

## ***"The Printer's Tale..."***

"The great time paradox" or why can't the Superhype column get it's information correct. Let me tell you the fable called the "Printers tale". Once long ago, a scholar was charged with describing all the wonderous things the emperor planned to do for his people in the upcoming year. To meet the time set for the emperor, the Scholar set to his work early, listening to all the knowledgable court advisors who are all very, very wise. The scholar then listened to the people and what wonders were to happen in the other important kingdoms of the world. Knowing that the chief scribe would have to approve his writings, then the paper maker would have to make the necessary velum to print the work, and then the printer must cut the wood cuts to print the work, then the drayer must deliver the work and it all must return to the scholar by the time set for the emperor to be pleased. However if illness, bad weather, plague, or fowl humor should take any of these craftsmen, the work would be late. Thus the scholar began even earlier to provide them all with time. Yet with so much time spent with the craftsmen, the court advisors, who are all very, very wise, had decreed that they would do things other than what they had told the scholar about. "The treasury is too small" said one. "We must act as the kingdom of the Dragon has done" said another "for they are large and powerful and must therefor be correct". "The citizens no longer wish those silly works" said a third. They, all being very, very wise, were of course correct. Broken hearted, the scholar no longer saw after the craftsmen, who having no task master moved with a crawling pace. Even the scholars own work was now dated and incorrect when put before the Emperor. But the Emperor was wise and just, and said "If you could see the future so long in advance, you, not I would rule this land. Change what of this work has changed and leave the rest. you have done all that a mortal can do for only God knows what the future holds".

Or in other words with the time lag between writing and printing there are problems with the news columns. Please bear with me. The "Name That Villain Contest" has been extended until the end of March, so the winning villain can be printed in AC#8. There is no clear date for Lands of Mystery (a \$9.95 J1 lost worlds campaign book) though it looks like it will be ready for early April. Work on Super Agents progress slowly and should appear in May. There are several other champions projects proposed, but Fantasy Hero will take up major efforts at the HQ. Things may get quiet around here for a while as we lock the blast doors for hard work. Sorry for the occasional blunders in the column. Things are changing around here faster then I have the time to report it. Early or late it all comes out eventually.

## ***And Now For FANTASY HERO ...***

And now for the news. As you may have heard through the Grape Vine, Hero will be releasing Fantasy Hero for Origins (if the printer holds up and the river don't rise). However in a last ditch effort at massive blind testing and to settle some game philosophy questions, here I got an offer for you. How would you like to get your own playtest copy of Fantasy Hero free! That's right a 44 page official playtest copy just like the ones the in-house playtesters get. That self same beauty rife with typos and cheap paper, all the controversial rules (some left in just to cause argument between the players). How would you like your opinion to count in the construction of the greatest fantasy system ever made? What would you give to be one of the official HERO GAMES playtesters? Well my fellow club member now is your chance!

Now before you get all excited, let me explain to you the deal. We still aren't big enough to offer 500 playtests for free. (That comes out to be about \$1000.00) What we are planning to do, is offer these playtests for "sale" for \$2.50 to cover printing, postage, and handling. The deal works like this: You order your set (which is available at the time of this printing), play the game til the bolts fall out, fill out the questionnaire on the back two pages of the playtest as completely as possible, and send it back to HERO. If you send the completed form back by 4/15/85, we will send you a coupon good for \$2.50 off the purchase price of Fantasy Hero purchased from us at conventions or through the mail. So you say you're reading this in late March; that there is no way you can get your form in for tax time. Well my friend, you can still get \$1.50 off the purchase price (because by that time most of the information will be used in future supplements). Get in on the fun. Become one of the insiders. Be the first one on your block to play Fantasy Hero. You see, being an AC member has it's advantages!

## ***From The Workbench***

***By George Mac Donald***

The following are some new combat maneuvers we're experimenting with here at the Hero HQ. See if they work in your game, if they make characters too good, or if they are heavily unbalanced in any way.

Grab By: This is a combination of a Move By and a Grab. It is -3 OCV, -4 DCV, and the character may only use half his strength in the grab. The advantage is ~~that~~ <sup>THAT</sup> the maneuver may be attempted after a full move.

Martial Hold: This is a grab for martial artists. Such a maneuver already exists in Espionage!, but this one is written up in Champions Terms. The maneuver is -1 OCV, -1 DCV, and the holder's STR is x2 in terms of holding on the the target. Martial arts multiples do effect this multiple.

Half Recovery: This is a "combat" recovery, where the characters takes some time out to look around, but is not DCV 0 in the process. A Half recovery takes a full move, the character can not be spending END, though powers at 0 END can still be on. The character's DCV is halved and he gets half his REC back in END and STUN pips.

Strafing: This is like a Move By for characters with Ranged Attacks. The character may make a full move, but his attack is at -2 OCV, -2 DCV, and his Range Mod is halved.

Tell us what you think of these maneuvers, and any others you have in your campaign. There are always some questions about exactly how some of the maneuvers work. Here are some common answers (I'll let you figure out the questions).

1) A character may continue to move after doing a Move Through, so long as he has inches of movement remaining. After the attack he may move up to his remaining inches of movement, or the distance he knocks his target back, whichever is less.

NOTICE → 2) The Grab maneuver is designed to cover most medium sized objects such as hand weapons, or other large foci. Grabbing a small grenade, or other fist sized object is an additional -2 on the Grab Attack. Ranged attacks against hand weapon sized foci are at -2, against fist sized foci -4.

OVER  
1 HEX  
MARTIAL  
THROW → 3) Martial Arts multiples do add to the damage a character does with his Martial Throw. Normally, a character is not knocked back after a martial throw, he falls into an adjacent hex. But the character doing the throw can elect to throw his target 1" for every 5" of velocity the target had. No additional damage is done by throwing the character.

4) Killing Blow and Flying Tackle from Espionage! do not work in Champions.

5) If a character takes damage while taking a recovery, he loses his recovery and has wasted his phase. "Taking Damage" is defined as losing any Stun Pips or power points, or characteristics from

the time the character declares he is taking his recovery until his next phase.

6) Extra Damage from Pushes is calculated after applying STR multiples. A 10 STR Push only gets a character +2D6 damage no matter what kind of maneuver he is doing.

I hope these have been helpful. Have fun and remember to send your suggestions to "From The Workbench" c/o Hero Games, 92A 21st. Ave., San Mateo, CA 94403.

## Try This Out!!

The guys from the Midwest Hero Network are at it again. This is one of their house rules below. Give it a try. It looks like fun.

### COMBAT MANEUVER : HEAD BASH

This maneuver enables the player character to attack two opponents in the same phase, providing the targets are standing next to each other. However it does require an extra segment to perform, much like a HAYMAKER.

The player character must first make an attack roll against each target at a -2 to the PC's OCV and a -2 to the PC's DCV. For a third target the player characters OCV and DCV would be at a -4 for each target. Damage done by the HEAD BASH is x1 1/2 strength damage.

HEAD BASH  
- 2 OCV  
- 2 DCV  
- 2 ABOVE EACH  
TARGET OVER  
3  
EXTRA PHASE  
1 1/2 X STR

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If you are looking for the Midwest Hero Network, they meet at Mr Gadey's (a great pizza place) from 2-10 pm on Sundays. Mr Gadey's is on 75th & Switzer in Kansas City, KS. Stop by and enjoy. Brad and the boys are a really easy going bunch of HERO SYSTEM gamers that have several linked Champions games going, and at times some J1, D1 or the Fantasy Hero playtest underway.