Chroma Team

vs

The Terrorlights

Chroma Team

Red Warrior, reporting in!
Orange Specialist, with a grin
Yellow Leader, standing tall
Green Medic, saves them all
Blue Engineer, head in the clouds
Violet Agent, working the crowds
Pink Controller, keeps them calm
Black Defender, disarms the bomb
And finally, White Monk - what a hunk.
Chroma, Chroma Chroma Team!
-Chroma Team Salute Song

Chroma Team is made up of virtuous heroes that protect the world from otherworldly threats. They are beholden to no government or oversight apart from themselves and because of this must keep their identities secret, else powerful figures may try to use their powers for selfish reasons.

Each member of Chroma Team has been gifted miraculous powers of strength, agility and endurance as well as the power to assemble with their other companions into a mighty ultimate form that can battle even the largest of enemies. Their mighty megaform can grow and shrink to combat any foe!

Their powers come from a mysterious chromatic orb deep beneath the earth which reaches out to only the most honest and pure hearted in times of dire need and with the Terrorlights hovering over the Earth, now is as dire a time as any before.

The Terrorlights

When the first few glowing lights started to hover above the cities of earth people didn't know what to make of them.

"Aliens!" was the cry uttered by many, while other claimed atmospheric effects, magnetic fields or experimental government aircraft.

As the lights grew more numerious and became even more active during the night investigations were launched. No scientist could determine just what was going on and just as people were starting to get used to the lights they started to fall in the night.

Only one or two lights fell at a time, tumbling down from the night sky and landing with a brilliant flash somewhere in the city. Wherever they landed monsters followed. Gigantuan animal, insects and other creatures rose from the flashes of light and they grew and grew and grew. They towered over even the skyscrapers and in fits of rage started to destroy the city.

That's how they became known as The Terrorlights. If you see the flash then you better start running. Who knows what horrors will follow?

Nobody knows what The Terrorlights want or why they are attacking humanity. If not for humanity's defenders, the Chroma Team, humans would no longer control the earth.

That's Great, But What Exactly Is This?
Chroma Team VS The Terrorlights is a role playing/story telling game designed by Daniel McKenna. You can send him/me feedback at mckennadj@gmail.com or stop by his website, www.impossibleboulder.com to see his/my other RPG content.

Chroma Team VS originated as a Game Chef 2013 entry, where it was a finalist. This version of the game, Chroma Team Revised, is a living document that is updated and improved upon based on feedback from people like you.

The Absolute Basics

The world is under attack by mysterious floating balls of light known only as The Terrorlights. You and your friends are members of the equally mysterious, but much less terrifying, Chroma Team. Together you and your fellow chromatic heroes will save the earth from giant monsters (and some microscopic ones), save innocent lives and slowly unravel the secrets of The Terrorlights. Oh, and you'll also have to make sure nobody finds out your secret identities.

Required Gear
- At least 1d12, preferably customized, and a copy of the dice/color table if you don't have a custom die (see the section on dice later). Ideally, each player would have one die.
- A total of 2-9 players to enjoy the game with.
- Character sheets for each of the players.
- 7 to 21 index cards or location sheets.
- A small figure or token unique to each player.
- Something to write with.
- These rules (unless you have a good memory).
- An active imagination and a love of cheesy, poorly dubbed movies and bad television shows.

How It All Fits Together
Every player makes a character as per the instructions in the section *Welcome To Chroma Team*. Play then progresses through a series of scenes, moving from introductory civilian scenes to hero scenes and finally to the kaiju battle showdown scene. When the fight dust settles you work through the aftermath of the battle with some more civilian scenes and that's a wrap.

Gameplay revolves around players rolling 1d12 to determine threats and then trying to overcome them with subsequent dice rolls and narration. Overcoming threats powers up the heroes until they are eventually ready to transform and fight the final battle.

Welcome to Chroma Team!

Color Codes

All members of Chroma Team are identified by code names that match their uniform and role. As a new member you will be issued a color based on the clothing that you were wearing when you were recruited.

Each player takes the most dominant color of their outfit and matches it as best they can below. The following table also includes patterns if they are needed and thematically linked animals.

1	Red	Plaid	Wolf
2	Orange	Argyle	Beaver
3	Yellow	Striped	Lion
4	Green	Solid	Rabbit
5	Blue	Dotted	Owl
6	Violet	Chequered	Snake
7	Pink	Animal Print	Dolphin
8	Black	Flora	Elephant
9	White	Gingham	Stag

Titles

Once each player has their color code they then select a title to go with it from the list below. There may only be one Hero of each title, although multiple heroes may have the same color code.

