

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/shsabraveneworld/home/timeline> for details.

The Team

The hero team in each area initially consists of 4 heroes (or 1 per player if this is higher). 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. If you decide that the area is well organised at Doomsday you can assign zones as already under the control of various groups such as the army, the police, gangsters, criminals, secret police etc.

Daily Action

Each day the heroes can take an action:

- Purchase Task (see rules)
- Construction Task (3 days)
- Relationship Task
- Take an action against a daily event
- Assault against an existing threat
- Make a Living/Studying

- Training Task (3 days)
- Recruiting Task
- Breakout Task/Breakout Episode

Daily Event

Initially there will be D8-4 events generated randomly each day. One month after Doomsday (the beginning of the game) things start things calm a little and events per day change to D10-6. If the team contains members who are of different levels then roll randomly for which level each episode is. E.g. if the team consists of Level 2 and Level 1 characters then on a roll of 4+ on D6 it is Level 2 otherwise Level 1. If the team consists of Level 3, 2 and 1 characters a roll on D6 of 5-6 would be 3, 3-4: 2 and 1-2: 1. When an opponent or group of opponents is required roll D6. On 4+ it will be an existing opponent that the team have met before (if one is available) – otherwise a new opponent. Also roll D20 for each Individual or Group held captive by the team with some unhurt members. On a roll of 1 they attempt a Breakout.

D100	Event	Main	Lesser
01-03	Super Recruit Available.	Heroes or Villains: D2 + 2	Heroes or Villains: D3 + 1
04-09	Hero Team Active.	Heroes: D2 + 2	Heroes: D3 + 1
10-17	Mastermind/Black Queen Scheme.	Master Mind/Black Queen + Random Lesser Minions	Random Lesser Minions
18-25	Villain Scheme	Villains: D2 + 2	Villains: D3 + 1
26-28	Soldier Agency Scheme	Leaders: D3 + 1 Agents: 2D6 + 7	Leaders: D3 Agents: 2D6 + 5
29-32	Police Crackdown	Leaders: D3 + 1 Police: 2D10 + 10	Leaders: D3 Police: 2D8 + 10
33-37	Supremacy Scheme (mutant supremacists – villain group).	Villains: D2 + 2	Villains: D3 + 1
38-40	Martial Law (the army).	Leaders: D3 + 1 Army: 2D10 + 15	Leaders: D3 Army: 2D8 + 12
41-44	Chimera (Villainous Soldier/Spy agency) Scheme	Leaders: D3 + 1 Agents: 2D8 + 7	Leaders: D3 Agents: 2D6 + 7
45-48	Kung Fu Gang Scheme	Leaders: D3 + 1 Agents: 2D8 + 8	Leaders: D3 Agents: 2D6 + 8
49-52	Spy Agency Scheme	Leaders: D2 + 2 Agents: D6 + 4	Leaders: D3 + 1 Agents: D6 + 4
53-54	Cult of the Old Gods Scheme	Level 1: Leaders: D3+1 Cultists: 2D8+8 Level 2: Leaders: D3+1 Cultists: 3D8+8 Level 3: Leaders: D3+1 Cultists: 3D10+8 Level 4: Gods: D3-2	Level 1: Leaders: D3 Cultists: 2D8+6 Level 2: Leaders: D3 Cultists: 3D8+6 Level 3: Leaders: D3 Cultists: 3D10+6 Level 4: Leaders: D3 Cultists: 3D10+10

