

MULTIVERSE

The Australian Role Playing Gamers' Magazine

May



Special Super Squadron Premiere Issue

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mation is available on request.

Welcome to the premiere issue of
Multiverse, the role playing game mag-
azine. Although this issue is a
special all Super Squadron edition, we
will be covering other R.P.G.'s in fut-
ure, although for obvious reasons, we
will have at least one Super Squadron
item in each issue.

This issue of Multiverse was put
together rather quickly, so it could
be released at Phantasticon '84. As
most of our contributors are also either
organisers or co-ordinators at Phantast-
icon in some way, this issue of Multi-
verse is different from what we expect
to produce in future.

In future, Multiverse will grow to
A4 size (297mm x 210mm), increase in
page count, have at least a two colour
cover and will be properly typeset.
All-in-all, considering our tight dead-
line problems, we feel that this issue
is a great 12 day effort. Imagine what
we can do in months! We will only be
getting better.

Multiverse is a gamers' magazine,
specialised in any role playing system.
We are looking for Australian role
players to contribute to Multiverse.
Submissions on any role playing system
are acceptable. Submissions covering:
game variants; modules; character/camp-
aign histories; views; character samples
etc, are all welcome. We are also look-
ing for artwork, either comic strips or
single illustrations. At this stage
all contributors will receive two free
copies of the issue of Multiverse where
their work appears.

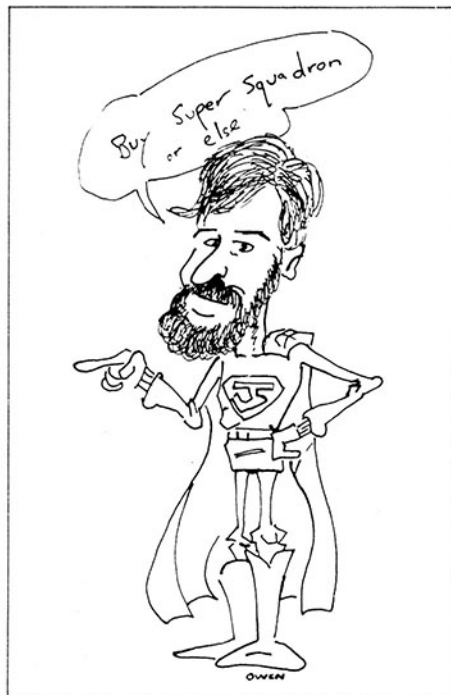
We intend to publish contributions
as submitted, apart from the gram-
matical errors. We will not rewrite
or impose our views on your work. In
any submission where we feel is extreme-
ly 'out-of-line' and therefore not
printable, we will either return the
work with suggestions for resubmission,
or simply not publish the article. If
you wish your submission returned,
please enclose sufficient return postage.

We would also like to hear your views
on Multiverse, Super Squadron or any
R.P.G. or related activity. (We will
also answer your queries on Super
Squadron).

See you next issue.

Toni Teolaa
Editor

ADVENTURE SIMULATIONS



LETTERS

Questions

I have brought your books on "Super Squadron" and on page 28 you mentioned 'Stamina Bonus', but I can't find the table in the book?

Also, in the Adventure Book, it is not stated what experience level and how many players are necessary. Could you help me on the above information?

S. Miller
Tingalpa Queensland

1. The reference on page 28 to the SA bonus, refers to the additional weight bonus for 'Jasons' Stamina. Specifically referring to page 28, second column, 1st line after the Strength/Agility weight tables. There is no Stamina table in the book, as it is not necessary. Stamina gives hit points, but no other modifiers.
2. The scenarios in the Adventure Book, should be moderated to suit your players. It is advisable to start with two or more characters in the initial adventures until the players adjust themselves to the game system. The major progressive

scenarios later on, such as the Invigilates should not reach maturity until a number of your players have a few experience levels. Many of the early scenarios can be played by a single character, although this does make it harder for them to succeed.

More Questions

May I ask you a few questions about the game?

1. Do characters need skills to create or manufacture Gimmicks?
2. Is there any way of gaining Magic Spells, if it is not rolled up as a power?
3. Does a critical hit bypass any armour or shield spell or power the victim has?
4. When a power causes extreme body temperature alteration, (eg: Ice Gen Temperature Control: etc), does a character's body turn to ice, or into a fiery form, like Iceman of the X-Men or the Human Torch of the Fantastic Four?

As far as complaints go, I think the rules are well-thought out. I really only have two discrepancies. They are; that what was included in the appendices surely deserved more coverage in those areas than say, Romantic Involvements. Secondly: that when rolling characteristics on a 1d20 roll, does not give enough leeway for modifications due to situations. eg: As I see it, it is ridiculous for a character to have a Strength of 1 and a Stamina of 30. I simply can not picture it in my mind. Also, if a SH has a Strength of one, then what does a 5 year old boy have?

On a finishing note, will you be bringing out other gaming material aside from SS stuff. When that magazine comes out, let me know and I'll buy it, contribute to it, whatever! (What price will it be; do you know?)

Good Luck with the series.

Terry Symonds
Bundaberg Queensland

1. By the current rule system, characters do not need skills to create Gimmicks, only a high Intelligence! However, they can only create Gimmicks.
2. Yes, Magic Spells can be gained by almost any character after they have been created. (Excluding making Luck rolls after dying). I have already written a scenario which provides the basis for this. However, at this stage it is not scheduled for any specific release date.
3. A critical hit does bypass Armour &

Invulnerability. It does not bypass Force Fields or Shield Spells, but instead totally destroys the shield, bringing it down to zero.

4. Temperature variations do not normally manifest themselves, although it is up to the GM. In my campaign, characters only show physical signs of the power, if they have the power multiple times. Both the Human Torch and Iceman (who is currently a Defender not an X-Man), have their powers multiple times.

I would have liked to have gone into more detail with many items given in the Appendices, but there just was not enough space to do everything. I felt that it would be better to have a basic guide than leave it out all together. One of the reasons that the odd item is so vague, is because of the length required to detail it fully. (The Special Vehicle creation tables take some dozen pages, and could not fit in the initial rule book. Rather than omit the power, and rewrite the power tables later, a simpler version was included).

I do not agree with your comments regarding Romantic Involvements. Not only is this a major facet of comic book SH's life, but has provided so many situations for players in my campaign. (Unfortunately I can not go into detail, as some of the more important developments are still on going).

It seems that you are one of the many people that been paying too much attention to foreign RPG systems that assume that if you are strong, you can do anything. This is of course, not true. Strength is a measure of physical force, not endurance or health, whereas Stamina is. You do not need to be healthy to be strong. Numerous diabetics, etc, can carry out extremely strenuous activities, (ie are strong), but can not keep it up for long, because they are not 100% fit, (ie low Stamina). People with weak hearts have a poor Stamina, but can be as strong as an Ox.

As far as new material goes, no dates are scheduled. (The recent release of the boxed SS edition has drained capital). Adventure Simulations does not expect to release non-Super Squadron material for a while, although Adventure Simulations does have another companion system designed.

Suprise. If you are reading this you know that the magazine did come out. We do want contributions, and almost anything is acceptable.

ERRATA

With every first edition publication, there are always some minor errors that manage to get through without being detected. Super Squadron has its share and these have been noted below as well as some updates.

RULE BOOK

Page 07 Self Developed Powers Table

48-52 Heightened Speed (Device)

It is not a natural power for this origin.

Page 11 Ego Change

Power Explanation: The character may add or subtract 1d8 points from their ego characteristic score. Regardless whether the points are added or subtracted the character's ego can never go below the rolled amount.

Page 15 Heightened Speed

Device AP: 20 pts

Device Speed is (2d10 x 2d10)km. If the speed is over 150km, use the same formula for lightspeed given for the natural power ability.

Page 18 Mind Control (both)

Duration is 24hrs - (SA + EG + IQ)/2 - LK.

Page 25 Action Potential Points (AP)

Formula for determining AP should be:
ST + ($\frac{1}{2}$ IQ) + SA + ($\frac{1}{2}$ AG) + ($\frac{1}{2}$ EG) + LK +
Exp = AP

Page 40 Meetings

A maximum of one roll for each character is given, per week, to determine if a normal encounter is achieved, and if it was successful after a minimum of one hour 'searching'.

Page 40 Marriage Proposal Table

01-03 not 01-01

Page 48 Procrastines Permanency

Characters permanently lose AP equivalent to the spell point value of any spell they wish to make permanent. The spell can still be dispelled in the standard manner.

Page 50 Appendix III - Skills

Formula for obtaining skills should be: (Age + IQ + Exp + LK)%. Intelligence should be added to all the skill formulas.



Introduction

One of the more novel concepts with any campaign is to intergrate different role playing systems. The obvious two to combine, (at least for myself), are Super Squadron (SS) and Advanced Dungeons and Dragons (AD&D). So in response to numerous requests, the conversion method is presented here for the first time.

