

HERO GAMES' NEWSLETTER

VOL 1, NO 2

HEROES AROUND THE GLOBE

Wow, there has been a lot of people becoming Adventurers Club members. In fact so many new people are interested that everything slowed down to a crawl around the HQ for a while. Worry not, we're back on top of things and have a few new surprises for you.

Your AC card entitles you to entrance to the ADVENTURERS CLUB PARTIES that are being held around the country when the heroes are in attendance at game conventions. This is our way of cornering our favorite fans and making the time at cons to get to know you. The first one was a big success at Dundracon in the bay area. The next ones planned are at ORCCON in southern California, ORIGINS in Dallas and of course GENCON. We are always looking for other ways to get you guys to know us and each other. This seemed like a successful method. We also gave out copies of the expanded weapons list and showed off the Guardians character sheets. Ya gotta come next time around, it's a lot of fun.

For our overseas readers; a special note on the UK. STEVE JACKSON GAMES has made a deal with GAMES WORKSHOP to distribute his line exclusively in England and Europe. This means to locate Champions Cardboard Heroes or Autoduel Champions you should contact GAMES WORKSHOP to direct you to a store in your local area. For any of the HERO line contact CHRIS HARVEY GAMES. Chris is our exclusive importer.

If you see the HERO products reviewed or mentioned it could be worth Wonder Bucks to you. The Snoop in Chief has big eyes and ears but he can't know everything at once. If you heroes can find articles about the HERO line that he has never seen and is not yet on file, he will send you a Wonder Buck for your troubles. Please enclose the address and issue number of the publication with your copy of the article so he can add new magazines to his files. We like to know what people are saying about us.

Watch for the "Great Supervillain Trade-off" at ORIGINS in Dallas. Bring copies of your favorite heroes and villains to trade with other Champions fans across the nation (us included!). It'll be a wheeling and dealing free for all, so come prepared to swap your trade secrets, house rules and favorite NPC's. More details in AC#4.

HEROES AT LARGE

An excerpt from the campaign of Wayne and Claudia Wall and friends. Full text can be found in Dementional Doorway #2. Write Wayne at 639 Penn. Ave, Oak Ridge TN 37830. He loves hearing from other players and is full of new ideas.

"On this world, the DC heroes of Earth-2 have had counterparts. Most are dead or retired from active hero life. The Justice Society of America is now an organization of retired or disabled heroes and heroines. Its job is to take care of these older heroes and establish trust funds for their families.

The Marvel heroes are older themselves and semi and fully retired. The FF are out of heroing and now are into research. Captain America has a desk job at SHIELD. Spiderman and Daredevil have let the younger heroes gradually take over the job of protecting New York. The X-men have gone underground due to bad press and a want of privacy. Xavier's school for Gifted Students still operates, but is no longer a training site.

Our adventures concern four supergroups, the VANGUARD (New York), the PROTECTORS (Denver), the CRUSADERS (L.A.) and Her Majesty's Heroes (London).

The Crusaders is the most powerful group of the four. The members include, Crossbow: the leader of the group, a master marksman who uses unique arrows; Hawk, an alien warrior now fighting for justice; Shiner, a mutant woman of strength and density; Perequine, developer of the Tachyon armor, is a mutant with uncanny reactions and speed; Thisledown, an ex-UNTIL agent testing the new TITAN prototype armor; The White Knight, with his ancient code of honor and

