Thank you for your interest in Chroma Team

This version of the game was the original submission to Game Chef 2013 and remains here for posterity's sake. Chroma Team has been improved and expanded upon based on feedback from people like you. If you would like to view the Revised version of the game please click here.

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 numerous 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.

The third corresponds to hero uniforms and using player clothing in character creation and the final image spawned the titular Terrorlights.

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.
- 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. Accessibility Option: Instead of colors name your hero after clothing patterns or the suggested animals. If that doesn't work for you then simply go with a number from 1 to 9.

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?

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. 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 keep all failures that they rolled while pushing their luck. A hero may not attempt to push their luck if they initially rolled a ☠Skull.

Determining Shifts
Still not positive how you figure out how many shifts you are from overcoming a threat?

Try using the number line at the bottom of your character sheet! Find the color/number that you rolled and count how many hops or shifts it takes to get from it to the threat's number/color. You can move in either direction along the line and you should also ignore the skulls (10, 11, 12) as they are counted as automatic failures. You should never be more than 3 shifts from the threat.

Overcoming Threats & Transformation

Every time a member of the Chroma Team overcomes a threat they move one step closer to transformation. Once they reach the Transformation Ready box on the scale the may at any time trigger their power of growth or combine into the team's mega form to do battle with a Kaiju terrorizing the city. 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	2	3	4	5	6	7	8	9	10	Transformation Ready

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.

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. Don't roll to introduce threats in these scenes unless you are also introducing a Kaiju attack.

Example Civilian Scene

Janet: "It's just another day at the Sandwich Shack as I butter another 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 way to the bathroom and flip open the phone and read the message there: Yellow Alert, Terrorlight attack iminent! I dive into my backback 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 into 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, entering a scene and rolling to see what kind of threat is present. 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 the least amount of "screen time" so far.

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 an 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: Rolls 1d12 to determine a threat and gets a 1/red result.

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 failures on his character sheet for later.

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.

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 places 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 heores can't stop it. Mark the skulls down as failures to be addressed later in the aftermath.

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..

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

I didn't have time to get everything I wanted into Chroma Team VS The Terrorlights, but I hope you can enjoy and make use of what is here. 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 sheet 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 the majority of your day?

2 Shift Failures	3 Shift Failures	Complete Failures

1	2	3	4	5	6	7	8	9	☠	☠	☠