What I have presented here, is a conversion for characters to be used in each other system. Obviously each native character will be more powerful and better suited to their own rule system, but the conversions should provide you with many interesting situations.

The tables for the characteristic conversion are presented elsewhere in the article. The article is divided into two parts. Each section will deal with the specific conversion for characters from one system to the other.

SUPER SQUADRON TO DUNGEONS AND DRAGONS

1. Statistics

The characteristic conversion for Super Squadron to Advanced Dungeons and

by Joseph Italiano

Dragons is fairly straight forward. Simply cross reference the appropriate characteristic on the relevant table. Agility equates to Dexterity; Stamina equates to Constitution and Strength and Charisma are in both systems.

Intelligence in Super Squadron, also provides the basis for determining Wisdom in AD&D. (The system shown is just an extension of the table used in the Dungeon Masters Guide).

Ego plays no function what-so-ever in AD&D, except to provide some additional Action Points. Luck remains constant, and effectively gives a +1 bonus to all rolls, for every five points or fraction thereof, a character has. However, there is no critical hit system in AD&D, so luck does not play any other roll.

2. Level Determination

As Super Squadron has a much more limited range of level ability between beginning and high level characters, unlike Advanced Dungeons and Dragons whose level of ability at either end of the spectrum are rather extreme, SS characters fit into a rather narrower range within the Advanced Dungeons and Dragons power spectrum. (This limits Super Squadron characters to between

4th to 19th level in Advanced Dungeons and Dragons using this system).

Super Squadron characters begin as Fighters at a base of fourth level of ability in Advanced Dungeons and Dragons at zero level of experience in Super Squadron. For each two levels of experience a Super Squadron character has, they gain an additional level in Advanced Dungeon and Dragons.

As Super Squadron characters are treated as Fighters with respect to fighting ability, they also save and determine hit points as fighters. Like monsters however, they can hit creatures that require magic weapons to be hit, if they have sufficient 'hit dice'. Characters which have magic spells, can save as either Magic-Users or Fighters, whichever is better.

3. Armour and Armour Class

All Superbeings do not normally wear armour, and are specialised in hand-to-hand fighting. For this reason, I have given them some abilities similar to those of AD&D monks.

The natural armour class of a SS character in Advanced Dungeons and Dragons is equivalent to that of an AD&D monk of identical level of fighter the Super Squadron character has. They do however, unlike AD&D monks, gain Dexterity bonuses to armour class. However, if a Super Squadron character does wear AD&D armour, they lose their 'monkish' armour class bonuses. Super Squadron characters can not evade in Advanced Dungeons and Dragons.

4. Multiple Attacks

There are two methods of determining the number of multiple attacks for SS characters in Advanced Dungeons and Dragons. The first is based on the AD&D system, where Super Squadron characters gain multiple attacks based on their equivalent level of fighter they are in AD&D. However, in this method, Super Squadron characters can attack both left and right handed at the respective -2/-4 to hit penalty for each attack.

The second system, which I personally prefer, is to combine their multiple attack ability that they have in Super Squadron, (based on their modified agility), to give a result similar to that possessed by monks.

Agility	Attacks
01-15	1

16-30	3/2
31-50	2
51-70	5/2
71-100	3
101+	4

5. General Conversions

Super Squadron character hit points, damage bonuses, 'hit chance bonuses', etc, must be recalculated using the characters new Advanced Dungeons and Dragons statistics. A Super Squadron character however, still retains their normal Action Potential Points.

One melee round in Super Squadron equals one melee round in AD&D.

Although Super Squadron characters do not bleed in Advanced Dungeons and Dragons, they do die at -10.

6. Super Powers

Most Super Squadron super powers convert quite easily. Powers which cause damage, such as beam weapons, operate in the same manner in both systems, except that all damage from Super Squadron powers is tripled in Advanced Dungeons and Dragons. A Super Squadron character that fires a 4AP Laser Beam, which would normally do 4d4, does 12d4 in Advanced Dungeon and Dragons.

Where a saving throw is required for Super Squadron powers, AD&D characters save under the Rod, Staff or Wand table. (Advanced Dungeons and Dragons characters save versus Spells against Super Squadron magic spells, where a save is applicable).

All Super Squadron super powers operate otherwise normally in AD&D.

7. Magic Conversion

The two magic systems are totally different and so are the most awkward to convert. One important fact, is that neither system should be usable by characters in the other system. Primarily because there is no real way to convert them. What I have done instead, is presented two methods of compatibility.

The first method is based on converting Super Squadron magic into Advanced Dungeons and Dragons terms, where a character can memorise a spell and cast it. The magical stress of expending the spell energy, results in the temporary loss of accurate spell knowledge. AD&D characters can

only hold so much magical energy, based on their level. This effectively allows a Super Squadron spell caster to cast any spell they know, once per day at no Action Point Cost.

The second method, which I prefer, is based on the Advanced Dungeon and Dragons and Super Squadron principle of drawing magical energy from outside sources. The spell caster, simply transforms the energy into the required spell. In Advanced Dungeon and Dragons, this energy comes from the negative and positive material planes. When an AD&D character is removed from close proximity from these planes, (such as going to the abyss), spells can either operate in unusual manners creating different effects, or simply fail altogether. Cleric based magic is more harshly dealt with, they draw their energy from their gods plane, and when far removed can not power any spell above second level. Rather than go through a lengthy process of determining what every spell will do in every situation, it is simpler to say that all spells cast in a foreign universe, have a base 50% chance of successfully working. In this method, Super Squadron spell users expend AP to cast spells, whether they are successful or not, and can cast the same spell more than once. All spells cast in an Advanced Dungeon and Dragons universe that cause damage, inflict triple normal damage.

Note: The Advanced Dungeon and Dragons and Super Squadron magic systems are not compatible, and magic using characters from either system can not use each other's magic spells.

Advanced Dungeon and Dragons magic resistance has no effect against Super Squadron magic.

DUNGEONS AND DRAGONS TO SUPER SQUADRON

1. Statistics

Advanced Dungeon and Dragons characters in Super Squadron have their characteristics converted in a similar manner as described in section one. However, where the value of one characteristic in Advanced Dungeon and Dragons can give a range of characteristics in Super Squadron, the character in question rolls a die to determine the exact level of the characteristic. The die applicable, will vary depending on the character-

istic.

The conversion of AD&D intelligence to Super Squadron, requires to first determine the sum of Intelligence and Wisdom, and then match up the equivalent intelligence rating in Super Squadron.

Ego for Advanced Dungeon and Dragon characters should be determined by the GM, based on the character's personality and level. If this is too awkward, an easier method is to assign a character an Ego of 1d4, plus 1 point per two levels the character has in AD&D. (After all, who ever heard of a first level adventurer who wasn't terrified of anything they might meet !)

2. Level Determination

Due to the extreme range abilities of beginning and highly experienced level characters in AD&D, AD&D conversion to Super Squadron can produce a wide range of differences.

Multiply the Advanced Dungeon and Dragons level of the character by two, and then subtract four. This will give you the Super Squadron equivalent experience level for the AD&D character (With a minimum of zero level and a maximum of thirtieth level).

3. Armour

Advanced Dungeon and Dragon characters may wear armour in Super Squadron and actually gain relative protection. However, they also suffer an effective Agility loss as follows:

Armour

Padded/Leather	-1DD	-1AG
Studded Leather	-2DD	-3AG
Ringmail/Scalemail	-3DD	-4AG
Chainmail	-4DD	-5AG
Splint/Banded/Plate	-5DD	-6AG
Field Plate	-6DD	-8AG

The Agility loss affects both hit point and damage bonuses, as well as the reduced possibility of achieving multiple actions. (If a character has an effective agility of zero or less, they can not move under their own power).

Advanced Dungeon and Dragons characters in Super Squadron can evade, if they have the minimum requirements.

4. Multiple Attacks

Advanced Dungeon and Dragon characters in Super Squadron, can not use

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two weapons (left and right handed) as they do in AD&D. They are restricted to multiple attacks, as per standard Super Squadron rules, based on their modified Agility.

Note: If AD&D characters are wearing armour, they may have an effective Agility loss.

5. General Conversions

Advanced Dungeon and Dragon characters hit points, damage bonuses, 'hit chance bonuses' and Action Potential Points, must be recalculated using the characters new Super Squadron characteristics.

One melee round in AD&D equals one melee round in Super Squadron.

AD&D characters do bleed in Super Squadron, although they die at their negative Super Squadron hit points, not -10. (Advanced Dungeone and Dragons characters are Haemophiliacs, bleeding even if their wounds have been cauterised by fire !)

6. Class Abilities

Class abilities for Advanced Dungeon and Dragons are retained in Super Squadron but are modified to suit the SS system.

