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1PG

# HERO★FORCE★



## SUPER ADVENTURE!

# HERO★FORCE

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# RULES OF PLAY

**H**ERO FORCE: SUPER ADVENTURE!™ is a simple-to-learn role-playing game where players take on the roles of brave men and women battling evil and fighting for justice in a comic book or superhero movie. The 1PG assumes the players and referee already have some rudimentary experience with role-playing, and is meant to be played in the vein of *Spider-Man*, *The Hulk*, *X-Men*, *Batman*, *Superman*, and other comic and comic-based films, so keep it light and heroic.

## CHARACTER CREATION & GAME RULES

**Stats & Skills:** Okay, hero, so you want to battle evil wherever it's found? Here's how. Players roll 1D3 for each stat (the bold entries on the character sheet). Roll 1D3+3 for the total number of points to distribute into skills (the individual listings below each stat on the character sheet). Every skill starts at 0, and no stat/skill combination can be less than 1 (although skills can, see below). Put no more than 3 points in any single skill. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. For example, if you have BRAINS 3, you can take Technical Knowledge at -2 and add those two points to a different skill. If you don't see a skill you really want your character to have (Crocheting, for instance), just write it in the margin after confirming with the referee. Alternately, the referee may choose to have players build their characters with points. If so, distribute 8 points into the four primary stats, and use the rules that follow for secondary stats.

**Secondary Stats:** Roll 1D6 and put the number in GUTS, and then roll 1D6 and write the result in COOL. COOL tells you how long your character can keep calm and hold out when faced with unnerving situations, and GUTS signifies his ability to handle stress. Any time your character has a traumatic experience in the game (like witnessing his Aunt Martha being cut down by an arch-nemesis, or getting wounded), make a "GUTS Check." If you roll equal to or lower than your character's GUTS, his COOL is unchanged. The more GUTS your character has, the easier it is to keep his COOL intact. If you don't make it, then his COOL score is reduced by 1. If your character completely loses his COOL, he becomes twitchy and panicked. You need to roll a 4 or less every time your character shoots in order to avoid hitting one of his teammates by mistake. Most likely one of them will have to sedate your character or give him an Ice Blast enema. You may always put Character Points into COOL at the end of the game.

Roll 3D6+10 and write the number in BLOOD. This is how much BLOOD your character has. Every time your character takes damage, he will lose BLOOD. When your character has lost all of his BLOOD, he is dead.

FAME gives you an idea of how many citizens, other heroes and/or law enforcement agencies around the world have heard of your character and his exploits, and possibly have a "file" on him. It is important any time you need to ask for favors or assistance. Beginning characters start with FAME 0, but you may increase that score by rolling 1D6 and getting equal to or under MIGHT, LOOKS, GUILLE and BRAINS (but you may only try once for each at the beginning of the

game). Add 1 to your character's FAME for each successful check. FAME rolls are the same as Skill Checks – roll equal to or under your character's FAME. Supervillains have INFAMY in place of the FAME stat, but the mechanics work the same.

**Hero Type and Origin Tables:** Roll on these tables to determine your character's Origin and Hero Type.

**Starting Money:** Roll 2D6 x \$100.

## SKILL CHECKS

When the character performs an action (and by "action" we mean anything where the outcome may not be as certain as walking or tying one's shoes), determine what general skill will get it done. Add the skill with the stat it falls under to get the Target Number and then roll equal to or below it on 1D6. **Rolling a 1 is always a success, while rolling a 6 is always a failure.** The referee may add to or subtract from the Target Number based on environmental factors (motion, weather, level of difficulty), so having a target of 6 isn't useless – it allows you to effectively absorb a -1 to your Target Number without having to worry too much.

When fighting, make a Brawling Skill Check for attack or defense, Athletics for evasion, or Shooting for ranged attacks. Both combatants will make their Skill Checks at the same time. Whoever has a greater margin of success achieves his goal. Ties go to the defender; if both opponents are attacking, a tied margin means both attacks succeed. Subtract the weapon's damage from the wounded character's BLOOD. Always add the attacker's MIGHT to the total amount of damage done on non-ranged attacks. Damage from punches is the same as MIGHT, and kicks do MIGHT +1.

In the case of a test of wills or standoff between characters, roll 1D6 versus COOL. Characters with FAME or INFAMY can add it to the Target Number. The greater margin of success wins and the loser must make a GUTS Check or lose 1 point of COOL. If neither roll is equal to or below COOL, the one that achieves the smallest negative margin wins.

## ARMOR

Wearing certain clothing gives you an Armor Value. Leather gives you AV1. Flack helmets and vests give you AV3. A Kevlar vest gives you AV6. A full suit of power armor gives you AV10. When you take damage, subtract the AV in the appropriate location from the damage you are dealt.

## CHARACTER IMPROVEMENT

If you survive a whole scenario, you get 1D3+5 Character Points. Put these points into skills, COOL, FAME, BLOOD, or GUTS. But *Hero Force* characters aren't necessarily meant for long campaigns – don't worry if they get vaporized. Just roll up a new one and your ref will fit him in somewhere along the way.