Warrior	Physical Threats	Medic	Attrition Threats	Controller	Mental Threats
Specialist	Environmental Threats	Engineer	Technological Threats	Defender	Death/Destruction Threats

Leader	Internal Threats	Agent	Diplomatic Threats	Monk	Creation Threats

Each of the nine (9) titles directly corresponds to one of the types of threat listed later in this guide. The character whose title governs a threat is the one that decides what the nature of the threat is and how it can be defeated when narrating scenes during the game.

Each player should now have a code name such as Red Warrior or Pink Leader.

Your Civilian Identity
You need to keep your life as a Chroma Team member a secret from everyone, but you also need to live your civilian life. Answer the following questions.

- Who are you?
- Who is important to you?
- Where do you spend the majority of your day?
- Where is home?

Try and add enough details that t is easy to come up with events that would tie into your character during play, but don't be so specific that you get bogged down in the little things. Paint broadly and explore in more detail during your civilian scenes.

Code Name	Orange Agent		Secret Identity	Al Richfield

1	2	3	4	5	6	7	8	9	10	Transformation Ready

Who are you?	Al Richfield, a political science student at UNY.
Who is important to you?	Samantha, my younger sister and punk rock troublemaker.
Where do you spend your days?	I'm usually at the university attending class.
Where is home?	I live in the dorms.

City Creation
Use some scrap paper, index cards or have some copies of the location cards included in these rules ready.

Each player fills out two location cards, one for their home and one for where they spend the majority of their day. If for some reason more than one player shares a location add an extra landmark in the next step.

As a group, create three (or more) locations based on landmarks for the city.

Take the 7 to 21 locations and place them on your table to create your city.

Location	The Statue of Liberty

Threats	Consequences
Physical Threat Creation Threat	Overcome! Nano worms transformed the statue into an enraged, moving automaton.

Rules

The Core Mechanic: 1dColor/1d12

CTvT makes use of custom twelve sided dice (d12) where nine (9) of the sides are different colours and the final three are skulls. You can easily make your own custom dice using stickers or you can refer to the following chart and use whatever d12s you have on hand.

1	Red	7	Pink
2	Orange	8	Black
3	Yellow	9	White
4	Green	10	☠ Skull
5	Blue	11	☠ Skull
6	Violet	12	☠ Skull

In CTvT the players are encouraged to narrate their character's actions and events surrounding them however they wish UNLESS there is an active threat or danger. If ever an enemy or environment would cause problems for your character a threat occurs. Whenever there is threat or danger a roll of 1d12 is needed to determine your character's fate.

Threats

There are a total of 9 types of threat in CTvT and each corresponds to one of the code name colors (or patterns/animals/numbers).

1	Red	Physical threat, danger, violence, rioting
2	Orange	Environmental threat, earthquake, fire, tornado, sinkhole, tidal wave
3	Yellow	Internal threat, dissent among team, missing/injured member, infighting
4	Green	Attrition threat, radiation, poison, disease, virus
5	Blue	Technological threat, doomsday weapons, malfunctioning infrastructure
6	Violet	Political threat, law enforcement, impostors, crime, betrayal, blackmail
7	Pink	Mental threat, hypnosis, brainwashing, psychic attacks, mass suicide
8	Black	Imminent threat, instant death, wanton destruction of property
9	White	Creation threat, additional monsters, mutations, regeneration, undeath
10 11 12	☠ Skull	Kaiju threat, giant monsters attack!

A hero always overcomes a threat of a color that matches their code name successfully *unless* a skull is rolled, in which case they mark a failure. In all other cases the player marks how many shifts or hops on the color line they are away from the type of threat they are trying to overcome. A hero must be within one hop of the threat color to overcome it. If the hero does not overcome the threat they mark whether it is a 2 shift, 3 shift or complete (skull) failure on their character sheet along with a brief note on how/what they failed. 4 shift failures are counted as the same as 3 shift failures. This will be important in the aftermath of the Kaiju battle.

Push Your Luck

A hero may choose to "push their luck" when they are not within 1 shift of the threat. To do so they should declare what they are doing and then roll 1d12 again. They may continue to do this until they succeed or they roll a ☠Skull.

If the hero manages to score a 1 shift or better success then all failures accrued during push your luck are erased; however, should they roll a ☠Skull not only do they get the complete failure of the ☠Skull, they also cause the threat to proliferate once for each failure before rolling the skull.. A hero may not attempt to push their luck if they initially rolled a ☠Skull.

Threat Proliferation

When a hero pushes their luck and rolls a skull the threat at that location destroys/overcomes the location and then proliferates out to more locations. When this happens take the threat color and add it to another (undestroyed) location for each time the hero pushed their luck before rolling a skull.

Overcoming Threats & Transformation

Every time a member of the Chroma Team overcomes a threat they increase select a spot on the Transformation Track and mark it ready. On any player's turn they may choose to try and transform instead of overcome a threat. When they do so they roll 1d12. If the result matches one of the 'ready' spots on the Transformation Track the transformation is successful and a Kaiju Battle scene may occur. If anything else is rolled the player uses a civilian scene to introduce a new threat to a location. Skulls always add new threats.