All the basic classes, Fighters; Rangers; Paladins; Magic-Users; Illusionists; Clerics and Druids are easily converted. They are either basic fighting machines, or spell casters. The spell casters are dealt with in section seven.

Thieves gain all their normal abilities in Super Squadron, however, some of these abilities are not quite as effective due to the technology differences. A Thief's normal AD&D chance for Find/Remove Traps; Opening Locks, and Climbing Walls is reduced by 60% in Super Squadron.

Thieves (and Assassins) can still backstab and gain the standard AD&D hit bonus (20%), doing normal backstab damage. However, thieves must totally surprise their victim (gain a free attack without being spotted), in order to backstab. Assassins can not attempt an assassination unless they also have totally surprised their victim. If they gain an assassination attempt, they still roll to hit. If they hit, they then calculate the equivalent AD&D level of the victim to determine if the assassination was successful. If

the assassination attempt fails, they will only inflict normal damage. If they succeed, they reduce the victims hit points to zero, as per a critical hit.

If characters are using AD&D poisons they should be adapted to Super Squadron equivalents.

Monks gain two Super Squadron powers as they go up in experience levels. For each four levels, or fraction thereof they have as an Advanced Dungeon and Dragons monk, they gain the powers: Heightened Defense and Heightened Attack once. Their thieving abilities operate in the same manner as thieves, described above. At 9th level (AD&D) they gain double saving throws versus mind based attacks.

Monks can not stun/kill opponents in Super Squadron, but do instead get an increased chance of a critical hit. For each five levels of experience, or fraction thereof they have as AD&D characters, they gain a +01% probability of a critical hit. (This increased chance is reduced by characters with luck factors in the normal Super Squadron fashion

7. Magic Conversion

As mentioned in the previous section converting AD&D magic to Super Squadron is difficult. The first method of magic conversion presented previously can not be applied to AD&D magic used in Super Squadron. (Hence my preference for the second system). The second system can be applied.

All spells cast in a foreign univers have a base 50% chance of successfully working. In either case, the spell is lost from memory. Spells can be relearn in the normal fashion, although cleric based spells (above second level), may not be depending on the GM.

Advanced Dungeon and Dragon spells cast in Super Squadron, do not automatically hit their target, but rather require a 'roll to hit' to strike an opponent, unless an area effect spell such as meteor swarm is used. Small area effect spells, including fireballs can miss. However, if the spell does strike its target, there is no saving throw, and full damage is taken. If a roll to hit is not required, then a saving throw is gained.

All AD&D spells in Super Squadron that inflict damage, have their damage reduced to one third. (Minimum of one point).

Advanced Dungeon and Dragons
gic resistance has no effect against
per Squadron magic.

Note: The Advanced Dungeon and
agon and Super Squadron magic systems
e not compatible, and magic using
aracters from either system can not
e each other's magic spells.

Magic Items

All magic items from Advanced
nagoon and Dragons still function in
per Squadron, although they may be
duced in ability.

All magic weapons lose two points
om their plus bonus. If they reach
bonus of zero or less, they are
fectively non-magical in Super Squad-
1, losing all other abilities as well.
his is standard magical loss, for

Advanced Dungeon and Dragons weapons
when removed from their home plane).
Each remaining +1 gives a .05% to hit
bonus and +1DD.

Magic Items that produce spell
like effects, including wands and
scrolls, are treated as magic spells.
They can fail to operate 50% of the
time, but will still expend a charge
or be used.

Permanent magic items that produce
spell like effects, such as a ring of
Invisibility, will always function.

Potions will always functions, as
will most miscellaneous magic items.

Armour and Shields will be affected
in exactly the same manner as weapons.
Each remaining +1 giving a .05% defense
bonus.

Intelligence (AD&D to SS)

Super S	AD & Dragons (INT + WIS)
01-01	06
02-02	07-08
03-03	09-10
04-04	11-12
05-05	13-14
06-06	15-16
07-07	17-18
08-08	19-20
09-09	21-22
10-10	23-24
11-11	25-26
12-12	27-28
13-13	29
14-14	30
15-15	31
16-16	32
17-17	33
18-18	34
19-19	35
20-20	36
21-21	37
22-22	38
23-23	39
24-25	40
26-27	41
28-29	42
30-31	43
32-33	44
34-35	45
36-37	46
38-39	47
40-40	48
41+	49-50

Strength Table

Super S	AD & Dragons
01-02	03
03-04	04
05-05	05
06-06	06
07-07	07
08-08	08
09-09	09
10-10	10
11-11	11
12-12	12
13-13	13
14-14	14
15-15	15
16-16	16
17-17	17
18-18	18
19-19	18/01-18/25
20-20	18/26-18/50
21-21	18/51-18/60
22-22	18/61-18/70
23-23	18/71-18/75
24-24	18/76-18/80
25-25	18/81-18/85
26-26	18/86-18/90
27-27	18/91-18/95
28-28	18/96-18/99
29-29	18/00
30-40	19
41-53	20
54-66	21
67-78	22
79-89	23
90-100	24
101+	25

Agility/Dexterity Table

Super S	AD & Dragons
01-01	03
02-02	04
03-03	05
04-04	06
05-05	07
06-06	08
07-07	09
08-08	10
09-09	11
10-10	12
11-11	13
12-12	14
13-13	15
14-14	16
15-16	17
17-20	18
21-25	19
26-33	20
34-40	21
41-53	22
54-66	23
67-100	24
101+	25

Intelligence (SS to AD&D)

Super S	AD & Dragons	
	INT	WIS
01-01	03	1-3
02-02	04	1d4
03-03	05	2d4
04-04	06	2d4
05-05	07	2d4
06-06	08	3d4
07-07	09	3d4
08-08	10	3d4
09-09	11	4d4
10-10	12	4d4
11-11	13	4d4
12-12	14	2d6+6
13-13	15	2d6+6
14-14	16	2d6+6
15-16	17	2d6+6
17-18	18	4d4+4
19-20	19	4d4+4
21-22	20	4d4+4
23-25	21	3d6+6
26-30	22	3d6+6
31-35	23	3d6+6
36-40	24	4d4+9
41+	25	4d4+9

Charisma Table

Super S	AD & Dragons
01-02	03
03-03	04
04-04	05
05-05	06
06-06	07
07-07	08
08-08	09
09-09	10
10-10	11
11-11	12
12-12	13
13-13	14
14-14	15
15-15	16
16-16	17
17-18	18
19-20	19
21-22	20
23-24	21
25-26	22
27-28	23
29-30	24
31+	25

Stamina/Constitution Table

Super S	AD & Dragons
01-02	03
03-04	04
05-05	05
06-06	06
07-07	07
08-08	08
09-09	09
10-10	10
11-11	11
12-12	12
13-13	13
14-14	14
15-15	15
16-17	16
18-20	17
21-25	18
26-35	19
36-45	20
46-55	21
56-65	22
66-75	23
76-85	24
86+	25

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How to get more from your game - 1

CAMPAIGN SETTING

Super Squadron being a Superbeing roleplaying game, is different to many other roleplaying games in that the campaign is not restricted to specific settings. In fact, Super Squadron can be implemented in any number of various environments.

The campaign used in the Adventure Book with the rules, is the easiest background setting in which to play or run. That being a world where Superbeings have been in existence for some ten years in a contemporary time. Where all people accept and consider superbeings a natural part of the standard everyday life in the world. This provides characters, (especially PC's), with a relatively easy existence in the campaign.

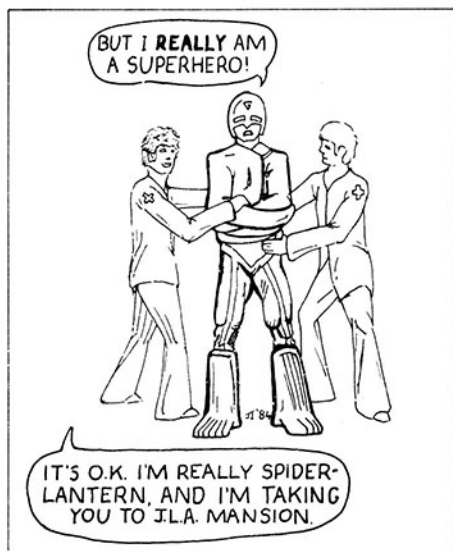
However, imagine what would happen if only a minor alteration was instituted to this standard setting. Assume that unlike the previously mentioned campaign no superbeings ever existed before the advent of the player characters. Consider a setting were both PC's and NPC's come into existence relatively simultaneously in a standard 1984 world, where no super powered beings were ever encountered before. This will of course, raise many problems to the player characters, and provide a more suitable environment to the PC Super-Villain.

The beginning 'new' Superhero will not have any official standing with the law, and will probably be considered a loony. Indeed, they can not even institute a citizen's arrest, without revealing their own true civilian identity. Rewards will not be given to Superheroes capturing villains, as vigilantes who take the law into their own hands, should not be encouraged. In fact, Superheroes that bring criminals into the police, may in fact find themselves arrested.