D100	Event	Main	Lesser
		Leaders: If no gods D3+1 otherwise D3-1 Cultists: 3D10+10 Level 5+: Gods: 1 Leaders: D3 Cultists: 3D10+10	Level 5+: Leaders: D3+1 Cultists: 3D10+10
55-56	Cult of the Elder Gods Scheme	Level 1: Leaders: D3+1 Cultists: 2D8+8 Level 2: Leaders: D3+1 Cursed Cultists: D6+2 Cultists: 2D8+4 Level 3: Leaders: D3 Servitors: D3+2 Cursed Cultists: D6+4 Cultists: 2D6+4 Level 4+: Gods: D3-2 Leaders: If no gods D3 otherwise D3-1 Servitors: D6+2 Cursed Cultists: 2D6+4 Cultists: 2D6.	Level 1: Leaders: D3 Cultists: 2D8+6 Level 2: Leaders: D3 Cursed Cultists: D6+1 Cultists: 2D8+2 Level 3: Leaders: D3-1 Servitors: D3+1 Cursed Cultists: D6+2 Cultists: 2D6+2 Level 4+: Leaders: D3-1 Servitors: D6+1 Cursed Cultists: 2D6+2 Cultists: 2D6.
57-58	Cult of the Outer Gods Scheme	As cult above	As cult above
59-62	Outsider Scheme	Leaders: D2+2 Agents: 2D6 + 6	Leaders: D3 + 1 Agents: 2D6 + 4
63-66	Robot Scheme	Leaders: D3 Robots: D8 + 12	Leaders: D3-1 Robots: D8 + 10
67-70	Automata Swarm Attack.	Automata Swarms: D8 + 12	Automata Swarms: D8 + 10
71-74	Criminal Scheme	Leaders: D2 + 2 Criminals: 2D8 + 14	Leaders: D3+1 Criminals: 2D8 + 10
75-78	Gangster Scheme	Leaders: D2+2 Gangsters: 2D8+14	Leaders: D3+1 Gangsters: 2D8+10
79-82	Undead Outbreak	Leaders: D3-1 Undead (roll on table in rules for kind): Zombies and Skeletons: 2D10+10/Level Ghouls and Ghosts: 2D8+8/Level Vampires: 2D6+6/Level	Leaders: D3-2 Undead (roll on table in rules for kind): Zombies and Skeletons: 2D8+10/Level Ghouls and Ghosts: 2D6+8/Level Vampires: 2D4+6/Level
83-86	Demon Incursion	Level 1: Lesser Demons: 2D8+8 Level 2: Roll D6: 1-2: Lesser Demons: 2D10+10	Level 1: Lesser Demons: 2D8+5 Level 2: Roll D6: 1-2: Lesser Demons: 2D10+7

D100	Event	Main	Lesser
		3-4: Lesser Demons 2D6+6, Greater Demons D6+2 5-6: Greater Demons: 2D6+4 Level 3: Roll D6: 1-2: Lesser Demons 2D8+6, Greater Demons 2D6+2 3-4: Two Types greater Demons each 2D6+4 5-6: Demon Prince/Princess, 2D6+4 Greater Demons, 2D6+4 Lesser Demons Level 4+: Roll D6: 1-2: Lesser Demons 2D10+6, Greater Demons 2D6+6 3-4: Three Types greater Demons each 2D6+4 5-6: Demon Prince/Princess, two types Greater Demons each 2D6+4, 2D6+8 Lesser Demons	3-4: Lesser Demons 2D6+4, Greater Demons D6 5-6: Greater Demons: 2D6+2 Level 3: Roll D6: 1-3: Lesser Demons 2D8+4, Greater Demons 2D6 4-6: Two Types greater Demons each 2D6+2 Level 4+: Roll D6: 1-3: Lesser Demons 2D10+4, Greater Demons 2D6+4 4-6: Three Types greater Demons each 2D6+2
87-90	Lost Civilisation Scheme	Leaders: D2 + 2 Lost Civilisation: 2D6 + 10	Leaders: D3 + 1 Lost Civilisation: 2D6 + 8
91-92	Small Monster Attack	Monsters: 2D6 + 6	Monsters: 2D6 + 4
93-94	Medium Monster Attack	Monsters: D6 + 4	Monsters: D6 + 2
95-96	Large Monster Attack	Monsters: D2	Monsters: 1
97-00	Costumed Criminals Scheme	Costumed Criminals: 2D8 + 8	Costumed Criminals: D8 + 8

If there are more than 4 players add 1/5 of the total unnamed things (rounded to the nearest whole number) and 1 to the number of named individuals encountered per player. If there are four or fewer players then a maximum of 4 player characters can be sent to deal with an episode step. Extra characters can be sent on a mission as a result of previously completed **Relationship Tasks**. Sending a total of 5 or more powered characters or their equivalent can cause problems. When judging this powered characters count as 1, sidekicks other than sidekicks gained as an advantage count as ½ and named unpowered characters other than contacts as ¼, non-combatants are 0. Characters appearing later as a result of Complications don't count – only those sent deliberately.

Roll randomly for the square of the city, region or country map being used for the campaign to find where the event is located. Each event lists a main opponent and a lesser opponent. The main opponent is always faced at the final stage but various lesser opponents can be faced along the way.

