

HEROES AROUND THE GLOBE

The primary object of this Newsletter is to let gamers know of the many and various groups of people playing HERO games out there. This is the place to publish your house rules, inform the world of major plotlines you have used so the rest of us can steal them, and generally make a joyful noise about the hobby. We hope that this will turn into a good fan press. We want this to be an insider's paper with the most up-to-the-minute info we can give. Besides, you guys are our best information source on what's happening outside the HERO H.Q. You are the core group that has made CHAMPIONS the popular game that it is today. We're calling on you to tell us what you're up to. Try your hand at a little playtesting; we want your input. Get your gaming group involved with other ones; the exchange of ideas is profitable and healthy for both sides. We want you guys to join us in being different, and in that crazyquilt of individuality forge a unity of HERO gamers. Heroes really aren't hard to find.

STILL IN THE SHOP:

Nimbly filched from George's notes is some stuff that's been a great deal of fun for us. However, we aren't sure that these new candidates for the rules should be permanent additions. So, to speed up the play testing, I'm turning them over to you HEROES to use and abuse. Please take one run to try one or more of these things and get us your feedback. Are the mechanics consistent? Is it too cheap or too costly? Did you come up with any additions that should go along with them? Remember, even if you tried them and liked them, it is important that we hear about it. George likes getting patted on the back.

From George's own twisted mind comes some new POWER ADVANTAGES and LIMITATIONS inspired by modern weapons of war. He wasn't sure of their applicability and neither were we; so take a long, hard look at them.

POWER LIMITATIONS

LIMITED VELOCITY: The attack only travels 30" per segment aimed at a target in the hex. If the target has left the hex for any reason the attack misses. If the target is still in the hex, roll vs. its OCV and account for range Mods. Limitation = +1/4.

STEERABLE: An attack with Limited Velocity may follow a target out of the original target hex. The attacker must maintain line-of-sight on the Target, and steering the attack takes an entire move; though he is at no minus to his DCV while steering. If the steering is interrupted the attack fails. Limitation = +1/4.

POWER ADVANTAGES

NO RANGE MOD: Allows a ranged attack to ignore range modifications all the way to the attack's maximum range. Advantage = +1/2.

TRACKING: For a limited velocity attack, the attack tracks the target after launch and need not be steered. The attack will track the target as it moves. If

the attack does not have line-of-sight for two consecutive phases, the attack fails. Attack moves on attacker's DEX. Roll against the target's DCV adjusting for Range Mods. Advantage = +1/4

HEROES AT LARGE

From across the big ditch comes word of a full-fledged CHAMPIONS gaming group in England. It goes under the moniker of SUPERHERO CENTRAL and has been serving as a fan press and meeting point for Hero Gamers for over a year now. The club news letter called the S.C. RECORDER has been pumping out news and reviews on cons and new products as they become available in that country. I want to take this time to publicly thank Matt Williams and all of the old British Champions Association for keeping me informed on what's happening with CHAMPIONS half a world away. Gamers helping gamers is what it's all about.

If you want a copy of the SUPERHERO CENTRAL RECORDER write a letter:

SUPERHERO CENTRAL c/o
Matthew Williams
135 Kenilworth Road
Coventry, CV4 7AL
West Midlands U.K.

Please include \$1.00 in international postal coupons to cover SC's cost to get here (you can get them at the post office) and drop them a copy of whatever news ideas or insights you've got from over here. It has been my experience that the English write a great deal and any correspondence would both broaden their information base and be well received. Pitch in and share what you've got. You won't be displeased.

1984

An excerpt from Masked Marauders #4 by Aaron Allston, detailing an adventure in one of his campaigns.

As the title implies, 1984 is a series set on an alternate Earth ruled by UNITY ("The Shield of Peace"), an oppressive world government. Most superhero-types are either dead or allied with rebel factions.

#1. R & D. Starring ENIGMA, LEPRECHAUN, MIKE, THENA, DEVAR, PHOSPHENE, AND LIGHTRUNE. The native 1984 characters infiltrate a government research facility which is experimenting with interdimensional transport. Just as the rebels are burning out the device, it drags Phosphene and Lightrune from Earth-AU. The Strike Force members throw in their lot with the rebels, who are led by this world's Charles Xavier. In Houston, they kidnap government official Jackson Gray, pound government enforcer Illyar into mash, elude F-16s, and deftly escape. Leprechaun accidentally kills two government agents. Lightrune and Phosphene are returned to their Earth.

