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 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.

Daily Action

At the start of each day each PC hero can choose an action s/he plans to take. The day is divided into three activity periods – day, evening and night. See the rule book for details of tasks. Some of the actions won't be completed unless the multiple activity periods are assigned to them, usually on subsequent days, whilst others take or can take less than a day. Usually PCs can't spend more than one activity periods per day on the same action. Choose a location on the map where the activity will take place. PCs can set a default location where these tasks occur – e.g. the Base, where their job is, where they live. Each action lists the chance of a random relationship task occurring on D10. Events may later disrupt the PC's plans for the day:

- Assault (variable – episode. May be more than one period/day): attack a villainous group in control of a zone or zones. Only allowed if that group hasn't been the target of a failed assault in the last 7 days. Relationship 9+.
- Breakout Task/Breakout Episode (variable - episode): if the PC has been captured. Relationship 10+.
- Construction Task (3 activity periods): work on building something. Relationship 9+.

- Establishing a Secret ID (3 activity periods for the person creating it followed by 6 periods for the person receiving it). Relationship 9+ for person establishing the ID and 8+ for the person receiving it.
- Gaining a sponsor (2 activity periods). Relationship 8+.
- Guard the Base (1 activity period): particularly against attacks on the base and breakouts. Also includes maintaining base functions. Minimum of 14 periods per week reduced by 3 per Civilian Personnel the base has. Relationship 8+.
- Leisure Time (1 activity period). Relationship 7+.
- Make a Living (1 activity period). Relationship 7+.
- Patrol (1 activity period): going around the area sorting out minor issues. Relationship 9+.
- Purchase Task (time varies depending on what is bought – see rules): try to buy something or hire personnel. Relationship 9+.
- Recruiting Task (1 activity period). Relationship 8+.
- Relationship Task (1 activity period): if the relationship is currently -1 or poorer. Relationship 8+.
- Sleeping (1 activity period): most PCs have to spend one period a day sleeping (which also includes other aspects of everyday life). If they haven't taken such a period for 4 periods then they are at -1 to all tasks and to hit rolls. Relationship 9+.
- Training Task (3 activity periods). Relationship 9+.

Where a relationship task occurs during the action it will be a non-combat (unless the result of the relationship task, personality trait or disadvantage says otherwise) encounter with a random relationship. Try to narrate what is going on. The relationship will want something from the PC and the PC may want something from the relationship but what it is depends on the nature of the relationship. Try to relate it to the action as well.

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 more named opponent if the encounter has any otherwise 20% more of the unnamed individuals (rounded up). 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 uses the procedure listed below for Episodes Using Bases. Assume the opponent is a Lesser Opponent for determining who is in the base (as well as any guards) but on a roll of 5+ on a D6 a Mastermind/Black Queen will be there removing another name (if any) if it is his/her base and on another roll of 5+ on D6 an Enforcer will be present removing another name (if any).

Events

Roll for the events as follows:

1. Episodes
2. Prison Breaks Episodes
3. Relationship Issues
4. Spreading Control Episodes

Each event will start in a random activity period:

D6	Period
1-2	Day
3-4	Evening
5-6	Night

Episodes

Initially there will be D8-4 Episodes generated randomly. One month after Doomsday on 22/5/12 (the beginning of the game) things start things calm a little and there will be D10-6 events per day.

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.

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. 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. If the result is 3 or fewer subtract 1 from the number of named opponents if any (min 1) and if no named individuals have been removed then instead subtract 20% from the number of unnamed individuals.

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.

Dice for numbers are added together rather than taking the highest e.g. 2D8 is D8+D8.

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,

D100	Episode	Main	Lesser	Standard Task and Other	
					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.
				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.	