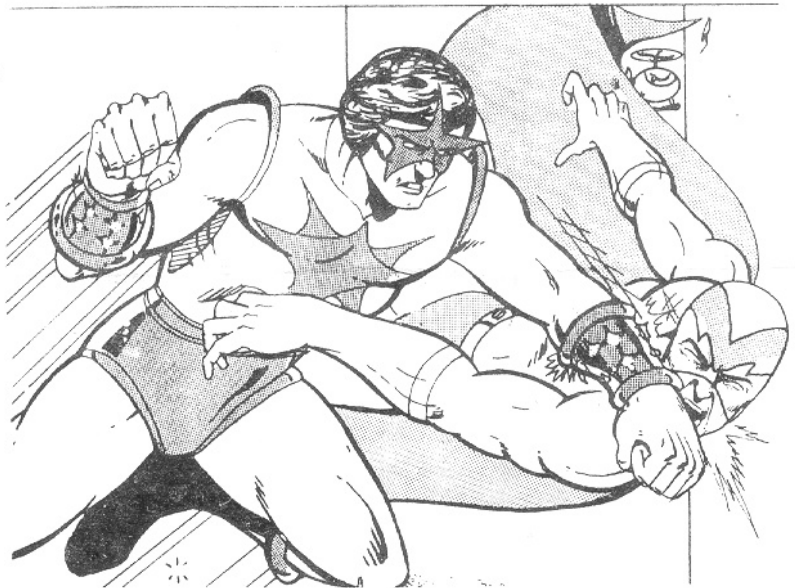
modern weapons; Vanguard; another alien with super strength. These heroes, along with Striker, their mascot and general secretary, and M.A.X., their super computer fight a never ending battle against evil and corruption.

The Crusaders are now facing their toughest challenge. VIPER has declared open war on the Heroes. The first attempt was at a local airport. Crossbow took some radiation exposure while Vanguard was hurt. Next, they broke up their second Genocide base. Now, Genocide has declared that the next attack on mutant kind will be against the mutie-loving Crusaders. Finally, a mysterious group known as the Devil's Advocates has started a devastating crime wave in L.A. Both attempts in stopping all of the Advocates has only succeeded in the temporary capture of Asmodeus and Diablo. Where will they strike next?..."

From "The Midwest Hero Network", a very large group of Champions players, comes their power level "house rules". All the games in the network play around the same base so heroes can easily go from one GM to another. For more information on meeting times, contact Brad Huddleston, 8719 Glenwood, Overland Park KS 66212

The values below are the maximum allowable statistics(disregarding conception) and the Network realizes that the players may wish lower scores in certain slots. Characters may exceed these maximums at the option of the GM provided the player has supported the request with a well thought out origin/background sheet.

TYPE	BRICK	MARTIAL ARTIST	ENERGY PROJECTOR
STR	100	25	60
DEX	29	29	29
		(avg 23)	
CON	40	25	25
BODY	20	12	12
INT	30	30	30
EGO w/Mental Powers	23	w/o-20	
PRE	30	30	30
COM	20	20	20
PD*	50	20	50
ED*	50	10	50
SPD#	4	5	4
REC	GM discretion on concept		
END	GM discretion on concept		
STUN	100	40	40



*--This is total defense including Force Walls, Armor, etc.

#--If supported by character conception Speed can be as high as 10.

The network has set maximums on combat value and attack dice. These figures are strictly enforced by the organizers. Maximum CV takes into account base CV, maneuver modifications and Skill levels. At no time can the values be increased past maximum with approval from the GM on a case by case basis.

ENERGY BLAST.....	20D6
RANGED KILLING.....	6D6
HAND TO HAND KILLING	3D6(5d6 w/STR)
EGO ATTACKS.....	8D6
NND ATTACKS.....	8D6
ARMOR PIERCING.....	10D6
Skill Levels	4
Offensive CV	14
Defensive CV	16
Ego CV	11

OLD GM'S NEVER DIE, THEY JUST GO OFF TO SCHOOL

Some time back I got word from one of the finest Champions refs I ever had the pleasure to meet. If it was not for Keith Hannigan and his stalwart companion Mike Malony, I never would have survived GENCON'83. I have been told that they plan to do some games at this years Con and are still working out the details. If you want a fine game, and are in the area and can find them (not easy to do), get in touch. Help these bastions of herokind playtest their new adventures.

Drop Keith a note at 5514 S. University Ave., Chicago IL 60637.

HOME TOWN CHAMPIONS

Mark Davis found a simple and easy way to improve on his Champions runs. Mark noted the difficulty facing a GM of having to plot out buildings and cities he and his players had never actually seen. Instead of winging it or having the adventures take place in "Metropolis", he uses the town he lives in.