At level 2 the event also effects adjacent squares for total of 4. At level 3 it effects a total of nine adjacent squares. At level 4 the whole of the major city. Above level 5 the whole of a normal country or state within a large country at level 6 the whole of a large country or a group of normal countries, at level 7 a significant area of the continent, at Level 8 the whole of the continent and at 9 the whole world.

If an event occurs with an existing opponent who is currently captured by the team then a Breakout Episode will occur as the opponent tries to escape. If the opponent 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.

Events create episodes which are generated as described later.

Spreading Control

Once an opponent or group of opponents dominates an area then their control can spread. Each day check for spreading control. If any opponents have been in control of a zone for 14 days roll to see if their control spreads into a random adjacent zone (or zones if over level 1). This happens on 6+ on D10. This will create an episode as the opponents try to take over the zone/s.

Interventions

If the event lands on top of the team's base then the episode will involve the listed opponents attempting to attack the team in their base (if they can find it if it is secret). Otherwise they can choose to intervene.

Any other active hero teams will intervene in an episode on a roll of 6+ on D10 if the heroes don't or on 8+ if they do intervene. If another hero group intervenes in a step without the heroes the referee estimates the relative power level of the two groups, rolls a D10 and adds a modifier for power level with the higher result coming out on top. Roll an outcome against each of their members of the defeated group to see if any were lost. If the other team intervenes in a step that the heroes are in they will send 5 (+1 per player over 4) minus the number of powered characters (or their equivalent as judged earlier) that were sent on the step to help the team. However if the heroes took five or more (+1 per player over 4) powered characters then they turn up with the same number (or all) of their characters and conflict with the heroes due to some kind of misunderstanding or rivalry. It is an extra Confrontation step before the step they were attempting. The default task is Persuasion and the opponents are always the other hero team.

If a zone is already in the control of a group and another event 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 player characters (and any relationships they bring) will replace named characters on the side they join 1 for 1 but they can't replace every named character – they must leave one if there were any on the side they join. If the side they characters join would normally have no named characters then reduce the number of unnamed characters by 25% per hero.

Outcomes

If a main task is failed or ignored the event automatically resolves. If an initial step is failed or ignored for a day then roll to see if the event resolves (7+ on a D10).

What a take-over means will vary according to the type of thing doing the takeover. For example criminals and gangsters mean there is a crime wave in the area and they are operating freely whereas some other encounters is an clear and obvious take over.

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 on the same day and using the same group of characters. Roll:

D6	Continue
1-3	No
4	May Continue
5-6	Must Continue

Episode Value

Each episode has a standard value listed in its description (see later). 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 5 player characters are present.

Advanced Research

Roll to see if prior research will help in the episode:

D6	Skill
1	No
2	Boost First Task
3	Boost All Tasks
4	Knowledge
5	Boost First Task + Knowledge
6	Boost All Tasks + Knowledge

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

Any number of characters can be assigned to research. Attempting research usually takes a day (unless it turns out that continuing is optional or compulsory in which case there is enough time to continue with the same episode but not start another action)—it is in effect an optional extra first step. Knowledge means that they team know the steps and tasks in advance (and can therefore decide which team members to send). Boost is described in the section below.

Boost in Tasks

Boost means success will give a +1 advantage in tasks to one dice taking part in each task (therefore one dice of each character taking part in cases where task must be passed individually and to one selected character's dice where characters can work together).

Preliminary Steps

There will be D4-1 other steps leading to the final task. Each can have a task. On 5+ on D6 use the standard task otherwise roll randomly. Other steps come in the following kinds:

D6	Kind
1	Confrontation – have to confront opponents. Has a task which is blocking and no progress is possible in the episode until it succeeds. Roll to see when the task appears:

D6	Kind	
	D3	
	1	Before the fight. Must be completed before the battle and victory in that battle wins the step.
	2	After the fight. Must be completed after the battle is won and victory in the task wins the step.
	3	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.
2	Guards – may have to confront opponents. A task before any conflict allows the opponents to be by-passed without a fight.	
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	<p>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:</p> <p>1-2: All. 3-4: At least half. 5-6: 1.</p> <p>If caught see if a blocking task must be completed to succeed on D10:</p> <p>1-3: No. 4: Persuasion. 5: Leadership. 6: Security. 7: Science. 8: Technology. 9: Mystical. 10: Tactics.</p>	
6	<p>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):</p> <ol style="list-style-type: none"> 1. 2D4 2. 2D6 3. 3D6 4. 2D8 5. 3D8 6. 2D10 7. 3D10 8. 2D12 	

Where opponents must be faced 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
11	Persuasion
12	Research
13	Science
14	Security Systems
15	Stealth
16	Survival
17	Tactics
18	Technology

D20	Skill
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)

Before Combat

These characteristics are only used in combat encounters.