D100	Episode	Main	Lesser	Standard Task and Other
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: 2D6 + 7	Leaders: D3 Agents: 2D6 + 5	Investigation 2D8
39-41	Police Crackdown (4+/4+/4+)	Leaders: D3 + 1 Police: 2D10 + 10	Leaders: D3 Police: 2D8 + 10	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: 2D10 + 15	Leaders: D3 Army: 2D8 + 12	Leadership 2D8
51-56	Chimera (Villainous Soldier/Spy agency) Scheme (No/No/No) (V)	Leaders: D3 + 1 Agents: 2D8 + 7 ¼ Spies and ¾ Soldier agents	Leaders: D3 Agents: 2D6 + 7 ¼ Spies and ¾ Soldier agents	Investigation 2D8
57-59	Kung Fu Gang Scheme (No/No/No)	Leaders: D3 + 1 Agents: 2D8 + 8	Leaders: D3 Agents: 2D6 + 8	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: 2D8+8 **Level 2:** Leaders: D3+1 Cultists: 3D8+8 **Level 3:** Leaders: D3+1 Cultists: 3D10+8 **Level 4:** Gods: D3-2 Leaders: If no gods D3+1 otherwise D3-1 Cultists: 3D10+10 **Level 5+:** Gods: 1 Leaders: D3 Cultists: 3D10+10	**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 **Level 5+:** Leaders: D3+1 Cultists: 3D10+10	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: 2D8+8 **Level 2:** Leaders: D3+1 Cursed Cultists: D6+2 Cultists: 2D8+4 **Level 3:** Leaders: D3	**Level 1:** Leaders: D3 Cultists: 2D8+6 **Level 2:** Leaders: D3 Cursed Cultists: D6+1 Cultists: 2D8+2 **Level 3:** Leaders: D3-1	Mystical 2D8. Zone taken over occupied by Elder God.

D100	Episode	Main	Lesser	Standard Task and Other
		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.	Servitors: D3+1 Cursed Cultists: D6+2 Cultists: 2D6+2 **Level 4+:** Leaders: D3-1 Servitors: D6+1 Cursed Cultists: 2D6+2 Cultists: 2D6.	
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.
69-71	Outsider Scheme (No/No/No)	Leaders: D2+2 Agents: 2D6 + 6	Leaders: D3 + 1 Agents: 2D6 + 4	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: 2D8 + 14	Leaders: D3+1 Criminals: 2D8 + 10	Investigation 2D6
80-82	Gangster Scheme (No/10+/7+) (V)	Leaders: D2+2 Gangsters: 2D8+14	Leaders: D3+1 Gangsters: 2D8+10	Investigation 2D6
83-86	Undead Outbreak (No/No/10+) (V)	Leaders: D3-1 except vampires where it is D3 Undead: See undead table below. Zombies: Roll 3D10+10 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.	Leaders: D3-2 except vampires where it is D3-1 Undead: See undead table below. Zombies: Roll 3D8+8 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.	PCs choose Tactics, Technology or Science 2D8

Main Undead:

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

Lesser Undead:

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

D100	Episode	Main	Lesser	Standard Task and Other
		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: 3D10+10 Ghouls and Gaunts: 3D8+8 ¼ will be gaunts Ghosts: 3D8+8 Vampires: 3D6+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.	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: 3D8+8 Ghouls and Gaunts: 3D6+6 ¼ will be gaunts Ghosts: 3D6+6 Vampires: 2D6+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. 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: 2D8+8 **Level 2:** Roll D6: 1-2: Lesser Demons: 2D10+10 3-4: Lesser Demons 2D6+6, Greater Demons D6+2 5-6: Greater Demons: 2D6+4	**Level 1:** Lesser Demons: 2D8+5 **Level 2:** Roll D6: 1-2: Lesser Demons: 2D10+7 3-4: Lesser Demons 2D6+4, Greater Demons D6 5-6: Greater Demons: 2D6+2	Mystical 2D8

D100	Episode	Main	Lesser	Standard Task and Other
		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	**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	
91-92	Lost Civilisation Scheme (No/No/No)	Leaders: D2 + 2 Lost Civilisation: 2D6 + 10	Leaders: D3 + 1 Lost Civilisation: 2D6 + 8	Tactics 2D8
93	Small Monster Attack (No/No/10+) (V)	Monsters: 2D6 + 6	Monsters: 2D6 + 4	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: 2D8 + 8	Costumed Criminals: D8 + 8	Investigation 2D8

Roll randomly for the square of the campaign map where the events begins.