Additional rules can be found in *The 1PG Companion*, available now from Deep7's web site at [www.deep7.com](http://www.deep7.com).







# FOR THE REF

**T**his page is specifically for those intrepid (or crazy) enough to take on the duties of the referee. You get to have your supervillain foil the fruitless efforts of your friends (or otherwise blast them into oblivion). Whether you're a novice or a pro, here are some helpful hints for running a successful game of *Hero Force*.

## SETUP AND GAMEPLAY

Play order is based on the GUILF stat – higher GUILF goes first. To keep the order of play coherent, you may choose to seat your players around the table in order of highest GUILF to lowest and go around the table. A character with a higher GUILF may choose to hold his action and interrupt another character's action later in the order of play, but once an action is taken for the round, the character can take no further actions.

## CUT TO THE CHASE

That means keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. Remember, you don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2-3 hours each. If you want to bring back surviving characters and play another scenario, go for it! Superheroes (and arch-villains) have a penchant for always making a comeback.

## DON'T FORGET THE POPCORN

For many experienced players used to competitive campaign-style role-playing, the idea of cheesy four-color heroes might be a bit foreign. You may have to remind them that they are the harbingers of justice in an action-packed movie drawing on comic book properties. Reference *Spider-Man*, *Daredevil*, *The Hulk*, *Superman*, *The X-Men*, *Batman* and *The Punisher*. This is not a scholarly work or an in-depth role-playing experience; it's "make-believe goes to the movies."

## SET THE MOOD

Put on some appropriate soundtrack music and tell a visual story: *"The stillness of the abandoned warehouse is suddenly pierced by the scream of a helpless woman. Looking up toward the rafters, you can see your arch-nemesis, The Reaper, holding his struggling victim over the railing by the nape of her blouse. The Reaper's face is contorted into a maniacal grin as he reaches forward with an outstretched hand and begins to power his Black Death Ray!"*

## THE BAD GUYS

A good rule of thumb when creating a supervillain is to make him durable enough to be a challenge, but vulnerable enough to make the players believe their characters' have a chance. In fact, you may want to put as much detail into your scenarios' supervillains as your players have put into their characters – comic book villains are often more memorable than the heroes! Henchmen, on the other hand, should be

easily dispatched, and their only chance of taking down a team of superheroes should be through sheer numbers. In order to simulate the feel of mowing down a mob of thugs, allow the player characters to make a single attack roll against the appropriate stat + skill combo target number. If successful, the margin determines the number of henchmen that were dispatched by the hero in one fell swoop. Supervillain lieutenants, however, should be a bit tougher to take out. Give them 12-15 BLOOD and some applicable skills. If there are a few too many bad guys in a scenario, cut them out. If there are too few then simply add more. Nothing is carved in stone.

## IMPORTANT

Bad guys seldom kill an entire super team. Typically, only one or two characters will meet an untimely end, usually because they selflessly sacrificed themselves in order to save the others (and this is a relatively recent phenomenon in comic book writing). If a player's character is killed, encourage him to make a new one and join back in as soon as the story will allow. The new character could be the same

hero simply with someone else stepping in to take on the mantle, or it could be the culmination of a convoluted literary resurrection. By the same token, you may want to have each player start by creating two or more characters, so they have backups handy. These characters are somewhat one-dimensional, thus it is even possible to play a headliner and a sidekick at the same time!

## DRAMATIC LICENSE

It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so." If you need a decision made, roll a die for it. If you need to figure out how many henchmen are hiding in the warehouse, roll a die and use it as a guideline. If the task is really easy, give the players a +1 or +2 to their target numbers. If the task is really difficult, give them a -1 (remember, rolling a 1 is always a success and a 6 is always a failure).

## THE SCENARIOS INCLUDED

There are five scenarios included with this game that can be played in whatever order you see fit. Feel free to design your own, and keep checking [www.deep7.com](http://www.deep7.com) for free scenarios to

download! In addition to the scenarios, *Hero Force* features yet another extra page of goodies in the form of a pre-prepared list of superpowers, which you can pick and choose to outfit your character. Every staple of comic book superpowers is contained in the list, so go wild and pick those that best suit your character concept.

## THE 1PG COMPANION

For those who like a bit more depth to your 1PG gaming sessions, check out *The 1PG Companion* for additional tabletop rules, such as running vehicle combat, building better NPCs, and additional character development rules.

### WEAPONS

Item	Damage	Cost
Automatic Pistol	8	75
Automatic Rifle	15	250
Club	3	5
Crowbar	3	10
Grenade	20	50
Hold-out Pistol	6	60
Human Bite	2	N/A
Hunting Rifle	9	200
Kick	1	N/A
Knife	3	10
Laser Canon	17	500
Laser Pistol	9	100
Laser Rifle	13	350
Punch	0	N/A
Shotgun	10	120
SMG	12	150
Spear	5	60
Stun Grenade	*	35
Stun Gun	*	100
Sword	4	100

Add MIGHT to Damage of non-ranged weapons

\* Target must make a MIGHT check or lose consciousness.