Every member of Chroma Team shares the same Transformation Track as they will grow and combine into a megaform; however, you may play CTvT with a variant setup where each hero transforms and fights separately instead of combining into one massive megaform if you wish.

1 Ready	2 Ready	3 Ready	4 Ready	5 Ready	6 Ready	7 Ready	8 Ready	9 Ready	☠ Threat

Super Powers

All agents on the mysterious Chroma Team have access to technology, powers and other super abilities. That's why they were selected to join the team in the first place! After rolling to overcome a threat a hero has the option to activate a superpower or special ability. Doing so allows them to move one shift closer to their target, but it also causes them to lower the to remove a ready state from the Transformation Tracker.

When a player activates a power they should do so by calling out the name of their special ability in a heroic manner. They should also describe what the power is and how it

affects the scene.

Narration

CTvT is a GMless role playing game with each player having control of the narration in different scenes and situations. There are three (3) types of scenes in CTvT and each has slightly different ways of managing the narrative.

Civilian Scenes
Civilian scenes feature hero characters in their secret identities. Each game or adventure of CTvT begins with a civilian scene that features each of the characters. Usually these scenes are solo and feature challenges such as the hero trying to keep their heroic identity secret or trying to slip away from work to save the city. Civilian scenes are also used to introduce threats and kaiju monsters.

Civilian scenes are always narrated by a single player, the one which controls the character that is starring in the scene. They have full narration rights unless more than one hero is sharing the scene, in which case they alternate.

At the beginning of each opening civilian scene the active player rolls 1d12 and introduces a threat to the city. This threat can be placed on any location and doesn't necessarily need to target the location the hero begins at. The player should write this threat down on the relevant location sheet. They should place their figure/token down on a location where they want to begin the game.

Civilian Scenes are intended to bookend the heart of the CTvT by placing things into context and showing how consequences affect the city. Don't spend too much time on them and move on to Hero Scenes once the basics have been established.

Narration Rights?
In Chroma Team vs The Terrorlights there is no specific player taking on the role of a Game Master or Storyteller. All of the players share the role of Narrator based on which characters are starring in a scene and what type of scene it is.

The term "narration rights" refers to which player is in the directorial role. They are the ones describing what happens and since there is little dialogue role play in CTvT, most of the action exists in a descriptive narrative. When there is dialogue between a PC and an NPC players not currently involved in the scene are encouraged to temporarily play the part.

Example Civilian Scene

    Janet: Rolls 1d12 and gets a black result. She writes down that that property is being destroyed in The Suburbs.

    Janet: "It's just another day at the Sandwich Shack as I butter a bun and load it up with 'the works'. At least it was until my phone started buzzing; my other phone, I mean. The phone with the rainbow coloring that nobody knows about but me and my secret friends. I steal away to the bathroom and flip open the phone and read the message there: Black Alert, Terrorlight attack imminent! I dive into my backpack and pull on my outfit, a cute green ensemble that is as protective as it is trendy and then I run out of the bathroom and onto the street."

    Janet: Passes narration over to the next player that has not done a civilian scene.

Hero Scenes

Hero scenes make up the bulk of a game of CTvT and consist of all the action your heroes take place in after they get into costume, and before transforming into their megaform.

Hero scenes begin with one of the heroes, starting with the oldest, choosing a location with an active threat and beginning a scene there. When they do so they move their figure to that location sheet.. If the threat matches their own color then they determine it and narrate how they overcome it. If it is another color then they need to "verify" the threat by calling in to one of the other heroes, usually the one whose title matches the threat. If nobody is playing a hero with a title that matches the threat, then verify with the hero who has had the least amount of "screen time" so far.

If more than one hero is sharing a location they work together to setup the scene and each rolls 1d12 to overcome, with the better result being used to determine what happens. Heroes may not move locations on another heroes turn.

> **Verify?**
> Verifying is an in-character way to introduce narrative details to a scene. You do this by calling on another character by their codename and asking for information. (E.g. "Orange Leader, what kind of obstacles are we seeing in the downtown core?"). The idea is that all of the members of Chroma Team are in constant radio communication with each other and that radio banter acts as both role play and narrative signalling between players. To encourage this, always refer to the other players by their codenames and address them directly when speaking in

character as well as when establishing details.

After establishing a scene and determining a threat you should then attempt to overcome the threat by rolling 1d12 and narrating based on your results. See the "Threats" section of these rules for more information on overcoming threats.

Move around the table clockwise from the starting hero player and allow each player to establish a hero scene in turn. Once the the Transformation Tracker has been filled any player may activate a transformation and start a Kaiju Battle Scene.

Example Hero Scene

Green Controller (establishing scene): "I run against the crowd of screaming people that stream out of the movie theatre in a panic.