Next roll for the degree of urgency of the problem:

D10	Urgency
1-2	Immediate Action
3-5	Action This Period
5-6	Action Next Period
7-8	Action in Two Periods
9-10	Action in Three Periods

The number of zones effected 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.

If the 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.

Events create episodes which are generated as described later.

Prison Break Events

Each day roll D20 for each Individual or Group (a group roll together) held captive by the team with some unhurt members. On a roll of 1 there is a Prison Break Episode. Prison Breaks always required Immediate Action. All members of a group will try to escape or one individual. This has the following steps:

1. The enemies roll Security vs D6 + Cells Value + Master Computer. If there are no cells all roll together. If there are no cells each attempts separately. If all fail the episode ends and each opponent involved is Defeated. If any succeed then they may choose to release others. For prisoners not in their group the Referee will have to decide if they will want to do this either because they can work together or just to increase the general chaos. They can do so stealthily by rolling Stealth against any Detection System on the cells followed by a Security task against each cell. They can do it whilst setting off the alarms by destroying the structure of the cells with an ability. On escaping the cells they won't have any items.
2. The enemies can then move around the hero's base using the rules for Episode Steps Using bases.
3. If the alarm goes off any heroes in the base can intervene. Any guards included as base features will always be available as well as any heroes who are able to Intervene.

Relationship Issue Events

Each PC rolls to see if any Relationship Issues occur:

D100	Issues
01-02	Three
03-05	Two
06-09	One
10+	None

Roll randomly to see the relationship/s effected. This means that some problem has occurred in the PC's relationship e.g. an argument or disagreement, the relationship needs help or a dark relationship is trying to influence the PC. Try to describe what the issue is. If more than one comes up they should be related if possible. Roll to see the urgency of the issue on the table in events above. If the PC doesn't intervene in the required time the relationship is reduced by 1.

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 of the type of the controlling group as the opponents try to take over the zone/s. Roll normally for urgency.

Interventions

If an episode lands on top of the team's base then the episode will be an Attack the Heroes Episode on a roll of 4+ on D6. This changes its urgency to Immediate Action. Otherwise the Heroes can try to intervene in events if they wish.

If the event required Immediate Action or Action This Period then PCs may not be able to intervene depending on what they were doing. In any case Immediate Action requires not completing the PC's action for this period including any relationship task unless the character who was part of the relationship also intervenes. Also if the PC had do a relationship task this period then that relationship is -1 unless the relationship character also intervenes. The difficulty of intervening in Immediate Action and Action This Phase is as follows:

- If the Event is a Prison Break or Assault on the Heroes and the PC is Guarding the Base or Constructing: automatic.
- If the PC was Guarding the Base or Patrolling then the PC can automatically intervene in the same square or squares that are diagonally or orthogonally adjacent. For other activities the hero can automatically intervene if the Event is Action This Period and s/he aborts whatever activity s/he was doing as for Immediate Action. Otherwise s/he must perform a task of difficulty 2D6 +1 per square after the adjacent squares i.e. the ones where no roll would be required (count diagonal as 1.5 and round up) to be covered using Movement and Athletics or Vehicle Movement and Control. On a success s/he makes it in time or on a failure in the next period.
- For other activities the PC must perform a task of difficulty 3D6 +1 per square or 2D6+1 if s/he aborts her activity for an Action This Phase (count diagonal as 1.5 and round up) to be covered using Movement and Athletics or Vehicle Movement and Control. On a success s/he makes it in time or on a failure in the next period.