# SUPERPOWERS

**S**uperpowers in *Hero Force* are grouped into seven specific types and one universal type, called Power Categories. With the exception of Gadgeteers and Vigilantes, all superhero player characters must make a BRAINS + Control check in order for their powers to manifest, and in some cases this also serves as the attack roll (as is the case with Blasters). Your superhero may possess a number of powers/gadgets/weapons equal to his BRAINS + Control, which is referred to as the Power Level Pool. For example, Captain Defender has BRAINS 3 and Control 2, for a Power Level Pool of 5. How your hero's Power Level Pool points are spent is described in each separate category. Additionally, the Power Categories listed below are open-ended, allowing you to specify exactly what your powers do.

For those who want (or need) a more concrete list of powers for their heroes, page 7 contains a full list of superpowers for several of the categories listed below. You should feel free to add to or modify them as you see fit, but be sure to run any new superpower concepts past the ref before proceeding.

## UNIVERSAL

Heroes of any type can take powers that fall under this category, and like those listed below are open-ended, allowing you to specify exactly what the power does. The only caveat to this is that no universal power may mimic the effects of any other Power Category. Your ref will help determine the associated Power Level. In general, offensive powers should cause no more than 15 points of damage and defensive powers should grant no more than 10 AV worth of protection. Other abilities, such as X-Ray Vision or Flight, for instance, should be approached with caution by the ref and have some built-in weakness (can't see through lead, can only fly when wearing cape, etc.) Using Flight as an example, at Level 1 the hero can hover up to Might x 10 meters in height, at Level 2 he can fly at subsonic speeds within the atmosphere, and at Level 3 he can fly at supersonic speeds and is capable of leaving the atmosphere.

## BLASTERS

Superheroes known as Blasters can deal tremendous amounts of damage to their opponents by creating and firing concentrated blasts of energy. How this is accomplished is left to your imagination and the approval of the ref. Your blaster power has a Power Level, which determines the amount of damage it dishes out to the opposition. A Level 1 power deals 5 points of damage, a Level 2 power deals 10 points of damage, and a Level 3 power deals 15 points of damage. Alternately, your hero's blaster power may simply subdue an opponent, instead of dealing physical damage. In this case, the Power Level determines the number of rounds in which your opponent is incapacitated. Level 1 equals 5 rounds, Level 2 equals 10 rounds, and Level 3 equals 15 rounds. In this case, the target must make a MIGHT Check or lose consciousness. If the target has the Endurance skill, he may use the skill rank as a bonus to the target number to avoid being KO'd.

## MENTALISTS

Heroes who wield powers of mind over matter are known as Mentalists. The effects of your hero's mental powers are left to your imagination (and the ref's approval), as long as they comply with a

few guidelines. Each mental power must have an associated Power Level. Level 1 offensive powers deal 4 points of damage or apply a -1 penalty to the target number of any opponent. Level 1 defensive powers add AV 3 to two body locations or apply a -1 penalty to the target number of an opponent. Level 1 powers of a more general nature add +1 to a Skill Check or provide varying levels of story-dependent effects, such as premonition or mind reading.

## MYSTICS

Spellcasters, magician, sorcerers...whatever they're called, these are heroes who have mastery over the Arcane Arts and whose powers manifest themselves in spell-like abilities. "White" spellcasters should focus on powers that heal and defend the weak, while "Black" spellcasters usually have offensive powers specifically geared toward destruction. The rules for Mystic Powers follow those as listed above, under Mentalists.

## ELEMENTALISTS

These are heroes who have mastery over one particular element – air, earth, fire or water. As such, their powers mimic those of one chosen element. For instance, a Water Elementalist may have powers allowing him to breathe underwater for extended periods of time, have control over sea creatures, or cruise through city streets on slick sheets of ice. Elemental Powers may be offensive or defensive in nature, and follow the same rules as per mental powers.

## VIGILANTES

Vigilantes are the defenders of innocents, often taking their own style of justice to the streets and dealing the big hurt via weapons and their skills. As such, Vigilantes can have a number of weapons equal to their Power Level Pool. If you so choose, you may also use your Power Level Pool to purchase armor for the hero, the AV of which is equal to 4 multiplied by a maximum cap of 3 points from the Power Level Pool. So, Power Level 1 armor is worth AV 4 and costs 1 point; Power Level 2 armor is worth AV 8 and costs 2 points; Power Level 3 armor is worth AV 12 and costs 3 points.