Costumed characters in longjohns will be treated as weirdos, after all, who else but a lunatic would run around like that? Many Superbeings could easily be considered insane, particularly if they do not possess any dramatically visual abilities.

On the other hand, Super-Villains

will have a much easier time of things. Although they to will be considered ridiculous, when they disintegrate a victim, the police will hardly believe it without concrete evidence. More likely, the police would attempt to keep such silly rumours secret and out of the media to prevent mass hysteria. The police themselves would assist the SV's in keeping a low profile in this way, making it harder for them to be known and intercepted by SH. A SV with such dramatic powers would have little trouble intimidating victims. The probability of victims losing morale would also be much higher, such as a +20% DM to the morale roll.



All in all, this seems to produce a dismal situation for SH and an easy road to riches for SV, but Superheroes do have advantages too. The tables can be reversed with some intelligent and careful play. Primarily of these is public heroics. Successful rescues or feats before public witness, (more so in the early stages of the campaign) will earn enormous fame. Public Standing increases at this time, will be effectively one point of Public Standing increase per point earned, instead of per three points earned. (We won't talk about the horrors of failure or the results of SV decreases). After all, they are just 'ordinary' people who somehow managed an impossible feat. (Even if the superbeing

displayed some incredible abilities, people are more likely to consider all of these powers as being generated by devices than generated personally. Take the true life example of Cliff Young, an old athlete who won the Sydney to Melbourne marathon. Fame was enormous. Once a Superhero's PS rises, standard benefits that are accepted in the standard rules such as; rewards; law immunity and others, will eventually be forthcoming. The players can be the 'Dragonfly's' of the campaign.

In turn, the PC Super-Villain can earn massive Public Standing decreases if they maintain active public profiles. If this decrease gets to low, and bear in mind that the loss can come very quickly, they will suffer the standard bounty hunters, superheroes and law enforcement agencies hunting them down.



The specific setting will also provide an opportunity to give the players a chance to develop higher skills and experience levels usually only available to the NPC's. The majority of NPC's in this setting will almost certainly begin with little or no experience. (Some NPC's should have experience, although it is not necessarily gained through costumed adventuring).

In a world without established super-beings, or in that case another alter-

native setting, you may wish to exclude the possibility of enhancement drug sources. These are after all, developed by very exceptional people or super-beings.

Organisations should play a more important role. With so few super powered characters around or to encounter organisations fill the void. Powerful organisations, possibly with high technology, can provide stimulating and complex puzzles. In this type of setting numerous rival organisations would be more common place.

However, one should note that this type of campaign requires more concentration and effort on both the GM and the players. Many minor situations in an established campaign can easily become significant events in a virgin situation. For instance, a rogue superhero who is incriminated as a villain, would not affect the established campaign significantly. However, in a campaign where Superheroes are new and 'unknown', a SH 'turning' villain could totally shatter the public's faith in SH.

Alternative settings are infinitely possible. You can easily have anything from a Science Fiction universe to a Fantasy campaign, complete with the appropriate surroundings, including super-beings as an integral and natural part of the campaign.

Imagine Captain Radion, battling the invading army of Orcs to protect the princess in the castle. The Orcs would surely believe Captain Radion to be a demi-god at the very least. (Hercules is a good mythical example of this).

In high technology Science Fiction settings, a superbeing could be considered quite average, except that all their abilities are generated by their own bodies and not devices.

Even if these types of campaign settings do not appeal to you as your primary world, remember that some characters have Time Travel and Dimensional Gate. These can provide interesting alternative worlds for players to visit.

by Joseph Italiano

STRIPS

STOP. Before you continue, be warned. Not only may some of these transcripts offend you, but these relics from another dimension are meaningless without some explanation of that plane.

It seems that two "PC" factions, one pair on the side of good and the other on the side of evil, were constantly at odds.

The SH faction consists of the 'PC' Black Angel, a successful male SH, and his girlfriend Frostbite, an attractive young woman. The only member of the SV faction mentioned is Black Razor, and it is unknown whether he or his unnamed girlfriend is the 'PC'. Reports accompanying this strip, indicate that after some verbal exchanges in the papers, Black Razor, created and drew these

strips, based on his arch-SH enemy Black Angel. The events depicted would seem to be just the sadistic ravings of a SV.

Black Razor intrudes on Black Angel in only the second panel, as a self-styled anti-hero, who is just drawing his crazed fantasies. This is obvious by his rather biased and warped rendition of the characters. Frostbite is depicted so untruthfully, that when we read her opening appearance on the 3rd days episode, we did not recognise her.

The strip did not last long, and was cancelled because of the last installment. Those other characters are that planes top SH. Even we will not publish it, after all, Dragonfly might know them.

And now o..OH NO! hi. mr razor sir. Yes SIR, if you insist, all eleven episodes. Phew! what..ahh I didn't mean that crack about.. NOT THE CL

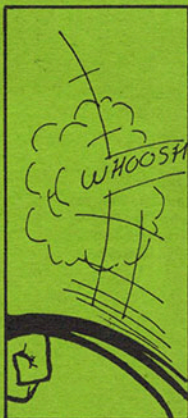
HEH HEH

THE ADVENTURES OF BLACK ANGEL

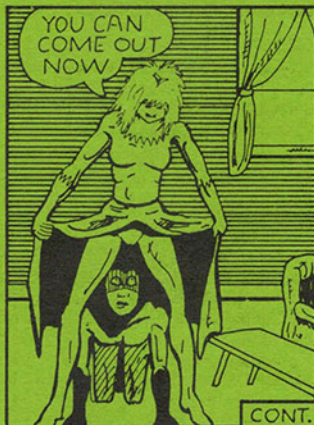
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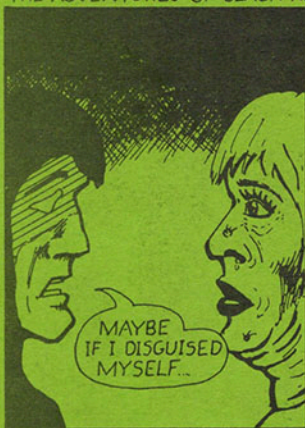
THE ADVENTURES OF BLACK ANGEL BACK AT THE BATHROOM



THE ADVENTURES OF BLACKHEAD



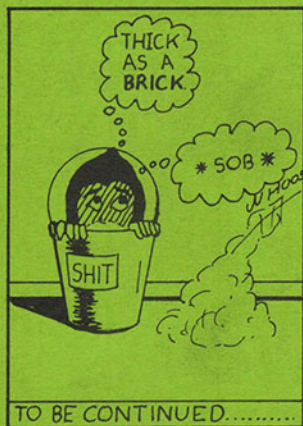
THE ADVENTURES OF BLACK ANGEL



THE ADVENTURES OF DEAD ANGEL



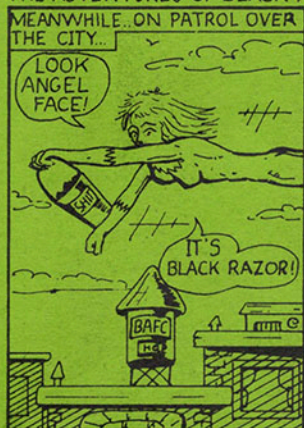
THE ADVENTURES OF BLACK CORPSE



THE ADVENTURES OF BLACK ANGEL



THE ADVENTURES OF BLACK ANGEL



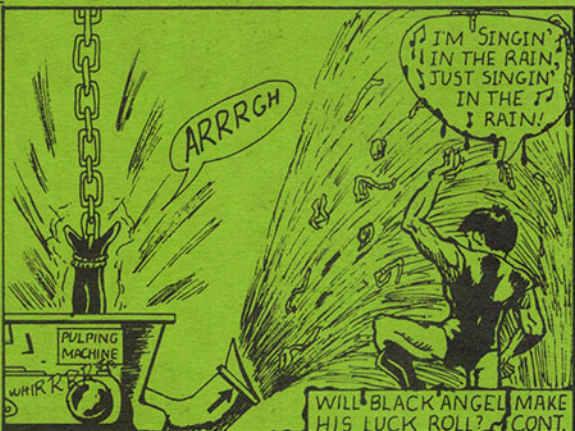
THE ADVENTURES OF BLACK ANGEL

LATER THAT NIGHT IN THE CONDEMED BLOOD AND BONE FACTORY ON OLD GORE LANE



THE ADVENTURES OF BLACK ANGEL

OUR HERO IS IN A PICKLE AND HE KNOWS IT!



THE ADVENTURES OF BLACK RAZOR



SNAKE PIT

At first this adventure appears to be no more than a common kidnapping, but this is not so. Dr Darrow was kidnapped because he stumbled across Death Adder's insidious plot to destroy the Guardians satellite headquarters.