If the action is required later then the PCs can't fail to intervene if they wish though it may require stopping planned actions.

Any other active hero teams with members of the same Level as an Episode will intervene in an episode on a roll of 6+ on D10 if the heroes don't intervene or on 8+ if they do intervene: -2 if Immediate Action and -1 if Action This Phase. They won't intervene in an Assault on the Heroes or a Prison Break if they don't know where the PC's base is. 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.

Episode Outcomes

An Episode (which didn't fail as a result of NPC heroes or defenders) will resolve unsuccessfully if:

- After the time allowed by its urgency the PCs haven't intervened at all.
- 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 then in a Prison Break the prisoners escape, in a Breakout the escape fails. In an assault the enemy aren't driven out and no more attempts are allowed this week. 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. If the heroes were defeated in their base then it will have been taken off them and any survivors forced to flee.

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 gains 2 DP.
4	Level Up: 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 phase.
2	Can continue next phase.
3-4	Must continue next phase.
5	Can continue this phase.
6	Must continue this phase.

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 an episode is Immediate Action or Action This Phase then no research is possible. Otherwise roll to see if prior research will help in the episode. Prior research takes 1 phase and can be carried out by any number of characters. If the episode is Action Next Period then the only way to do Research is to abandon the character's planned action the phase before:

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

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 character taking part in each task (therefore +1 for each character taking part in cases where task must be passed individually and to one selected character where characters can work together).

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):
	D3

D6	Kind	
	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. 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
11	Persuasion
12	Research
13	Science
14	Security Systems
15	Stealth

D20	Skill
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 contest 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. Each character on the wining 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.

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.

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
01-05	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
13-24	Darkness
25-35	Light (makes little difference unless the default is Darkness).
36-50	Enclosed
51-56	Heat

D100	Environment
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

Figures of both sides will always use any life support they have as an ability or equipment. In addition if they have no life support for the environment roll (for the whole side) to see if they have made any arrangements:

D100	Life Support
01-50	No
51-80	Yes but with a -1 penalty to Move, Accuracy and Sense if activated.
81-00	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 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.

D100	If On Flying Platforms roll for each
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 Complication 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):

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 (an Extra one)
21	Reserves
22	Rough Terrain
23	Steep Slope
24	Sudden Shocks
25	Time Limit
26	Victory Button

D30	Complication
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 appear anywhere on the board entering from some kind of pre-prepared concealment such as hidden pits, secret passages, secret doors etc. the first time they act.

Automated Defences: some kind of automated defences are here. Roll D6:
1. There are D6 of them and they only attack the heroes.
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.
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. Direct, Distant and roll 2D6 to hit.
2. Direct, Ranged and roll 2D6 to hit.
3. Direct, Close and roll 2D4 to hit. They have Autofire.

4. Area (Large Cone), Touch and roll 2D6 to hit.
5. Area (Long Line), Touch and roll 2D6 to hit.
6. Direct, Ranged, Distant and roll 2D8 to hit.

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) 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. Roll D6 for anything else:

1. Touch, 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 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. 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.

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. 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.

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 cover 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: 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.

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. Each figure in reserve enters each turn on a 5+ on a D6.

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.

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 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: 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.

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

This process is used in an Assault Episode in which the opponent has a base. Extra steps are just before the final step. It is also used when an episode falls on top of the hero's base in which case

1. Finding the Base: Secret Bases create a blocking task with difficult 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 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 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 of 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

This procedure is used in a Breakout Episode.

1. Escape from Prison: 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. Difficulty is D6 + Cells Value + Master Computer. If any character get out of his/her cell s/he can try to release others held in cells. First make a Stealth task of difficulty equal to the detection system on the cells. Failure will trigger the alarms but the breakout of the cells is also possible. The difficulty to break out is the same as to escape. Alternatively a character outside can destroy the structure of the cells will an ability but this always sets off the alarms. 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.