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. Each character on the winning side rolls Stealth (if the Tactics roll was a major success adding the Tactics dice) counting as active and each character on the losing side rolls Perception. On turn 1 any ambusher getting a major success against all defenders gets the normal 2 actions and any ambusher getting a success against all defenders gets 1 action. Any defender getting a major success against at least one attacker gets 1 action. Others get no actions on turn 1.
6	General Surprise	Neither side gets any actions before deployment.

Roll for 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.

D10	Deployment	Meaning
4-8	Tactical Edge Deployment	Each side chooses a character to roll Tactics (if they haven't already in the previous step). 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 from list.
9-10	Whole Team	Roll D10 each side. Deploy whole team starting with the high scorer. Random deployment range.

Roll twice to see where the first figure deployed must be placed:

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	Not Within 10
9-10	Selected Board Corner	Not Within 12

Deployment range refers to distance from at least one enemy team member after at least one has been deployed.

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.

Environment

Roll randomly for D4-1 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. 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
01-05	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
06-12	Cold
13-35	Darkness
36-50	Enclosed
51-56	Heat
57-58	Microgravity
59-65	Open
66-68	Poison
69-73	Radiation
74-75	Space
76-80	Storm
81-85	Underwater
86-90	Water
91-100	Wilderness

Encounters will always use any life support they have as a native ability or listed equipment. In addition if they have no life support for the environment roll to see if they have made any arrangements:

D100	Life Support
01-30	No
31-70	Yes but with a -1 penalty to Move, Accuracy and Sense if activated.
71-00	Yes

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 filing 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.

D100	Air Deployment
51-70	Each on 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.
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. Each step also has one relationship automatically (a random relationship of a random character). Re-roll any contradictions or anything that doesn't make sense (e.g. only certain complications may make sense inside an enemy base):

D20	Complication
1	Edge of a Drop
2	Extra Relationship
3	Weak Floor
4	Death Trap
5	Hostage Situation
6	Time Limit
7	Dangerous Obstacles
8	Automated Defences
9	Reserves
10	Poor Visibility
11	Rough Terrain
12	Hard Floor
13	Blocked Senses
14	Maze
15	Explosive Objects
16	Narrow Balance

D20	Complication
17	Steep Slope
18	Sudden Shocks
19-20	Innocent Bystanders

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

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).

Extra Relationship: this is an additional relationship to the standard one present.

Weak Floor: Re-roll in a microgravity or underwater environments. The fight takes place on a surface that can be broken by damage. The weak 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 (such as area effect or people falling on it) and 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. 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.

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.

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.

Time Limit: the task 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.

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.

Automated Defences: some kind of automated defence attacks the team. There are D6 of them dealing random damage of a random type. They fire Direct, Distant and roll 2D6 to hit. They have 2D6 Sense (Enhanced Vision) and on a roll of 5+ on D6 Exotic or Magical. They are immobile and have a toughness of D8 and Armour (Solid, Physical, Energy) 2D8. They have robot immunities. When trying to hit them they dodge with D4 to avoid being hit but also roll D8 to avoid being doubled.

Reserves: each side divides their forces in two and then rolls randomly for which group starts on the board. Each figure in reserve enters each turn on a 5+ on a D6.

Poor Visibility: all figures count as concealed (by fog, dust, mystical forces etc.) at ranges 5+ with D4 concealment at 5-7, D6 at 8-9, D8 at 10-11, D10 at 12-13, D12 at 14-15, D20 at 16-17, 2D20 at 18-19 and so on. Roll D6 for each in turn to see which senses it doesn't conceal against: 3+ Exotic, 5+ Enhanced Vision, 2+ Mental, 3+ Magical.

Rough Terrain: moves on the surface cost x2 per square because of rough ground, obstacles, rough water etc. If there is no significant surface e.g. Air, Underwater, Water - then the air itself is turbulent and costs x2 move.

Hard Floor: Re-roll in a microgravity or underwater environments. As for Weak Floor above except the surface has resistance 2D12, doesn't take damage from characters falling on it and resists being tunnelled through.