Scenario Prologue:

Ms Rebeca Scroggins, will approach the first Superheroes she meets, the players. She will offer her life savings of \$5,121.03 if they will safely locate and rescue her kidnapped fiance, Dr Darrows. He is a well known biologist, specialising in reptiles. (PC Superheroes should be ashamed of themselves, if they accept her reward).

Ms Rebeca Scroggins

Strength	= 08
Agility	= 07
Charisma	= 18
Intelligence	= 01
Stamina	= 13
Ego	= 16
Hit Points	= 11
Direct Damage	= -1
Hit Chance	= 60%

Rebeca can tell the Superheroes where her fiance lives (which is also where he works), that he has an assistant Dr Peter Parks, (although she does not know how to contact him), and the fact that he was working on a new species of snake that he discovered.

Scenario:

The players are effectively to be detectives in the first part of this adventure. It is up to them to question and locate all possible witnesses and follow up leads. Information can be attained from either Dr David Darrow's housekeeper, Mrs Bartlett, his assistant Dr Parks or through clues found in the house.

Rebeca Scroggins does not know where to contact Dr Parks, although the housekeeper, Mrs Bartlett can provide this information.

Dr David Darrow's Home

1. Kitchen

The kitchen is quite standard, with no unusual features. As the players enter this room, they will find someone manipulating the door knob from outside.

In actual fact, the housekeeper Mrs Bartlett is just about to enter the house to carry out her chores. She is an old widower, who is extremely cranky.

Mrs Bartlett

Strength	= 08
Agility	= 02
Charisma	= 01
Intelligence	= 02
Stamina	= 08
Ego	= 17
Hit Points	= 04
Direct Damage	= -2
Hit chance	= 55%

If attacked, she will defend herself with a broom, doing 1d6. If befriended she will be relatively co-operative.

She knows how to immediately contact Dr Parks. She is also aware that the last time Dr Darrow was seen, he was on his way to a cafe, although she does not know the specific one. She is also aware that the strange snakes that Dr Darrow was working on, have gold triangle down their backs. She is aware of Dr Darrow's secret safe location, but will never divulge this trusted information except in extreme circumstances. The players will need to behave accordingly to learn this from her.

2. Lounge/Dinning Room

The room is moderately furnished with numerous chairs, lounge suite, TV and a table.

The is nothing of note in here.

3. Dr Darrow's Bedroom

The room contains a double bed, closet and a chest of draws. The only contents in the drawers are two Raymond Chandler novels.

The only strange item in the room, is a pair of snow shoes in the closet. (Dr Darrow has no use for these, he won them in a lottery).

4. Study

Contains a large desk (4 drawers) and two wall units, filled to the brim with various books.

The drawers are all totally empty. The books are mainly research material on various reptiles. Fallen behind the desk, is a book on snakes. It is quite normal, except that one page has been removed. If players realize

this, they can discover the contents of the page, by simply going to the local library and checking another copy. The missing page describes in detail, the snake 'Death Adder'.

When Dr Darrow was kidnapped by Death Adder, he removed the page from the book as a clue.

5. Bathroom/Toilet

The room contains a toilet, basin, shower and a spa bath.

The basin has traces of what appear to be scales of some kind. These will not be found unless players search the room.

Dr Parks can identify these as being the scales of a snake. After further study, (a few days) he can identify the scales as belonging to a Death Adder.

Death Adder visited the toilet when she kidnapped Dr Darrows, and left traces of her scales when she washed up.

6. Stairs leading to the basement level.

7. Laboratory

The laboratory contains miscellaneous equipment, used to study reptiles. Some glass items have been shattered, obviously, when they fell to the floor.

There is an empty match box in amongst the broken glass. It is empty.

The match box has the following written on it: "Fer-De-Lance Cafe", this being a clue to the location of Death Base. The name of the cafe is in french and is the name of a snake.

8. Computer Room

This room has been totally ransacked. The computer has been smashed beyond repair, and all computer print outs have been removed.

A cigar butt can be found in the wreckage. (Dr Darrow does not smoke).

The computer was destroyed, because Dr Darrow accidentally intercepted Death Adder's plan, when he stumbled across her password. Both Death Adder and he, use the University computer centre. The password he used was "Diamond Back Gold", also being the name he gave to the new species of snake he discovered and is currently working on.

9. Snake Pens

A large number of cages have been

opened, and numerous snakes eye you hungrily.

Death Adder released the snakes when she left.

There is one python and three smaller snakes. None retain their poison glands. The players may identify the smaller snakes as being Tiger snakes.

	01	02	03	04
ST	23	08	12	10
AG	09	11	09	08
IQ	09	10	09	12
SA	28	08	10	08
HT	24	07	11	07
DD	04	00	00	00
HC	50%	50%	50%	50%

Snake one is the python, effectively having enhanced strength and stamina. It bites for 1-2 and constricts for 1-6, both attacks gaining their damage bonus.

The Tiger snakes only bite for 1-2. They can not inject poison, as their poison glands have been removed.

10. Secret Compartment

The compartment contains Dr Darrow's safe. Inside the locked safe, is a copy of the printout Dr Darrow was working on. It describes the properties of the Diamond Back Gold snake. Interspersed throughout this text, are details on various methods and expected results of a nitro based bomb.

The university computer, simply incorporated both programmes, as they were using the same password. Both parties, (Dr Darrow and Death Adder), immediately realised this. To protect her plans, Death Adder kidnapped Dr Darrow, and destroyed all references she could find to the password.

Dr Peter Parks

Dr Parks lisps badly, which will make conversations awkward. He is otherwise a friendly attractive man.

Strength	= 18
Agility	= 17
Charisma	= 20
Intelligence	= 20
Stamina	= 18
Ego	= 11
Hit Points	= 17
Direct Damage	= 04
Hit Chance	= 55%

Skills:

45% Biology (specialised reptiles 90%)

He knows that Dr Darrow has just named the new species of snake. (Diamond Back Gold). He can eventually identify the scales found in the house. He also has a copy of the computer printout that Dr Darrow was working on in a locked briefcase. He was asked to safeguard the brief case but does not know what is in it, and will not part with it willingly, under any circumstances. (He will not trust the Super-heroes, unless they have a good public standing, and he recognises them).

If your players are having great trouble with this scenario, he will be more co-operative.

Death Base/Fer-De-Lance Cafe

1. Kitchen

This is a large kitchen/store area with a small partitioned area. Numerous ovens, cupboards and miscellaneous kitchen supplies abound.

Partitioned Office

The partitioned area, contains one desk and a chair. The desk is plain, having no drawers. Behind the desk, is an elaborate painting of a Cobra.

Depressing the eyes of the Cobra opens the secret door to the staircase.

2. Restaurant

The restaurant has numerous circular dining tables, a stage in one corner and a rather large display window. There is nothing of particular note in here.

(GM's; note that if any battle takes place here, the display window should, during the course of combat, explode in a shower of splinters for dramatic effect. Of course, the numerous glass splinters inflict no damage).

3. Stairs going down

4. Foyer

This room is empty, but has three exits.

5. Snake Pen

This room contains numerous small skeletons, and a rather large snake. The floor is littered with straw, which is obviously for the snake's benefit.

This snake is a Death Adder, (dark brown, flatish snake), and is used as

a trap by the Super Villain. The 'pet' will not attack intruders, if they immediately feed it. Death Adder herself, can not direct the snake to attack on command.

Death Adder

Strength	= 15
Agility	= 20
Intelligence	= 07
Stamina	= 24
Hit Points	= 18
Direct Damage	= 01
Hit Chance	= 50%

The Death Adder attacks with a bite only, doing 1d4 plus its damage bonus. Each bite will inject poison venom, which should be treated as standard type III, as described in the Rule Book on page 52.

Anti-venom is available at any hospital. Poisoned characters should have no trouble getting 'cured'. However, if they take too long to do so, Death Adder may realise that her base has been infiltrated, and so take some precautions in case the intruders return.

6. Trapped Door

This is a booby trapped false door. Contact with the door knob, will discharge an electrical volt, doing 2d8 damage. (The standard accompanying alarm has not as yet been connected).

7. Goon Bedroom

This room contains a bed, chest of draws and a closet. Nothing of note.