## GADGETEERS

These are men and women of science (or those who have a lot of money), who use their understanding of mechanical, electrical and computer systems to battle evil and protect innocent civilians. The single most important aspect to the Gadgeteer is his Power Armor, a suit with mechanical and electronic mechanisms designed to augment the wearer's abilities when worn. These typically include an exoskeleton for physical augmentation, internal life support for hostile environments, weapons and targeting systems, and transportation mechanisms that would allow the wearer to fly, etc. The AV of your Power Armor is purchased by spending points from the Power Level Pool and is equal to 10 multiplied by a maximum cap of 3 points from the Power Level Pool. So, Power Level 1 armor is worth AV 10 and costs 1 point; Power Level 2 armor is worth AV 20 and costs 2 points; Power Level 3 armor is worth AV 30 and costs 3 points. Like universal powers, you and your ref should work together on the specifics of your gadgets and power armor, remembering to weigh their respective Power Levels with associated benefits. Gadgeteers may not choose powers from the Universal category.

# SUPERPOWERS LIST

**F**or those of you who prefer a bit more direction in terms of what powers are available to the different hero types, below is a complete list of superpowers for each Power Category. Simply note your total Power Level Pool and chose powers from the list below, subtracting the appropriate points from your pool as you proceed.

## UNIVERSAL POWERS

Any hero type, with the exception of Vigilantes and Gadgeteers, can take Universal Powers.

**Super Strength:** At Power Level 1 the hero can increase his strength by MIGHT x 2. At Power Level 2 his strength increases to MIGHT x 5. At Power Level 3 it increases to MIGHT x 10. This is mostly for damage purposes, although it is also equivalent to the number of tons that can be lifted.

**Flight:** At Power Level 1 the hero can hover up to MIGHT x 10 meters in height. At Power Level 2 he can fly at subsonic speeds within the atmosphere. At Power Level 3 he can fly at supersonic speeds and is capable of leaving the atmosphere.

**Super Speed:** The hero can move a number of meters per round equal to MIGHT x 2 at Power Level 1, MIGHT x 5 at Power Level 2 and MIGHT x 10 at Power Level 3.

**Invulnerability:** The hero has a natural ability to ablate physical damage, giving him AV 10 at Power Level 1, AV 20 at Power Level 2 and AV 30 at Power Level 3.

**Metamorphic:** At Power Level 1 the hero has Chameleonic powers (Invisible Girl, Mystique). At Power Level 2 he has Distortive powers (Mr. Fantastic). At Power Level 3 he can completely Polymorph his own body (Changeling).

**Healing/Regeneration:** This super power allows the hero to heal himself or others. At Power Level 1 he can heal up 1D3 BLOOD. At Power Level 2 he can heal up to 1D6 BLOOD. At Power Level 3 he can heal up to 1D6+3 BLOOD. This takes an action and must be done in lieu of any other action.

**Leaping:** The hero can leap a number of meters equal to MIGHT x 5 at Power Level 1, MIGHT x 10 at Power Level 2 and MIGHT x 20 at Power Level 3.

**Light or Sound Projection:** By projecting a blinding flash of light or sonic pulse, the hero can stun his opponents for a number of rounds dependent on the Power Level – 5 rounds at Power Level 1, 10 rounds at Power Level 2, and 15 rounds at Power Level 3.

## GADGETEER POWERS

The Gadgeteer can construct almost any item, tool or conveyance, adding those features desired to his suit from the following list. Be creative, but always consult the referee for final approval.

**Augmentation:** Adds 1 to any skill per Power Level purchased. Be sure to note what form the augmentation hardware takes.

**Armor Plating:** Power Level 1 = AV10; Power Level 2 = AV20; Power Level 3 = AV30.

**Flight:** Power Level 1 = BRAINS x 1,000ft; Power Level 2 = Atmospheric; Power Level 3 = Space-capable.

**Passenger Capacity:** Power Level 1 = BRAINS in passengers; Power Level 2 = BRAINS x 2 passengers; Power Level 3 = BRAINS x 3 passengers.

**Speed:** Power Level 1 = GUILF x 100mph; Power Level 2 = GUILF x 250mph; Power Level 3 = GUILF x 500mph.

**Integrated Weapon:** Power Level 1 = 10 DMG; Power Level 2 = 20 Damage; Power Level 3 = 30 Damage.

## MENTALIST POWERS

Mentalists have a wide range of powers that vary from causing direct damage to an opponent to more defensive abilities.

**Clairsentience:** Allows the hero to see or hear object or sounds from a distance. At Power Level 1 the distance is 10 km, at Power Level 2 the distance is 100 km and at Power Level 3 the distance is 1,000 km.

**Mental Blast:** Allows the hero to mentally stun his opponent. The target suffers a -1 penalty to all actions at Power Level 1, a -2 penalty at Power Level 2 and a -3 penalty at Power Level 3.

**Mind Control:** At Power Level 1 the hero may issue basic commands to a controlled opponent (“Drop your weapon”), at Power Level 2 he may issue more advanced commands (“Guard this door and attack anyone who walks through”) and at Power Level 3 still more advanced commands (“Guard this door and attack anyone who walks through except for me and my teammates”).

