

D30	Complication
1	Already There
2	Automated Defences
3	Blocked Senses
4	Dangerous Obstacles
5	Death Trap
6	Destruction Sequence
7	Edge of a Drop
8	Explosive Objects
9	Hard Contested Zone
10	Hard Edge
11	Hard Floor
12	Hostage Situation
13	Innocent Bystanders
14	Limited Area
15	Maze
16	Narrow Balance
17	Out is Out
18	Point of Advantage
19	Poor Visibility
20	Relationship
21	Reserves
22	Rough Terrain
23	Steep Slope
24	Sudden Shocks
25	Time Limit
26	Victory Button
27	Weak Contested Zone
28	Weak Edge
29	Weak Floor
30	Roll again and if possible apply the complication twice in some way or double its effect.

Where the complication is listed as dealing damage or another ability with a value roll D6 on this table to see its value:

1. 2D4
2. 2D6
3. 2D8
4. 2D10
5. 2D12
6. 2D14

Where damage is of a random type roll D8:

1. Heat
2. Cold
3. Electricity
4. Radiation
5. Physical
6. Physical Poison
7-8. Solid

Already There: whichever side ambushed the other or gained a tactical edge or otherwise the defender is already in position. 1/3 of its forces are deployed first anywhere on the board. If they have enough **Concealment** they are **Hidden**.

Automated Defences: some kind of automated defences are here. Roll D6:
1. There are D6 of them and they only attack the heroes unless in the heroes base when just the villains.
2. There are D6 of them and they attack just the villains unless in the villains base when just the heroes.
3. There are D8 of them and they attack both sides at random.
4. There are D8 of them and they only attack the heroes unless in the heroes base when just the villains.
5. There are D8 of them and they attack just the villains unless in the villains base when just the heroes.
6. There are D10 of them and they attack both sides at random.

They deal random damage of a random type. Roll for what they do on D6:
1. DX (Hit) 2D6, Distant
2. DX(Hit) 2D6, Ranged
3. DX (Hit) 2D4, Close , Autofire.
4. DX (Hit) 2D6, Area (Large Cone), Touch
5. DX (Hit) 2D6, Area (Long Line), Touch
6. DX (Hit) 2D8, Ranged, Distant

They have 2D6 Sense (Enhanced Vision) and on a roll of 5+ on D6 Exotic or Magical (decide depending on what they are). They are immobile and have a toughness of D8 and Armour (Solid,

Physical, Energy) +2D. They have robot immunities. When trying to hit they are a static object occupying 1 square. Roll D6 for anything else:

1. Personal, Shield, Damage (Electricity) & Stun, 2D8
2. Armour +1
3. If their damage is Heat then Persistent, Cold then & Drain (Cold/DX), Electricity then & Stun, Radiation then & Drain (Radiation/ST), Physical then Ignores (Armour), Physical Poison then Persistent, Solid then Rending
4. Secondary attack – roll for a secondary (alternative) attack with -1 Value.
5. To Hit +1
6. Roll Twice.

Blocked Senses: Some senses don't work at all. A D4 senses don't work. Roll D6 on the following table for each (re-roll duplicates):

1. Enhanced Vision
2. Mental
3. Magical
4. Exotic
5-6. Vision

Dangerous Obstacles: the area is has 2D6 dangerous obstacles each of which is (roll D6):
1: squares with all sides D6
2: cubes with a sides D6
3: rectangles with two sides D8+1 and two sides D4+1
4: cuboids with two sides D8+1 and two sides D4+1 and height D4+1
5-6: Walls of length D10+1 and height D10.
They cause a random damage of a random type.

Death Trap: any innocent bystander, dependent, light relationship, prisoner or hostage that is present is in a death trap and will die if the task is failed and cannot help the heroes until saved. If there are none of these present then the heroes are in the death trap and are all defeated if the task is failed.

Destruction Sequence: for some reason the location is set for destruction. The referee rolls to see how long until the detonation. This could be preplaced charges, an air strike scheduled, an artillery bombardment, a spell, a reactor explosion or anything like that. Roll 2D12 (highest). The task is included in the time taking 1 turn per attempt if it is before or after the fight. If the step is still going on when the destruction sequence ends everything on the board takes 2D14 Damage (Heat). Roll to see how it is possible to learn how long the countdown is (D6):
1. It's obvious – there is a big countdown.
2. There is a control board or similar at a random location. You can see the countdown from 1 square away.
3. One of the enemy carries a countdown indicator as an item.
4. An announcement will say when the countdown reaches 2 turns and then countdown to the explosion.