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

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. In the air these would be something like clouds.

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.

Narrow Balance: the board is traversed by narrow balances such as 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.

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 – Move(Running) is at -1 (minimum D4). Move (Driving) is at -2 (minimum D4) and only tracked vehicles are allowed to use it. 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 5+ a sudden shock inflicts 2D6 knockdown on everyone at the start of the turn.

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

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.
3	Experience: each character gains 2 DP.
4	Level Up: the enemy leader levels up.
5	Take over an additional adjacent zone.
6	Destruction: destroy zone.

Relationship

In any episode step with a combat roll a random character and relationship. That relationship is present and a task must be attempted – the relationship is there no matter what the outcome is but the degree of help or hindrance they offer depends on the outcome.

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

Details of Events

Super Recruit Available

Standard Value 2D6. Main Task: Leadership. Roll D6. On a 6 there are two recruits. A potential team member or members have appeared. The team can try to recruit the character or characters. 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.

Hero Team Active

Doesn't create an episode. Existing groups recruit a new member. Otherwise a new group is formed. Roll randomly for their HQ.

Mastermind/Black Queen Scheme

Standard Value: Roll D6: 1-2 Mastermind/Black Queen's best skill, 3-4: second best, 5: third best, 6: fourth best. Main Task: Mastermind/Black Queen's selected skill. A Mastermind/Black Queen will use existing followers on 4+ on D6 otherwise roll randomly for the encounter being used as minions and they are used as the lesser followers.

Villain Scheme

Value = roll D6: 1 = members' best skill, 2 = 2nd best, 3 = 3rd best and so on. Main Task: selected member's skill.

Soldier Agency Scheme

Value = 2D8. Main Task: Investigation.

Police Crackdown

Value = 2D6. Main Task: Leadership.

Supremacy Scheme (mutant supremacist villain group)

Value = roll D6: 1 = members' best skill, 2 = 2nd best, 3 = 3rd best and so on. Main Task: selected member's skill.

Martial Law (the army)

Value = 2D8. Main Task: Leadership.

Chimera Scheme (Villainous Soldier/Spy Agency)

Value = 2D8. Main Task: Investigation. Use ¼ Spies and ¾ Soldier agents.

Kung Fu Gang Scheme

Value = 2D8. Main Task: Tactics.

Spy Agency Scheme

Value = 2D8. Main Task: Leadership.

Cult of the Old Gods Scheme

Value = 2D8. Main Task: Mystical. If they ever succeed in takeover in a zone it will be occupied by an Old God.

Cult of the Elder Gods Scheme

Value = 2D8. Main Task: Mystical. If they ever succeed in takeover in a zone it will be occupied by an Elder God.

Cult of the Outer Gods Scheme

Value = 2D8. Main Task: Mystical. If they ever succeed in takeover in a zone it will be occupied by an Outer God.

Outsider Scheme

Value = 2D8. Main Task: Persuasion.

Robot Scheme

Value = 2D8. Main Task: Technology.

Automata Swarm Attack

Value = 2D8. Main Task: Technology.

Crime Wave

Value = 2D6. Main Task: Investigation.

Gangster Scheme

Value = 2D6. Main Task: Investigation.

Undead Outbreak

Value = 2D8. Main Task: choose Tactics, Technology or Science.

Demon Incursion

Value = 2D8. Main Task: Mystical.

Lost Civilisation Scheme

Value = 2D8. Main Task: Tactics.

Monster Attack

Value = 2D8. Main Task: Science.

Costumed Criminals Scheme

Value = 2D8. Main Task: Investigation.

Assaults

An assault is when the heroes decide to attack a zone which is already occupied. This creates an assault episode using the occupiers as the main opponent. This is like a normal episode with +1 difficulty on all tasks and all encounters increased in size by 20% rounded down. If the occupiers

possess a base then the final step will be in that base. An assault can be used to try to either rescue captured friends or to remove occupiers from the zone.

Breakout Task/Episode

Captured characters can attempt a breakout task. This uses Security with a difficulty of D6 plus Cells Value (if any) of the base plus a modifier for the Master Computer. If one succeeds this sets up a Breakout Episode in which they try to escape from the opponent's base. Each character who fails has a Defeated Outcome. In this case all the steps are assumed to take place in the opponent's base and the final task allows the characters to escape.