Green Controller: The scene is marked with a Red threat, so Green Controller verifies with the Warrior player.

Green Controller: "Red Warrior, do you have a visual on what's inside?"

Red Warrior: "I do Green Controller. It looks like some kind of giant worm is burrowing up from under the building. You have got to get all of those people out of there before someone gets hurt!"

Green Controller: Rolls 1d12 for overcoming the threat and needs a 1/red. He gets a 3/yellow, which is 2 shifts off. He opts to push his luck and is unlucky enough to roll an 11/skull, ending the threat in failure. Green marks the the complete failure.

Green Controller: "Red Warrior, I was too late. The floor has already caved in and the worm has left nothing but broken bodies and blood behind. The worm's tunnel is moving south, towards Central Station!"

Green Controller: Green Controller updates the Movie Theater location with the consequences of the failed threat, in this case that the building is destroyed. Because of the additional failure they also proliferate the threat to a new location, Central Station.

Kaiju Battle Scenes

A Kaiju Battle Scene begins when one of the heroes triggers a transformation. The heroes will combine into their ultimate megaform so that they can do battle with whatever giant monster is attacking the city. In these scenes each of the players is equally responsible for the narration.

Giants, Why'd They Have To Be Giants?
The majority of monster attacks are of the giant variety where The Terrorlights are concerned, but that is not always the case. The Terrorlights can also shrink creatures so that they become microscopic and when they do the Chroma Team can just as easily transform into miniature versions to combat them.

The way a Kaiju Battle works is that each of the heroes rolls 1d12 and the results are gathered together and grouped by color. These are the threats that the heroes must overcome to defeat the monster they are fighting. The more like colors that are gathered together the greater the threat they represent. Skulls, as always, represent the monster laying waste to the city in such a way that the heroes can't stop it. Assign the skulls to Locations with the consequence being destruction, in most cases.

Once the threats have been laid down the heroes work to overcome them. Starting with red threats and working your way down the list attempt to overcome the threats. This is done by rolling 1d12, as described earlier in these rules; however, pushing your luck works slightly differently. Instead of rolling again, the next hero (clockwise at the table) has the option to roll and so on, making sure to record any and all failures, until everyone has had the option to try and overcome the threat. Threats with multiple dice require multiple players to roll to overcome in order to be defeated. If players are unable to overcome a threat they mark it as a failure and move on until the monster is eventually defeated. Remember that heroes automatically eliminate one die of their matching color code.

Players that win successes on their dice rolls work together to narrate what happens while the other players to get call out how failures work against them.

Aftermath

The monster has been defeated, The Terrorlights held at bay for another night and the dust has settled. Now it's time to survey the damage and return to civilian life.

In the Aftermath scenes the players narrate how the failures of Chroma Team add up and affect the everyday people's lives. That building that got destroyed? That's where your best friend worked. Luckily he wasn't working late and wasn't crushed, but now he's out of a job and complaining about how Chroma Team didn't do anything to help.

There are three types of failures in CTvT: 2 Shift, 3 Shift and Complete Failures. The more complete the failure the worse the fallout is. Players may also combine three lesser failures together into one larger failure of the next size up, if they wish.

2 Shift Failure	Building damage, fires, floods, injuries and similar collateral damage that doesn't directly affect a heroes civilian life.
3 Shift Failure	Fatalities or large scale injuries, building damage that affects the heroes.
Complete Failure	Wide scale death and destruction. Changes of attitude towards Chroma Team members.

When narrating the fallout of hero failures keep in mind that the heroes can never die. They can become disenfranchised, lose loved ones or even be swayed to the evil side, but never can they be killed.

During these final scenes any hero that made it through the monster attack without any complete failures may introduce a new fact that the Chroma Team uncovered about the Terrorlights.

Why Can't My Character Die?
You may have been thrown by the line above the states that Player Characters don't die or suffer permanent injury. The reason for this is simply that PCs in CTvT are superheroes and in a lighthearted game superheroes can't die. That doesn't mean that they don't suffer consequences. Failure in CTvT doesn't mean the death of your Hero, it means the death of innocents or the discovery of your secret identity.

Thanks For Reading

Chroma Team is a constant work in progress. If you do try the game please email me at mckennadj@gmail.com or leave a comment at www.impossibleboulder.com sharing your experience, even if it sucked.

Also, keep scrolling through to the next page for a character and location sheets to use with Chroma Team VS The Terrorlights.

Code Name		Secret Identity	

1	2	3	4	5	6	7	8	9	10	Transformation Ready

Who are you?	
Who is important to you?	
Where do you spend your days?	
Where is home?	

2 Shift Failures	3 Shift Failures	Complete Failures

1	2	3	4	5	6	7	8	9	☠	☠	☠

Location	

Threats	Consequences

Location	

Threats	Consequences

Location	

Threats	Consequences