5. Something gives a hint to the how long – e.g. rumbling, flashing lights, plane overhead – but not the exact time so there is a sense that it is getting close.
6. No way of knowing.

Also check if it can be stopped on D6:
1. Using a device which one of the enemy carries as an item.
2. From a control board or similar in a random location. 2D6 Task – referee chooses suitable skill – e.g. Computers, Technology, Mystical, Persuasion (a radio).
3. By defusing the devices or similar – need to go to 2D6 (highest) locations and do a 2D6 test – referee chooses a suitable skill.
4. By winning the fight.
5. By completing the task.
6. No way of stopping it.

Edge of a Drop: On the board there are D4 edges with a drop of D100+2 squares, or in water environment D6+1 squares or in an air environment to the ground. In an air environment this is usually some kind of flying surface if the altitude is high. The surface at the top of the drop takes up D10+10% of the board in air or water environments or D50+20% otherwise. Where the fight would normally happen on the ground then roll D6: on 4+ the surface is above the ground otherwise on the ground and the drop goes underground. Underwater the bottom dropping away at points usually doesn't matter much. What is at the bottom of the drop depends on the environment/s present:
If Heat then it is something dangerously hot like fire, boiling water or lava dealing Damage (Heat).
If Cold and Water then the fall is into cold water dealing 2D4 Drain (Cold/TO).
If Cold then roll D6: on 4+ it is something dangerously cold dealing Damage (Cold) otherwise a solid surface.
In Space or Underwater it just makes the board more 3D as characters can't really fall.
Otherwise the fall is onto (roll D6):

1. A solid surface.
2. A Weak Floor (see below).
3. A dangerous substance dealing random damage of a random type.
4. Water
5. A spikey or jagged surface doing sharp solid damage equal to the falling damage
6. An entangling surface which puts the character falling onto it in a Trap (Solid) of value: roll D4: 1 = 2D4, 2 = 2D6, 3= 2D8, 4 = 2D10.

Explosive Objects: there are 3D10 squares containing explosives. If these are hit with an attack then roll D6. On 4+ they explode dealing random Heat damage with a large burst.

Hard Contested Zone: the contested zone is surrounded by walls with resistance 2D10. There are D2 entrances or doors which are on random faces of the contested zone (but not underground). The referee should modify the shape but not size of the contested zone if necessary to make something plausible for the environment e.g. a ship, building, aircraft etc.

Hard Edge: the playing area is surrounded by walls with resistance 2D10. There are D2 entrances or doors which are on random sides. It is only possible to enter from off board (not deploy) through these or through breeches. Being knocked off the board would require a door or a breach.

Hard Floor: Re-roll in a microgravity or underwater environments. The fight takes place on a surface that can be broken by damage. The hard floor will take up and will take up D100% of the board and if this is less than 80% it will be divided into D20 sections (max equal to percentage so each is at least 1% of the board). The surface can be broken by damage and has resistance 2D12. In water environments the weak floor will either be (roll D10):

1-3: Just above the water surface

4-7: D6 above the water surface

9-10: D10+10 above the water surface

In air environments the weak floor will be at the altitude of the encounter and if high will be some kind of flying surface.

In other environments where the fight would normally happen on the ground then roll D6: on 4+ the floor is above the ground otherwise on the ground and the drop below it goes underground. Roll to see what is below the weak floor (D10):

1: D4+2 above a Weak Floor (roll again to see what is below that). On a roll of 3+ on a D6 any subsequent floors have the same separation.

2: D4+2 above a Hard Floor (roll again to see what is below that). On a roll of 3+ on a D6 any subsequent floors have the same separation.

3: D10+2 above a Weak Floor (roll again to see what is below that).

4: D10+2 above a Hard Floor (roll again to see what is below that).

5-6: D4+2 above a surface as in Edge of a Drop.

7-8: D10+2 above a surface as in Edge of a Drop.

9-10: D20+2 above a surface as in Edge of a Drop.

Hostage Situation: any light relationship, dependent, prisoner or innocent bystanders present are held hostage held by the enemy. If none are present than it is an important hostage such as a politician, official or celebrity.

Innocent Bystanders: 3D6+4 are present. Use judgement on this – if underwater, water or air they will often be in a vehicle.

Limited Area: the edges of the contested area are the edges of the board.

Maze: the board is a maze with many obstacles and no long lines of sight. The maximum length of the lines of sight is D6+1 squares. For example in Enclosed this is lots of small rooms and corridors, in Urban it could be alleys and in the air these would be something like clouds.