**Teleport:** The hero can teleport himself up to 10km at Power Level 1, 100 km at Power Level 2 and 1,000km at Power Level 3.

## MYSTIC POWERS

Mystics utilize spell-like superpowers that can perform a wide variety of functions, from utilitarian to defensive to offensive.

**Ability Boost:** This power allows the hero to boost one of his own stats for 1D3 rounds. At Power Level 1 the hero can add +1 to any one stat, at Power Level 2 he can add +2 and at Power Level 3 he can add +3.

**Force Field:** The hero can surround himself with a protective forced field that will ablate most forms of physical damage, giving him AV 4 at Power Level 1, AV 8 at Power Level 2 and AV 12 at Power Level 3.

**Life Drain:** By making a successful Control check, the hero can drain the life force of his opponent, effectively draining him of BLOOD. The target subtracts 1D3 BLOOD at Power Level 1, 1D6 at Power Level 2 and 1D6+3 at Power Level 3.

**Summon:** At Power Level 1 the hero can summon 1D3 NPC henchmen to fight alongside him. At Power Level 2 he can summon 1D6. At Power Level 3 he can summon 1D6+3.

## ELEMENTAL POWERS

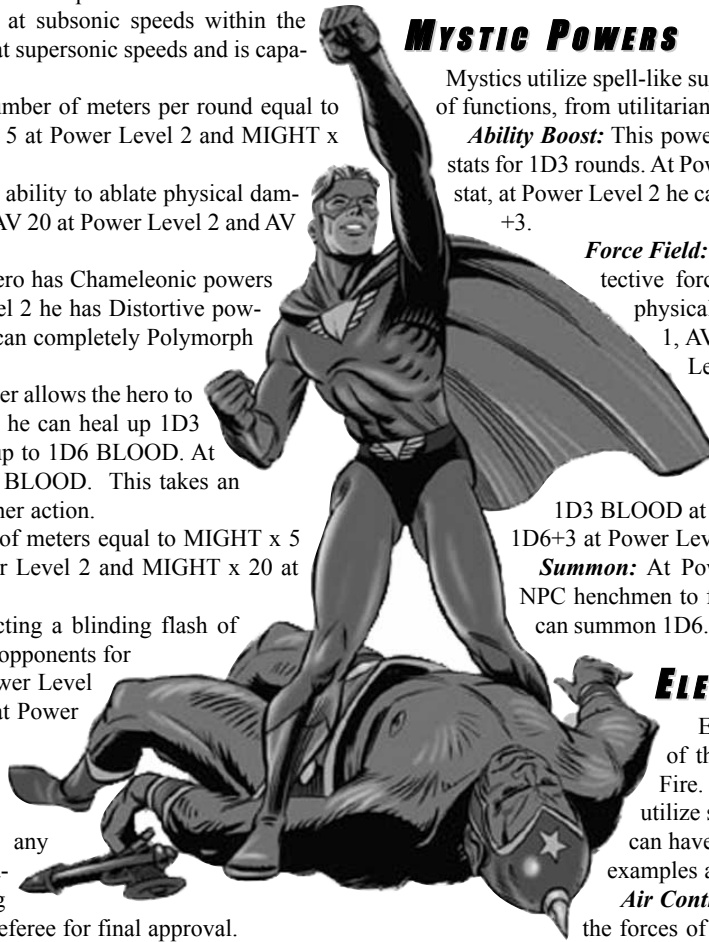
Elementalists draw their powers from one of the four elements – Air, Earth, Water and Fire. Most are offensive in nature, but they can utilize some for defense. Since Elemental powers can have varying effects, the list below are simply examples and can be added to or modified.

**Air Control:** This power allows the hero to control the forces of Air. At Power Level 1 he can summon a light wind. At Power Level 2 he can summon moderate to strong winds. At Power Level 3 he can summon and command powerful gales.

**Water/Ice Control:** At Power Level 1 the hero can summon choppy waters or create ice slicks. At Power Level 2 he can summon stormy seas or create snowstorms. At Power Level 3 he can summon tidal waves or create ice storms.

**Earth Control:** At Power Level 1 the hero can conjure a ball of earth and stone that may be thrown at a single target for 4 damage. He can also cause light earthquakes (1-2 on the Richter Scale). At Power Level 2 the damage increases to 8 and the earthquakes become moderate (3-4). At Power Level 3 the damage increases to 12 and the earthquakes become severe (5-6).

**Fire Control:** At Power Level 1 the hero can hurl fireballs for 4 damage. At Power Level 2 the damage increases to 8. At Power Level 3 the damage increases to 12.



# BETTER DEAD THAN RED!

By James Stubbs

**THE PREMISE:** The heroes are members of Team Liberty, a group of superpowered individuals dedicated to peace and democracy. In this scenario, the group will have to deal with more than they bargained for when faced with the might of The Red Menace, his group of robotic soviet super soldiers and the threat of a stolen nuclear warhead!