"All the members of your group should know the location and general layout of stores and places of interest." Not only does it speed up play, according to Mark, but it eases the pound'em up attitude of the average game because players are in a familiar place. When Mike ran "Combat in Christopher Park" he used the local video arcade as a backdrop with great success. Even in small towns, Viper can lurk under the local Burger Queen.

To contact Mark Davis, write 640 Las Cruces Ave., Las Cruces NM 88001

GREETINGS FROM EARTH 2

Luke Yaznaga and the Manassas based Champions club, EARTH II send greetings and wish to hear from other clubs and interest new members. Thank you, Luke, for your praise of the game and of our mail order service. To contact the club, write in care of Luke Yaznaga, 9751 Sunrise Court, Manassas VA 22070.

TRY THESE

We got quite a few good suggestions from Peter C. Kenny and his happy bunch of heroes. (They run 5 campaigns regularly!) I don't have room for all the good ideas I was sent by them, but if you'd like to know more write Peter at 101 Essex Ave. Montclair, NJ 07042

FOCUS Usable by Others: Disadvantage, worth a bonus of +1/4. It means any person other than the character can use the Focus.

Bad Publicity: Disadvantage which means that a hero (or villain) will receive bad coverage by the press and TV News. A hero with this disadvantage might have trouble dealing with the police or the public. Bad reactions are done on a case by case basis. The exact effects are left up to the GM.

5 pt..... 8- roll for bad reaction
10 pt..... 11- roll for bad reaction
15 pt..... 14- roll for bad reaction

Publicity for vehicles: When the vehicle is recognized the owner will also be recognized.

3 pt..... 8- roll to recognize
5 pt..... 11- roll to recognize
8 pt..... 14- roll to recognize

IN THE WINGS

Here's a quick scatter shot of what's new with the HERO system. Please don't mail in your orders for Champions III till June first. I don't want to be responsible for looking after that much money for that length of time. You'll force me to send back your order if it arrives before then. Please simplify both of our lives and wait a little longer.

The Chaosium has another Superworld adventure on the boards that will have Champions stats in it. It's called "Return of the ELOCIANS" by Donald Harrington, about a lost underground race. It looks to be pretty good. No release date yet.

Champions figures are out now and look super. Grenadier has done a great job and says they may have blister packs ready for ORIGINS. If you like the figures let them know.

SUPER AGENTS by Aaron Allston may be out as early as GENCON. It will be an 80 page book showing you how to interface Champions and Espionage! and how to run agents in a superhero campaign. It will include a lengthy description of UNTIL and other super secret servants of justice.

My list of gaming groups is still very small. Come on, heroes, I can hear you breathing out there. Stand up to be counted. You'll be glad you did.

STILL IN THE SHOP

On another of those lightning raids besting the perils of George's briefcase, I bring you more fun stuff. Today's prize has to do with "funny sided" dice and what to do with them now.

In Champions a 1D6 normal attack is based on 5 pts. of STR or costs 5 pts. Killing Attacks cost 15 pts. or are based on 15 pts. of STR. The chart below lists the cost of one die of normal and killing damage for each different kind of polyhedral dice. Some of the costs include 1/4s, 1/2s and 3/4s. Just total up the cost of all the dice then round the 1/2s and 1/4s down and the 3/4s up. Attacks still cost 1 END per 5 active pts. to throw.

Die Type	1D Normal (pts)	1D Killing (pts)
d4	3 3/4	10 1/4
d6	5	15
d8	6 1/2	19 1/2
d10	8	24
d12	9 1/2	28 1/2
d20	15	45
d30	22	66
d100	72	216

When using polyhedran dice for Killing Attacks, read the body straight from the die. Normal attack read just as D6's do; 1's count as 0 body and the largest number counts as 2 body.

PRODUCT WARNING

It has come to our attention that a small number of FLEXILES had the ink mix done incorrectly. The problem is only with a few dozen sets, but the problem was not caught in time and the goods are in the stores now. If your FLEXILES develop problems with the colored ink portions or ink separates from the plastic send in the damaged goods for free replacement. There is no need to worry about the soundness of the line. The problem was a small mismix of inks and thinner. We stand behind FLEXILES and if any of you have experienced the least bit of problem please tell us.