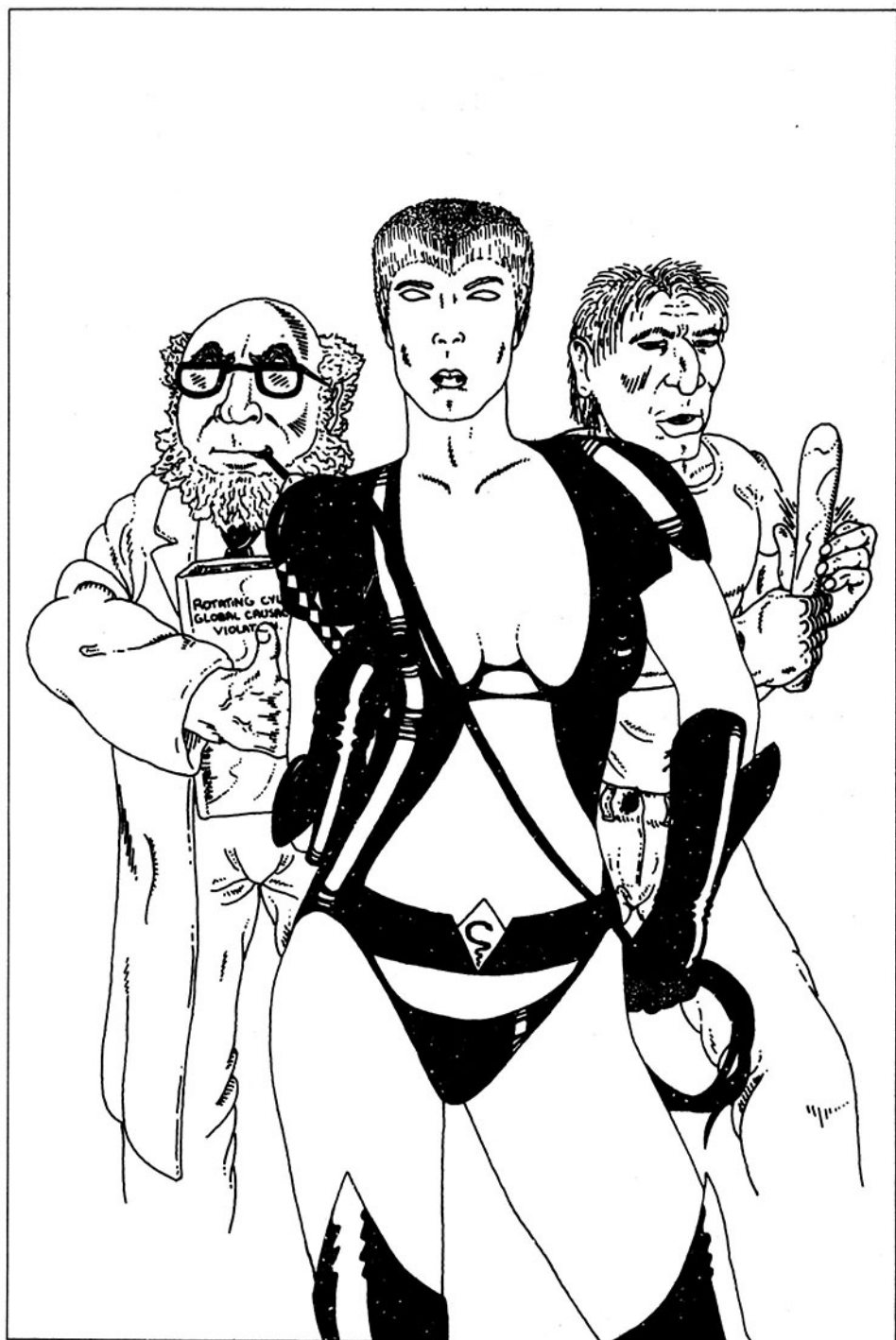
8. Another Goon Bedroom

Identical to the room above, but this room is occupied by Hank. See goons at the end of this scenario.

9. Main Laboratory

The room contents include, a computer console, three large benches littered with electronic components and various chemicals. There are two men in here.

The two men in here are Max and Fritz, full time goons. They will attack any intruders. Death Adder will investigate any unusual sounds if they persist for more than three melee rounds. (ie: If the combat lasts longer than three melee rounds, she will come in). See goons at the end of the scenario.



10. Last Goon Bedroom

This room is identical to room seven.

11. Dr Darrow's cell

This room is securely locked and bolted from the outside.

This room is identical to room seven, except that it contains a rather tall unshaven man. (He is Dr Darrow). He is currently asleep in bed.

Dr Darrow

Strength	= 18
Agility	= 18
Charisma	= 15 *
Intelligence	= 20
Stamina	= 14
Ego	= 06 *
Hit Points	= 12
Direct Damage	= 04
Hit Chance	= 50%

Skills:

63% Biology (specialised reptiles 126%)

* He is currently upset because he was kidnapped. His ego will go back to 09 when he is free and out of the base.

12. Death Adder's Room

This room is luxuriously furnished, and contains a four poster bed, two wardrobes, a fine leather lounge suite, a large full length mirror with a copper rimmed snake frame and a glass case containing two green snakes, and a costumed female.

The green snakes are tree snakes that Death Adder keeps as pets. They are effectively harmless.

Death Adder

Strength	= 22
Agility	= 13
Charisma	= 08
Intelligence	= 18
Stamina	= 18
Public Standing	= 09
Ego	= 16
Luck	= 00

Powers:

1. Heightened Strength (+06)
2. Heightened Defense (12% / -1DD)
3. Mutation - She is an albino with no pupils, she has slight Death Adder-like scales around her eyes, giving her -2 to Charisma and Vibratory Vision at no AP

cost, as this has replaced her normal vision.

Secondary statistics:

Action Points	= 57
Hit Points	= 30
Direct Damage	= 05
Accuracy	= 10%
Movement	= 55m
Hit Prob Bonus	= 10%
Experience	= 04
Age	= 27
Detect Entrances	= 27%
Detect Traps	= 30%
Defense Bonus	= 16%
Sex	= Female
Height	= 175cm
Weight	= 75kg
Hit Chance	= 64%
Experience Points	= 325

Skills:

64% Research

Costume:

Tight fitting and very revealing black leather suit. She has knee length black boots and gloves. She wears no mask, and carries a whip.

Background:

Death Adder hates all Superheroes and wishes to kill them all, as she blames them for her sisters 'death'. She herself is a mutant. She has no other living relatives. She has on occasion worked with Cobra and his gang. (see Adventure Book page 07). He provided her with some training and underworld contacts. She looks up to him as a father figure.

13. Secondary Laboratory

This room contains an almost complete bomb. Next to it, is a makeshift bed, and some scattered clothing.

The bomb is not currently functional but will be if the players take too long with this scenario.

Dr Fipps, the 'mad' scientist sleeps with his creation. He is in here, and will not come out if he hears the sounds of combat.

Dr Fipps

Strength	= 10
Agility	= 08
Charisma	= 14
Intelligence	= 30
Stamina	= 10
Ego	= 06
Luck	= 00

Hit Points	= 11
Direct Damage	= 02
Hit Chance	= 53%
Experience	= 03

Skills:

- 35% Mechanical (specialised bombs 70%)
- 55% Electronics (specialised bombs 110%)
- 45% Chemistry (specialised bombs 90%)
- 16% Research (specialised bombs 32%)

Dr Fipps is an elderly gentleman, balding with glasses, wearing a white lab coat.

Background:

Dr Fipps likes to make things explode. The bigger the better. The only thing he likes better than making bombs, is getting paid for making bombs.

Goon Descriptions:

	Hank	Fritz	Max
ST	20	10	12
AG	15	11	12
CH	12	14	02
IQ	12	09	09
SA	18	13	20
EG	09	10	04
HT	15	12	19
DD	02	00	00
HC	50%	55%	47%
Exp	00	00	02

They are all unarmed, using only their fists in combat.

Time Line:

- Day 1. Dr Darrow is kidnapped
- Day 2. Players are approached by Ms Scroggins
- Day 9. Death Adder completes bomb and moves it to the teleport for the Guardians satellite. (see Adventure Book page 09). She knows where the Teleport station is, but not what defenses it has.

Death Trap

If the player characters are captured by Death Adder, she will give them a chance to escape. She will put them in the following death trap.

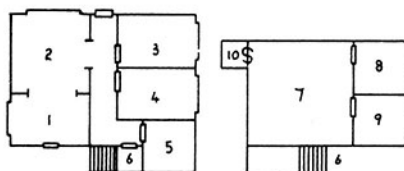
The player/s will wake up on top of a small table, at the base of an old well shaft, some 30 metres deep.

The shaft is one metre wide, and the well walls are covered in slimy moss. The table is one metre off the ground, but it becomes quite apparent that it is slowly sinking to the floor. The floor of the well is covered in a living writhing mass of black snakes.

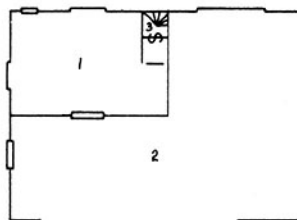
There are 20 asps, all have type III poison, and are otherwise treated as animals with 2d8 for statistics.

The table will sink low enough for the snake to attack, in ten minutes.