**THE SETUP:** The characters are enjoying downtime at their headquarters, Eagle Point, when an emergency call arrives. It's their liaison to the pentagon, General Frank Granite. He reports that strange robots are attacking Fort Glendover, an army base in Kansas. To make matters worse, all conventional military weapons seem useless against them. The General requests the heroes' assistance in combating the attack.

**TO THE RESCUE!:** If the heroes use one of their Liberty Jets they will arrive on the scene in less than 10 minutes. Panicked soldiers, burning vehicles and sporadic gunfire that harmlessly bounces off the invaders are all that can be seen. The robots appear humanoid, but have large, sloping forearms, like those of a gorilla. When the heroes arrive, a large group of the robots are busy ripping open the hatch to a missile silo.

**PLAN OF ATTACK:** Presumably, the heroes will go after the robots attempting to retrieve the missile – which is why all the others will rush to intercept them. Flying heroes aren't immune, as the robots are equipped with jet boots and will rise to meet them. There should be at least two robots for every hero involved. Let the robots get away with the warhead while the heroes destroy the ones running interference.

**BOMB, BOMB...WHO'S GOT THE BOMB?:** Despite the destruction of many robots, the heroes should fail to stop the theft of the bomb. There is now a live nuclear warhead somewhere in the U.S. and the army is understandably worried. This puts pressure on Team Liberty, who are now tasked with finding the warhead and making sure that no crazy mad scientist or other costumed weirdo nukes a major population center.

The heroes don't have long to wait as The Red Menace, a infamous Soviet supervillain, broadcasts an ultimatum to the government – surrender immediately to the Soviet Union or he will detonate the warhead in New York City, killing millions of innocent civilians. He naturally taunts the heroes to try and thwart his plan.

**THE BIG APPLE:** Trying to avoid mass panic, the government chooses not to warn the state government and instead counts on the heroes to deal with the issue. All the heroes know is that somewhere in NYC there is a bomb that they must find and secure. If you're a sadistic referee, have the heroes get mobbed in the city by autograph seekers, media crews and the adoring public. Let them sweat it out as they decide how to deal with the citizens without alarming them. You can also throw in side events where the heroes witness crimes occurring, such as robberies, attempted kidnappings, etc., and they have to either stop to deal with the problem or hope that no innocents get hurt.

**BEHIND THE SCENES:** New York City is a trap designed merely to lure the heroes there so The Red Menace can send his robots to destroy them. He actually has the warhead attached to a missile that is concealed in a tractor-trailer rigged to a mobile launch platform. The real target is Washington D.C.

**BATTLE OVER NYC:** As the heroes search the city, more robots of the same type they fought in Kansas rise out of Shea Stadium and attack! Again, two-to-one odds are appropriate. This is your chance to run a fun city battle, with heroes getting blasted through walls, cars being tossed about, etc. Water mains can rupture, power lines and neon signs are destroyed in a shower of electrical sparks, and numerous small fires occur as once-operable vehicles are reduced to cinders in the ensuing battle.

**ROAD TRIP WITH A LIVE NUKE:** Naturally, The Red Menace wasn't smart enough to distance himself from the scene, so the heroes will eventually spot a semi-truck speeding away after the defeat of the robots. The scene is made even more obvious by the top of the trailer opening up as the nose of a missile begins to emerge. Keep the players in suspense by telling them their heroes can see fumes rising from the trailer as the nose rises ever upward into a launch position.

Unless the heroes can fly, they're going to have to give chase in a commandeered vehicle. A henchman is driving the semi-truck as The Red Menace prepares to meet the heroes in battle atop the truck. The team must defeat The Red Menace before they can stop the missile unless they want to risk taking one of their teammates out of the fight to do so. Deactivating the warhead requires a successful BRAINS + Sciences check.

**CONCLUDING THE ADVENTURE:** After The Red Menace is killed or apprehended, the characters are hailed as national heroes and can bask in the praise and media attention.

## The Red Menace (Supervillain, Blaster)

MIGHT 2/ Athletics 1, Shooting 3; LOOKS: 1; GUILE 2/Awareness 1, Stealth 1; BRAINS 3/Control 2, Sciences 2; INFAMY 2; BLOOD 25; *Superpowers:* Energy Blast (10 damage), Kinetic Shield (AV 10).

## Attack Robot

MIGHT 2/Brawling 1, Shooting 1; LOOKS 1; GUILE 1; BRAINS 2; BLOOD 13; *Equipment:* Laser pistol (9 damage), Armor (AV 8)



# == **TROUBLE DOWN BELOW** ==

By Mark Bruno

**THE PREMISE:** A supervillain known as Doctor Macabre is rounding up helpless civilians for use in his diabolical experiments. Deep within the bowels of his underground laboratory, Doctor Macabre is transforming his captives into mindless killing machines, which he will use to take over the city.

**THE SETUP:** This scenario assumes that the heroes are members of Hero Force, an international crime fighting organization devoted to protecting the lives and interests of citizens under its care. Additionally, this scenario works best if it takes place within a major metropolitan center, preferably one with an extensive sewer or subway system.