Episode Steps using Bases

Bases are built in certain environments and therefore this may well limit what kind of environments can be produced randomly. By default inside bases is Urban, Enclosed and outside will be wherever the base was built. Roll for random environments of a step at a base normally but ignore any that don't work with the base. Some other random environments are reasonable for example Darkness is often OK as an attack or escape on a base could happen at night and the power could go down as a result of the fighting. Outside a base could be hot or cold but some others don't fit unless the base was built that way. Roll normally for complications but re-roll any that don't fit - many complications can be explained but some probably can't. Complications are always in addition to actual base features. Bases create extra steps as follows:

When Approaching from Outside

Extra steps are just before the final step.

1. Finding the Base: Secret Bases create a blocking task with difficulty equal to the Secrecy Value using Investigation. Public Bases don't have this step.
2. Approaching the Base. The team may be detected on their approach. The detection system causes a Stealth task of difficulty equal to its value (no system is D4) (add Master Computer Value). Use the best detection system that the base has which the character doesn't have concealment against. As many characters as the team wishes can try this and any that succeed will reach the outer layer of defences undetected. They can do this one at a time or in groups. If in groups if any member of the group fails then all fail but the group will end up in the same place. As soon as a character fails the alarms go off and the base is alerted. The character who failed the task will deploy D10+6 squares from the outer defences. Characters who succeeded will be up against the defences, characters who didn't attempt it will be in reserve (as for the Complication).
3. Breaching the Defences. If a character got to a layer of defences undetected s/he can try to breach the defences. This is a Security task with difficulty set by the base's Security Systems (plus Master Computer). Success means that all the characters can get through undetected including any that haven't approached the defence line (the character who breached security deactivates that layer of defences including any automated weapons on that layer). Failures sets off the alarm leaving the characters outside.
4. It may be necessary to repeat steps 2 and 3 several times if the base has multiple layers of defences e.g. an outer fence, a first wall etc.

5. If all layers of defences are breached successfully the fight will start in the inner core of the base and within any standard automated weapons (built into the base) though complications may still apply.

When Breaking Out from Inside

Extra steps are before the normal first step.

1. Once one character has succeeded in breaking out of where they are being held all characters can try to escape. If the base has no cells all the characters can try together to make the security task. If held in cells each must try separately but only one needs to succeed. Hurt characters can be supported out of the base but can't help in the process of escape. When breaking out characters will not have any of their Items.
2. Moving around in the base or reaching the edge of the inner zone of the Base (usually the door). As well as going to the entrance a character or characters could try to sneak to where their items are being kept to retrieve them. The team may be detected whilst moving around. The detection system causes a Stealth task of difficulty equal to its value (no system is D4) (add Master Computer Value). Use the best detection system that the base has which the character doesn't have concealment against. As many characters as the team wishes can try this and any that succeed will reach the inner layer of defences undetected (or successfully retrieve lost items). They can do this one at a time or in groups. If in groups if any member of the group fails than all fail but the group will end up in the same place. As soon as a character fails the alarms go off and the base is alerted. The character who failed the task will deploy D10+6 squares from the inner defences (or where the items were being held). Characters who succeeded will be up against the defences, characters who didn't attempt it will be in reserve (as for the Complication).
3. Breaching the Defences. If a character got to a layer of defences undetected s/he can try to breach the defences. This is a Security task with difficulty set by the base's Security Systems (plus Master Computer). Success means that all the characters can get through undetected including any that haven't approached the defence line (the character who breached security deactivates that layer of defences including any automated weapons on that layer). Failures sets of the alarm leaving the characters inside.
4. It may be necessary to repeat steps 2 and 3 several times if the base has multiple layers of defences e.g. a wall then a fence.
5. If all layers of defences are breached the characters can attempt any other steps to escape normally.

If a fight breaks out because the characters have been detected it will be necessary to map the base locating all features. Captured items will usually be in the appropriate lab type if the base has it or if not in a more general location such as an armoury, store or garage.

Making a Living or Studying

If characters spend a lot of time on episodes and other tasks they aren't making a living. Once a month check to see if the character has problems with just surviving. Some of work on other tasks can be fitted around work in spare time. If over a month they haven't spent about a quarter of the time working then roll a test of resources vs 2D4 for a poor lifestyle, 2D6 for average or 2D8 or more

for wealthy. If they are defeated they can't maintain their living standard and will have trouble with their job, accommodation etc. Young people and students don't roll resources – they will automatically have problems with school, university, parents etc.