Narrow Balance: the board is traversed by narrow balances such as narrow walls, beams or ropes. Moving along them required a gymnastics throw vs D6. A major defeat result in falling and a minor

defeat no progress. Below them is as in Edge of a Drop. D20+10% of the board squares contain a balance.

Out is Out: anything which leaves the board by an edge such as being knocked over the edge can't re-enter and is out of the fight, counts as defeated and can't be captured.

Point of Advantage: there is a location up to a volume of 3 x 3 x 3 in the centre of the contested zone which it is advantageous to occupy for some reason. The referee should think of something plausible but considering what is going on but these are some suggestions (D6):

1. Controls – for a vehicle can tip it etc. Also could be environmental controls allowing the environment to be changed, doors opened and closed, automated weapons controlled and so on.
2. A gun emplacement providing **Concealment** and with a support or heavy weapon present.
3. Some kind of mystical or power effect giving +1 to powered abilities.
4. Some kind of key to victory – go there and perform a task of 2D8 of a suitable skill to win despite other victory conditions.
5. An escape route – anyone entering leaves the combat with no further consequence.
6. Some kind of healing type device giving +2 on Comebacks and/or 2D8 Healing each turn.

Poor Visibility: something weird means everything on the map is **Concealed** +3 at over 3 squares. Roll D6 for each in turn to see which senses it doesn't conceal against: 3+ Exotic, 5+ Enhanced Vision, 2+ Mental, 3+ Magical.

Relationship: a random Relationship of a random PC appears. In combat the Referee makes this roll secretly and the Relationship will arrive at the start of Turn D10-3 (min 1).

Roll D10	Relationship
1	Follower
2	Companion
3	Anima/Animus
4	Mentor
5	Guide
6	Minion
7	Rival
8	Temptress/Temptor
9	Mastermind
10	Black Queen

Reserves: each side divides their forces in two and then rolls randomly for which group starts on the board. As far as possible mooks must be in whole teams. Each character or team in reserve enters each turn on a 5+ on a D6.

Rough Conditions: the whole map required a move cost x2 more than it normally world (e.g. for **Terrain**). Roll twice to see two move types affected:

Roll D10	Move Affected
1-3	Flight, Limited Flight, Leaping
4-5	Swinging, Wall Crawl, Climbing
6-7	Teleport
8-9	Running, Driving
10	Tunnelling

Steep Slope: The board slopes steeply in one direction. If there is a Weak or Hard Floor it is this floor which slopes. In water or air environments with no floor treat as if there is a sloping Hard Floor. If underwater a steep slope at the bottom usually doesn't matter much. Anyone falling or being pushed back on the surface (knockback, knockdown etc.) or leaping or teleporting onto it must succeed in a D6 gymnastics or fall down (if not already down) and slide D10 squares down the slope before rolling D8 gymnastics to avoid sliding another D10 squares. Carry on rolling against a D8 until the character slides either off the board or to whatever else the edge of the slope is (edge of a drop etc.). Any object landing on the slope will roll 2D20 squares down slope before stopping. Movement on the slope is difficult with Val at a penalty (minimum D4)– Move(Running) is at -1, Move (Driving) is at -2. When using Movement (Running) a roll of 1 means the character falls. When using Movement (Driving) a roll of 1 means the vehicle slides and if it slides more than 5 it also rolls.

Sudden Shocks: roll D6 each turn. On a 4+ a sudden shock inflicts 2D6 knockdown on everyone at the start of the turn.

Time Limit: the step start with a ticking clock of 12. At the end of each turn the clock goes down by D3-1. When it reaches 0 the task is failed. Attempts at the task either before or after the combat take 1 turn.

Victory Button: There is a location on the board which is hard to reach – blocked by other features – and not where anyone can deploy. If anyone can reach it and take an action they immediately win.

Weak Contested Zone: the contested zone is surrounded by walls with resistance 2D6. There are D2 entrances or doors which are on random faces of the contested zone (but not underground). The referee should modify the shape but not size of the contested zone if necessary to make something plausible for the environment e.g. a ship, building, aircraft etc.

Weak Edge: the playing area is surrounded by walls with resistance 2D6. There are D2 entrances or doors which are on random sides. It is only possible to enter from off board (not deploy) through these or through breeches. Being knocked off the board would require a door or a breach.

Weak Floor: As Hard Floor except it has resistance D6. Even a character falling normally onto it as a result of being knocked down, knocked back or pushed back deals D4 damage to it