**DANGER, DANGER:** The heroes are enjoying a rather uneventful day when their peace and quiet is interrupted by an alarm klaxon. One of the group's City Sentinels, robotic constructs that monitor criminal activity in the city, is picking up a disturbance in a darkened alley only two miles from their location. The signal being broadcasted over the view monitor is fuzzy, but a successful BRAINS + Technical Knowledge check will clear things up, allowing the team to discern the cause of the alarm – a villain known as Specter has cornered two women in a dark alley and is attempting to kidnap them!

**BLIND FIGHTING:** The heroes don't have much time, so they'll need to make haste if they wish to foil the kidnapping. Once at the scene, they'll need to make quick work of Specter before he uses teleport to "spirit" himself and the women away to Doctor Macabre's lair. Three events can occur at this point, depending on the actions of the heroes. If the team is unable to dispatch Specter within 3-4 rounds and are unable to keep him from the women, he'll grab both and use teleport to flee combat. If the heroes can put themselves between Specter and the women, and if the fight is going bad for the villain, he'll teleport himself away from the alley. The most desirable outcome, however, is for the team to prevent Specter from capturing the women and teleporting away.

**SPILL IT:** Specter is a minor villain and, as such, cares more about his own skin than that of Doctor Macabre's grand scheme to take over the city. If the heroes prevented Specter from fleeing (and didn't kill him outright) they'll have an opportunity to interrogate him. A successful GUILF + Con check (or successful use of an applicable superpower) with a -1 penalty to the target number will get Specter to spill his guts: He was hired by Doctor Macabre to kidnap civilians and teleport them to his underground lair. Specter has no idea why Macabre ordered the kidnappings. Whether or not Specter knows the location of Macabre's lair is up to you. It all depends on how willing you are to cut to the chase. If you'd rather the heroes learned of Macabre's lair right away, Specter will tell them on the aforementioned skill checks. If not, Specter teleports himself away to safety after telling the heroes of Macabre's plan.

**HUNTING SEASON:** If the players are required to search for Doctor Macabre's lair, they'll need to perform some good old-fashioned legwork. Civilian contacts won't be of much use, but perhaps the heroes can discover the nefarious supervillain's lair after applying some heat to former henchmen or minor villains, who once worked for Macabre. This information should only be obtained through solid role-playing,

diligent investigation, and successful applicable skill checks. Remember, though that die rolling should never take the place of good roleplaying.

**DIRTY WORK:** As the heroes will soon learn, Doctor Macabre's underground lair is actually located deep within the bowels of the city sewer system. We leave the layout up to you, but it should prove to be a hazardous journey. Additionally, if the heroes allowed Specter to live and did not turn him over to authorities then he alerts Macabre, who will send his henchmen to deal with the team (for rules on using henchmen, refer to page 5).

**END GAME:** When the heroes finally locate Macabre's underground lair, they'll be shocked at what they see before them. Among the bloodied medical equipment and surgery tables scattered throughout are row upon row of morgue-like cabinets, which store the lifeless remains of civilians awaiting a transformation into reanimated zombie soldiers. Unfortunately for the team, Macabre has finally perfected the serum that will bring the civilians back to life and remain under his control and now he waits in ambush for the heroes.

As the team begins to search the lab for Macabre, the morgue cabinets will suddenly spring open revealing several dozen zombie soldiers hungry for the heroes flesh and blood (use henchmen stats listed below). As the soldiers surround the heroes, Doctor Macabre will make his presence known to the heroes and outline his plan for domination of the city...and then the WORLD! The heroes must first dispatch the zombie soldiers before they can attempt an attack on Doctor Macabre.

**CONCLUDING THE ADVENTURE:** If the heroes defeat the insidious doctor, they'll have once again saved the city from destruction at the hands of a madman. Or have they?

## **Specter (Minor Villain, Mentalist)**

MIGHT 2/Athletics 1, Brawling -1; GUILF 1;  
2/Awareness 2, Con 1, Stealth 1; BRAINS 2/Control  
2; BLOOD 20; *Superpowers:* Teleport, Electrokinetic  
(10 damage)

## **Doctor Macabre (Supervillain, Gadgeteer)**

MIGHT 2/Athletics 1, Shooting 2; GUILF 1;  
BRAINS 3/Control 2, Tech. Knowledge 2, Sciences  
2; BLOOD 30; *Superpowers:* Power Armor (AV 20)  
with integrated Energy Weapon (10 damage), Arm  
Blades (2 damage)

## **Henchmen / Zombie Soldiers**

MIGHT 1/Athletics 1, Brawling 2, Shooting 2;  
GUILF 1; BRAINS 1; BLOOD n/a (*see rules for  
henchmen, page 5*); *Equipment:* Auto Pistol (8 dam-  
age), Leather Jacket (AV 1)

# THIS EARTH CONSUMED!

By Todd Downing

**THE PREMISE:** The characters are all members of Superforce, a team of heroes dedicated to protecting the Earth from domestic and alien threats. On a crisp November day, such a threat comes calling – the world-eating alien monstrosity known as Galactor! Can Superforce thwart the most powerful foe they’ve ever encountered before nothing of our fragile homeworld is left?