#2. Forced Humility Knows No Bounds. Starring ENIGMA, LEPRECHAUN, LIGHTRUNE, and BLACKWOLF. Xavier, whose agents are mostly in the field, summons help from Earth-AU by sending a cretinous raven to bring back Lightrune and Blackwolf. Xavier's plan is to remove Illyar by discrediting him. Our heroes, in a surprisingly nonviolent adventure (1) get Enigma on Illyar's computer services staff; (2) kidnap one of the villain's enemies and convince her that she was to

be executed by Illyar's order, before allowing her to escape; (3) pretend to bomb the car of another of his enemies, timing it so that no one is hurt; (4) begin sending coded transmissions from the poor sap's office to known rebel bases; and (5) sabotage a UNITY parade which Illyar is protecting and in which a powerful man he hopes to ally himself is participating. (The sabotage involved pumping vast quantities of sewage through the fire hydrants along the parade route, thoroughly blanketing the procession with the stuff, and sabotaging all the vehicles so they cannot extricate themselves.) Mission accomplished, Our Heroes depart to their respective homes, leaving Illyar to -- ah -- clean up.

IN THE WINGS

Dove here, with the news off the wire. The HEROes have signed a deal with GRENADIER for lead figures bearing the likeness of some of your favorite heroes and villains. The first two 10 figure sets should appear around March. The first two figures off the line look great!

A new CHAMPIONS adventure will be available in early December; it's called ORGANIZATION BOOK 1: THE CIRCLE AND M.E.T.E., by Aaron Allston. It is, in my humble opinion, the best looking product HERO has yet put out. Also, be on the lookout for CHAMPIONS stats in the new SUPERWORLD adventure from CHAOSIUM called BAD NEWS FOR DR. DRUGS. Yes, as the name implies, this is a strange scenario.

CHAMPIONS III will be delayed almost two weeks due to a difficulty in getting it printed. November is a bad time to get press space. Bear with us; I think it was a Viper plot. Look for it at the end of December as a late Christmas gift. It will be stuffed with all kinds of goodies! Lots of new powers, campaign info, a random villain generator, a solo danger room and danger room generator, the new Turtle II suits and too much more great stuff to mention here. It will be worth waiting for.

A new line of products will be in the stores soon. They will be two-color drawings of cars, trees, lab gear and weapons all done in the CHAMPIONS 25mm scale. The art will be silkscreened on electrostatic plastic and can be used as durable, attractive playing aids for any modern role playing game. They can be found at fine game stores or purchased here from us. Ask for FLEXIBLES at \$3.95; Set 1) Vehicles, Set 2) Street Scenery, Set 3) Laboratory Scenery, and 4) Landscape. More will follow if you buy these. Be the first in your group to own a set!

THE WONDER OF WONDERBUCKS

We've had to answer quite a few questions on what Wonderbucks are good for and how to get them. For the record, Wonderbucks are the unofficial HERO games currency usable just like money for products you buy directly from us. Sometimes we even pay our staff with them (No! I was just kidding! Put down that exacto knife!). Club members get them as a way of saying "thank you" for being a member. Contest winners get them as prizes and some special people get them for helping the HEROES above and beyond the call. For club members, validate the Wonder Bucks by signing them and putting on your club number. As for everyone else, we'll set them up for you. As a special bonus to Club members, any order that you send with a Wonder Buck will be returned with a new Wonder Buck to use in a future order. Hope this clears up the mystery.

BARGAINS AT TWICE THE PRICE

Due to powers beyond our control, there are times when some CHAMPIONS products get damaged. Generally this means the cover got scuffed, the book

wasn't trimmed square or the game box got crunched. To club members, we extend this special offer to knock down the cover price. You guys are the hard core fans who care what's in the book, rather than the nicks in the cover. There is a limited availability on any product, so your money will be returned if we can't fill your order. No product leaves our warehouse that cannot be fully used. But for store owners, the products have to be pretty and occasionally some goods just don't measure up. Give these orphan games a home. The price for each game includes shipping and handling.

Product Name	Item Number	Availability 11/16/83	Price
Champions	HER001B	5	\$12.00
Enemies I	HER002	20	\$ 4.50
Enemies II	HER006	30	\$ 4.50
Espionage!	HER007B	3	\$10.00
Champions II	HER008	22	\$ 8.00
Deathstroke	HER009	4	\$ 4.50
Border Crossing	HER010	20	\$ 4.50
Adventurers Club 1	AC01	10	\$ 2.00

I hope this will take some of the expense out of keeping up with our expanding line. Updates in the newsletter will be made to this list as different items become available.

Also available are separate rulebooks and adventures from CHAMPIONS and ESPIONAGE. The prices include shipping and handling.

Product Name	Item Number	Price
Champions Rulebook	HER001	\$10.00
Viper's Nest	HER001a	\$ 3.00
Champions Map	HER001aa	\$ 1.00
Espionage Rulebook	HER007	\$ 9.00
Merchants of Terror	HER007a	\$ 3.00

Availability on these separate parts is limited and may vary greatly, since it depends on printing overruns which may or may not happen.



**SNEAK PEEK AT PART OF THE NEW CHAMPIONS BOX COVER
BY MARK WILLIAMS AND MIKE WITHERBY**