SuperNews RoundUp

Super News Round Up

"News that's brought to you faster than a speeding bullet". That's what I got in the mail the other day from Mark Jones/Nightshade of the Omega Force in Riverview, FL. What I was sent, was two and one half years of monthly "news wrap-ups" which the players used to get clues about upcoming plot threads and current public opinion. After reading all the issues of Super News Round Up, I was able to watch several plots develop from sinister or seemingly harmless beginnings, to exciting climax. I recommend this system of foreshadowing for any campaign, not just Champions. I was also sent some nice character play sheets to keep track of several villains at once. Maybe I can print one in a future newsletter.

Let me pull a single page of the Round Up as an example. Know that several months before, the Earth had been threatened by FIREWING the alien invader.

Will Sunburst Be Tried

Emminent attorney, Bayard Browning has stated that he will move for the dismissal of all charges against his client Randall McFadden (Sunburst). Said Browning: "Cyborg-9's recent statements to the press concerning Mr. McFadden are prejudicial and have made it impossible for him to receive a fair trial."

"They're all in it together"

Says Jimmy Farwell, leader of the Moral Americans. "Of course OMEGA FORCE was 'reluctant' to apprehend FIREWING. These Monstrous freaks, this alien invader, this clockwork abomination, they're all in collusion with the ASTRAGAR. Omega means the end. By selecting the name 'Omega Force' these Godless outcasts are mockingly signifying their dedication to the destruction of Christianity and the American way of life."

Why Steal Fossils?

Police have no leads in the recent theft of some dinosaur bones from a professor of palaeontology working at the University of Honolulu.

If you want to swap news releases with this group drop a line to Mark Jones, 12524 Lovers Lane, Riverview FL 33569.

In The Wings

It's news time again. Work progresses on Danger International at a lumbering pace. Yet even after all the delays, the game will be available for \$14.95 after May first. Though the game is based on ESPIONAGE!, the rules have been completely reworked in the same format as the new CHAMPIONS box game. The campaign information now covers all areas of modern adventure. Investigative reporting, military and mercenary actions, police and private investigators and post holocaust role playing will be covered. Cloak and dagger campaigning around the globe will be dealt with, and the special problems with running "Book" and "TV Adventure" style campaigns. We are working on a special deal for ESPIONAGE! owners to get the DI campaign book for cost. It won't be the same as having the full Danger International game, but it is the best offer we can make for you guys. More on this later.

HERO T-SHIRTS!!!

Have I Got A Deal For You

Gosh! I guess it's official now. What with HERO coming out with a Fantasy game we had to take the last step in becoming a real company. Yes, it's true. Company Tee Shirts. Now for the first time, the HERO company tee shirt is available to the public, and just in time for convention season. These are Haynes quality shirts in a brilliant red with our yellow Hero Logo. Wear yours with distinction and pride for a bargain price, as well. These \$7.00 dollar shirts can be had by you as an Adventurers Club Member for \$6.00 dollars. All you need do is show your AC card at the convention table where we are attending, or drop us a check or money order with your AC number on it (and \$.50 to defray postage) and it's yours. This is not an offer that will appear in any store. Be the first to display your true colors and wear what all the fashionable Heroes are wearing this year; the HERO TEE (specify small, medium, large or extra large).

\$6.50 ☒ SHIRT
2.50 ☒ FANTASY
\$9.00 HERO
AND
AC#.

D.I. Dum Dums

John Nowak out in LaGrange NY sent in a bunch of stuff for ESPIONAGE! that we are trying for Danger International. I wanted to share this observation because it caused some question around the office. What do you think?

According to John "a Dum-Dum doesn't have the permanence it should have. Mike Hammer discribed a dum-dum as leaving a hole large enough to put one's fist through. A dum-dum should be thought of as the opposite of an armor piercing round; Go to the chart on page 36(Espionage!) and find the AP shell which does the same damage as your normal shell; the listing under the "normal shell" will show the damage done by the dum-dum. However, resistant defenses will double against a dum-dum."

For a great game in the TV spy style, look John up at RR 1 Box 105, La Grangeville NY 12540. But watch out for Cybernauts (look it up in your U.N.C.L.E. spotters handbook.)