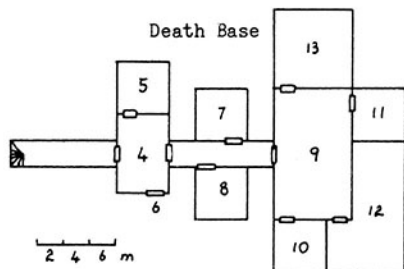
If players attempt to climb out, they have a (AG x 5)% of successfully climbing every ten metres. If they fail they will fall into the asps, taking no damage from the fall as it is cushioned by the mud.



Dr Darrow's House & Basement



Restaurant/Fer-De-Lance Cafe



Thanks to Joseph Italiano for his assistance with producing this adventure.

by Alan Greenway

Power Variants

MIND POWERS

After perusing my copy of the rules of Super Squadron, I became aware of many things. Although I felt the game was as a whole extremely original, I gradually realised that it lacked something in one or two areas. Primary among these was the area of Mind Powers. Comic readers will readily be able to appreciate the fact that telepaths in the comics are among some of the most potent characters around. One has only to consider Professor X, Emma Frost (the White Queen), or Psyche to realise this. Yet the rules seem (in my opinion) to greatly undervalue the possession of a Mind Power. Things such as lie detection or photographic memory do not really rate with the abilities of the characters mentioned.

Another thing that annoyed me slightly was the difficulty of explaining characters such as the Scarlet Witch, Shamrock, or more recently, the Black Cat, in terms of Super Squadron. One could say that they have enormous luck factors, but I prefer to view their abilities as a separate mind power - probability control. This power would be hard to control well until the character became very experienced - Scarlet Witch had terrible problems earlier in her career. Black Cat and Shamrock undoubtedly have the power multiple times, (what a horrible thought)!

In order to solve these minor problems, Martin Dick and I, (a fellow Super Squadron GM), developed several new variants, some of which are presented below. May they add to your game as much as they have to ours.

MIND POWER - De-evolution

Action Point Cost: 8
Damage Per AP Cost: N.A.
Maximum AP Expenditure: No Limit
Duration: 1 Turn (Plus)
Area Of Effect: One Character
Range: IQ Metres
Device AP: N.A.
Device Range: N.A.

Power Explanation:

By use of this ability, a character is able to cause temporary loss of a super-power in another creature. The target must roll their IQ+SA+LK, or they will temporarily lose one super-power. The character using the de-evolution may choose the power to be lost from those he or she is aware of. If no powers are known, roll randomly from those the victim has available, (do not include defects). Once the power has been lost it cannot be used until the de-evolution wears off. For every turn beyond the first that the de-evolution is to be maintained, 1 AP must be expended. This ability has no effect on non-superbeings, and a psychic shield will protect against it.

MIND POWER - Fear Generation

Action Point Cost: 15
Damage Per AP Cost: N.A.
Maximum AP Expenditure: 15
Duration: 1d6 turns
Area Of Effect: SA Metre Radius
Range: 0
Device AP: N.A.
Device Range: N.A.

Power Explanation:

Fear generation is the ability to inspire mindless, unreasoning fear in creatures immediately nearby. When the ability is used, all creatures in the affected area must roll a save of less than or equal to their IQ+EG+EXP+LK. Failure will cause them to flee in panic for as long as they remain affected by the power. Use of this power requires an input of 15 AP regardless of how many creatures are affected.

MIND POWER - Life Leech

Action Point Cost: 10
Damage Per AP Cost: 1d6
Maximum AP Expenditure: 10/5
Duration: Instantaneous
Area Of Effect: SA Metre Radius
Range: 0
Device AP: N.A.
Device Range: N.A.

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Power Explanation:

Life leech is the ability to drain life energy from those in the immediate vicinity, enabling him or her to replenish his or her own vitality. The power drains HT from all living creatures within an SA metre radius of the character. Each use of the power drains 1d6 HT from all such creatures, and bestows a like amount on the character life leeching as healing of damage done. The character cannot leech HT above his max HT, although continued infliction of damage is possible. HT lost by opponents can be regained in the usual way. Note that all creatures in range are affected, regardless of the wishes of the character using the power. The character life leeching should generally remain unaware of how much damage was inflicted on each creature in range, relieving his or her healing as a lump sum.

Each use of the life leech power requires a combat action. It requires 10 AP input for the first use of the power. However, if the character devotes successive actions only to life leeching, the continuing use of the power only requires an additional 5 AP for each use. If the character stops leeching to do something else, 10 AP must be paid to start using the power again. Each creature in the area of effect has a (SA+LK)% chance of resisting the effects of the life leeching. Continuing life leeching will not affect creatures that successfully save, but a new save must be made each time the leeching character inputs 10 AP to start use of the power again.

MIND POWER - Possession

Action Point Cost: 10
Damage Per AP Cost: N.A.
Maximum AP Expenditure: No Limit
Duration: 1 Turn (Plus)
Area Of Effect: One Character
Range: 1Q Metres
Device AP: N.A.
Device Range: N.A.

Power Explanation:

If successful, this power allows the character to gain total control over another's actions. The victim gains a saving throw, to determine whether they are able to resist the

effects of the power. To save, they must roll less than their (IQ+EG+LK+EXP). The action point cost for the possession attempt is 10 AP, which must be expended whether the attempt is successful or not. An additional 1 AP must be expended per turn after the first that possession is to be maintained. When possessed, the victim's mind is totally displaced, so no information can be gained from him or her. The possessing mind has full control over the actions of the possessed body, and can use any superpowers that the body possesses that the possessing character is aware of. Self-destructive actions will almost certainly increase the AP necessary to keep the body under control.

Unlike mind control, if a victim saves against a possession attempt, they may still be possessed on a second attempt made shortly thereafter. Victims are always aware of a possession attempt made on them. The possessing character can undertake simple actions with his or her body when in control of the victim, but cannot become involved in complex tasks such as combat. Note that the magic spell *Eughe's Exorcism* will immediately drive a possessing mind back into its home body.

MIND POWER - Probability Control

Action Point Cost: 8
Damage Per AP Cost: N.A.
Maximum AP Expenditure: No Limit
Duration: Instantaneous
Area Of Effect: Variable
Range: (1Qx2) Metres
Device AP: N.A.
Device Range: N.A.

Power Explanation:

Probability control enables a character to cause extremely unlikely events to occur, hopefully in their favour. Success is achieved on a roll of 20+LK+EXP. If the character using probability control expends more AP than necessary, the chance of failure is reduced accordingly. If the probability control attempt is successful, roll on the following table to determine the exact effect. The only DM's are LK and EXP.

01-05 Extremely unlikely favourable event occurs. For example, an attacker might suffer sudden and total amnesia, and stand confused, a building could suddenly collapse on a group of hostile hoods, lightning might strike an enemy, or the character could be teleported away from trouble by an alien transmat beam.

06-15 Very unlikely favourable event occurs. For example, an attacker's powers might affect his or her friends, a group of hoods could be distracted by the arrival of another superbeing, or an associate might just "pass by" in a car at the right time to get the character out of trouble.

16-40 Rather unlikely favourable event occurs. For example, an attacker could stumble and fall flat on his or her face, a group of hoods might be instructed to attend to other duties by their boss, or a train or truck could pass by at just the right time to allow the character to escape unseen.

41-70 Rather unlikely neutral event occurs. For example, a low-flying supersonic plane might fly overhead and distract everyone present momentarily, the road could turn to tar and trap everybody in sticky goo, or a superhero and a supervillain might turn up simultaneously and intervene in the battle.

71-85 Rather unlikely unfavourable event occurs. For example, the character could be attacked by an irate blackbird, the alarms in a bank the character is trying to rob might suddenly all go off, or an innocent pedestrian could get in the way of something an associated character is trying to do.

86-95 Very unlikely unfavourable event occurs. For example, an enemy of the character's might just "pass by", an antagonist could suddenly notice a half-buried but functional sub-machine gun at his or her feet, or a fire hydrant in the near vicinity might explode and sweep away the character and any nearby friends.

96-00 Extremely unlikely unfavourable event occurs. For example, the character could be attacked by an

interdimensional dragon that suddenly appears, a hidden bomb might detonate next to the character, a goon fighting the character could suddenly develop super-powers, or the character using the probability control might temporarily lose all of his or her powers for some obscure reason.

The exact result of a successful probability control attempt is always to be determined by the GM. The GM should always try to inject some imagination and unpredictability into the result, so as to keep the characters on their toes.

Example:

The Indigo Warlock is being beset by War Maiden, a female superhero. He announces that he will use probability control to attempt to worm his way out of this rather tight situation. He has no LK factor, and is EXP level 6. This gives him a base 26% chance of success. As this is not good, he decides to expend double the required AP. This reduces his chance of failure from 74% to 37%, giving him a 63% chance of success if he uses the 16 AP. He rolls a 59 and just succeeds. He then rolls for effect, rolling a 29 and subtracting 4 for his EXP, giving a modified result of 23, a rather unlikely favourable event. The DM decides that an appropriate event would be for Lauriel (a female supervillain with fairly mild powers) to happen by. Had he rolled better, the Indigo Warlock might have had Urchin (a powerful friendly supervillain) turning up. Had he rolled badly, a superhero might have gate-crashed the fight. Any number of results may have been possible, depending on exactly what he rolled and the decisions made by the GM.

MIND POWER - Psychic Bolts

Action Point Cost: 2
Damage Per AP Cost: 1d6
Maximum AP Expenditure: 6
Duration: Instantaneous
Area Of Effect: One Character
Range: (1Qx5) Metres
Device AP: N/A.
Device Range: N/A.

Power Explanation:

Psychic bolts are a manifestation of ectoplasmic energy that are generated by the character's mind. They are not physical in nature, so force fields will not protect against them. Magic spells of protection are also ineffective against this power. However, psychic shield will protect against psychic bolts. This power inflicts full damage against astral and immaterial beings. However, it only affects living beings, and has absolutely no effect on non-living objects.

MIND POWER - Psychic Shield

Action Point Cost: Variable
Damage Per AP Cost: N.A.
Maximum AP Expenditure: No Limit
Duration: Instantaneous
Range: N.A.
Device AP: N.A.
Device Range: N.A.

Power Explanation:

This ability renders a character selectively immune to all forms of attack which affect his or her mind. This includes nearly all mind powers, (including life leech, possession, psychic bolts, and telekinesis) as well as mind control and emotion control. When an attack is made upon the mind of a character with this power, he or she may choose to negate it by expending a number of action points equal to that expended by the attacker. Thus, if an attacker made an attempt to mind control a character with this power, the victim would have to expend 15 AP to negate it. Note that if the attacker had the power mind control twice, and only had to expend 8 AP, the victim would still have to expend 15 AP.

Mind attacks that are only partially negated will take full effect. The character may always choose not to expend action points on receiving an attack. It otherwise functions automatically when the attack is made, and does not require a combat action to activate. If an attack is not negated, a character with a psychic shield is still entitled to all the usual saving throws.

MIND POWER - Telepathy

Action Point Cost: 5
Damage Per AP Cost: N.A.
Maximum AP Expenditure: No Limit
Duration: 1 Turn
Area Of Effect: One Character
Range: IQ Metres
Device AP: N.A.
Device Range: N.A.

Power Explanation:

By means of this power, a character can communicate with any sentient being, for language is no barrier with telepathic communication. Characters with telepathy can send and receive projected thoughts from as far as one light second's distance (186000 miles). If both characters involved are telepathic, distance is not a limiting factor. Use of this ability does not expend action points, but other characters must be willing for communication to occur.

Characters with telepathy may also attempt to read the surface thoughts of any one sentient being within an IQ metre range. This costs 5 AP, and has a base 70+LK+EXP chance of success. Increasing the AP expenditure proportionately reduces the failure rate. Failure indicates that no thoughts are received. Success enables the character to read the surface thoughts of the subject for a period of 1 turn. Use of this ability requires a combat action. Victim's have an (IQ+LK)% chance of noticing an attempt to read their thoughts.

Although we have printed these power variants as they were presented, we do not necessarily agree with every aspect of every ability.

What we have done, and intend to do in future, is publish all variants as they are submitted, even if there are some minor areas we do not agree with. In cases where the presented variant is considered too overbalanced, we will either return it to the author with suggestions for corrections, or omit it all together. We do not intend to impose our policies by rewriting your submissions.

by Andrew South

Characters

Firecloud

Firecloud is Alfred Wilson, a student at the local University. Firecloud is a real criminal at heart. He uses and abuses his brother (Thundercloud), but will also occasionally be found working alone.

Strength	= 19
Agility	= 10
Charisma	= 13
Intelligence	= 09
Stamina	= 18
Public Standing	= 09
Ego	= 14
Luck	= 00

Powers:

1. Weather Control
2. Non-Requirement of Air
3. Flight (max speed 84km/hr)
4. Enhanced Strength (+09)
5. Heightened Defense (08% : -1DD)

Secondary statistics:

Action Potential	= 55
Hit Points	= 20
Direct Damage	= 02
Accuracy	= -10%
Movement	= 50m
Hit Prob Bonus	= 10%
Experience	= 02
Age	= 23
Detect Entrances	= 07%
Detect Traps	= 09%
Defense Bonus	= 10%
Sex	= Male
Height	= 188 cm
Weight	= 67 kg
Hit Chance	= 62%
Experience Points	= 115

Skills:

- 30% Pilot (Specialised in aircraft)
60% aircraft : 15% other craft

Costume:

Firecloud wears a one piece grey body suit. He has a red flame emblem on his chest and red flames running up the lower legs and lower arms. He has red boots, gloves and wig. A grey mask covers his upper face. He also has a grey cape with the flame emblem in its centre as well as red flames running along the capes edge.

Background:

Firecloud and his brother (Thunder-

cloud) were both joyriding in a light plane which he had "borrowed" from the University that they attend. Unknown to them, the plane was a newly developed prototype craft, designed to run on nuclear fuel. The plane was caught in an unexpected thunderstorm, where it was destroyed when struck by a lightning bolt. Miraculously, both brothers survived the explosion, and found themselves flying through the storm with their new found powers.



Family:

Both parents are alive and normal. His one younger brother is a superbeing (Thundercloud) and this fact is known to him.

Thundercloud

Thundercloud is Jim Watson, a student at the local University. He is not really a Villain, but is dominated by his brother. He is effectively a neutral.

Strength	= 33
Agility	= 02
Charisma	= 09
Intelligence	= 14
Stamina	= 18
Public Standing	= 10
Ego	= 06
Luck	= 00



Powers:

1. Adaption
2. Flight (max speed 60km/hr)
3. Enhanced Strength (+33)
4. Defect - takes double damage from Lightning/Electrical attacks

Secondary statistics:

Action Potential	= 63
Hit Points	= 22
Direct Damage	= 04
Accuracy	= -20%
Movement	= 40m
Hit Prob Bonus	= -05%
Experience	= 01
Age	= 21
Detect Entrances	= 16%
Detect Traps	= 13%
Defense Bonus	= 01%
Sex	= Male
Height	= 194 cm
Weight	= 98 kg
Hit Chance	= 46%
Experience Points	= 83

Skills:

None

Costume:

Thundercloud wears a one piece black body suit. He has a yellow lightning bolt emblem on his chest, and yellow lightning bolts running up the lower legs and lower arms. He has yellow boots, gloves and wig. A black mask covers his upper face. He also has a black cape with the lightning emblem in its centre as well as lightning bolts running along the capes edge.

Background:

Thundercloud was in the same accident that gave he and his brother their powers.

Jim (Thundercloud) has always been led into mischief by his older brother and has always been dominated by Firecloud's greater ego and charisma. He has now been led into a life of crime as Firecloud's partner. Having never really wanted to be a Super-Villain, he will never commit crimes when alone, and will sometimes refuse to go with his brother. He admires Superheroes, secretly wishing to be like them. For this reason, he is reluctant to fight them. If his brother is defeated when he is present, he will automatically lose morale.

Thundercloud is aware of his weakness and has decided to cover it, by making it look as if he actually has Lightning/Electrical powers and therefor is immune to them.

Family:

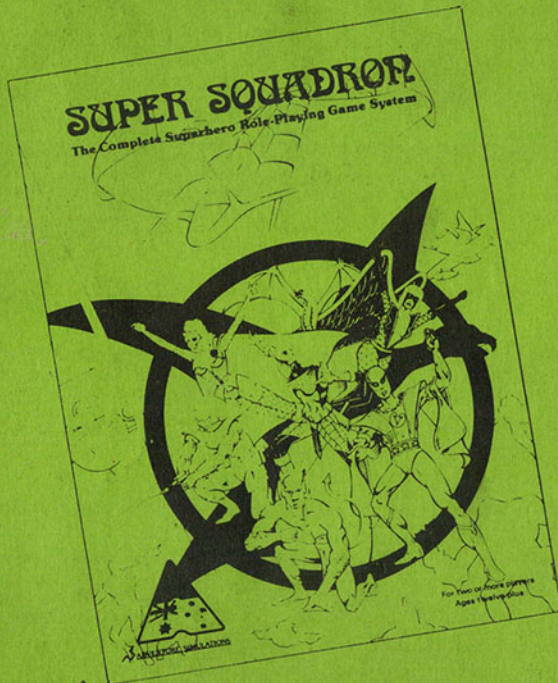
Both parents are alive and normal. His one older brother is a superbeing (Firecloud) and this fact is known to him.

We would like to print more characters like this, preferably with unusual backgrounds, powers, modus operandi, any non-standard features. For example, the above is interesting due to the way the two characters interact.

For a background example see Green Sting's on page 5 of the Super Squadron Adventure Book. More information on Green Sting's family could have easily been included, but was not (eg his SB sister), due to Joe wishing to keep his campaign players in the dark.

by Peter Trueman

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