**THE SETUP:** The characters are deliberating in their headquarters, Superfortress, when an urgent call from the UN hotline comes in. Geological surveys around the world are recording massive quakes, and there has been a sudden and rapid rise in the sea level. Several polar science stations have gone silent, and many weather services are now reporting freak storms in the Northern Hemisphere. The world needs Superforce more than ever!

**WHAT IN BLAZES?!** The first thing the heroes will need to do is establish the identity and motive of the threat. It seems the arctic is the most likely point of origin, but on their way north, they’ll notice a huge forest fire raging in central Canada, and discover a group of 1D6 firefighters trapped by the encroaching flames. This is one of those brief side quests so often depicted in comics and superhero films: “Gee, thanks [name of superhero]! You saved my life!” But it can also serve to deliver some additional information, like the fact that the forest fire was sparked by a freak electrical storm, and has raged out of control in less than an hour. One of the local park rangers reported seeing a gigantic humanoid form in the center of the blaze of lightning. The heroes can stay and help contain the fire with the use of various powers, or they may opt to get to the heart of the matter.

**POLAR PERIL:** Depending on the speed of transport, it should be a relatively quick trip to the arctic. Once there, it will be more readily apparent that the ice caps are literally being torn asunder and eaten away. Sheets of ice weighing hundreds of tons are being mystically sucked up into the roiling clouds, while others drop away into the churning sea. Lightning snakes out along the sky, seemingly originating from the point at which the ice caps are disappearing.

**THE EYE OF THE STORM:** Upon closer investigation (and a few defensive or avoidance skill checks), the team will discover that at the heart of the disaster is a megalithic lifeform that is ravenously consuming the mineral content of the ice caps. At this point, the heroes may attempt some contact, which the lifeform will ignore. If pressed with an attack, the consumption will temporarily cease, and a great, booming voice will echo from the sky: “I am Galactor. I require this world’s sustenance. Parasitic lifeforms must leave this place or be destroyed.”

**A FINE HOW-DO-YOU-DO:** Now that the alien’s identity and motive has been established, the heroes must decide how best to deal with it. And it’s not going to be easy, either. The alien entity doesn’t seem to be phased by their super powers, and is likely invulnerable to most any arsenal the world could muster against it in an offensive capacity, which probably includes top secret weapons as well. The more confrontational members of the team will need to be reasoned with – this is not a fight they can win at the moment. Meanwhile, Galactor goes back to sucking down the ice caps, filtering the minerals and directing the water runoff back into the sea. A brief huddle away from the storm might be in order here.

**THE SWISS MEETING:** Superforce knows that they need to consult with the UN emergency assembly in Geneva, and they waste no time getting there. All eyes are upon them as the team spokesman explains the situation. A Sciences check will result in the estimate of four hours until the polar ice caps are completely destroyed, leaving sea level dangerously high. Already coastal communities are being flooded or hammered with giant tides.

If there is a scientist or inventor/gadgeteer type among the team, now would be an excellent time to start making some Sciences checks. If the team is devoid of such brainpower, you’ll have to bring in Nobel Laureate Dr. Hans Jergen, renowned astrophysicist, to explain his theory. Either way, a plan is beginning to form.

**BAIT AND SWITCH:** If the mineral content of the Earth could be “hidden” or shielded in some way from Galactor’s senses and redirected to another body, life here may have a chance for survival. The heroes have to launch an epic assault on Galactor in order to cause an effective distraction, while a “lure” is hurled off into space, well away from Earth. In this case, the lure must be a decent-sized asteroid from the Mars-Jupiter belt. And only one beam generator capable of such range and force exists on the planet – it belongs to the despot villain Doctor Demise. Someone will have to go to his tiny Eurasian nation of Kirzinastan and convince him that the threat facing all of Earth warrants a temporary alliance!

**HERO SPLIT:** The majority of the heroes will need to distract Galactor, while someone goes to bargain with Doctor Demise. The group has less than four hours to draw Galactor away from the Earth, or the damage will be irreparable.

Depending on the circumstance, Doctor Demise may have to be subdued, or the uneasy alliance can be struck. While the heroes face off with Galactor back at the north pole, four successful Technical Knowledge checks will need to be made back in Kirzinastan: 1) to emit the cloaking field over the Earth, masking its mineral content from Galactor; 2) to tractor an asteroid from the belt; 3) charge its core with a powerful enough electromagnetic field; 4) and shoot it away into space, close enough to Galactor to get his attention.

**CONCLUDING THE ADVENTURE:** The bluff should work – Galactor will break away from the battle and go chasing the lure, leaving the heroes to help clean up after the disaster. The Earth is saved – thanks to Superforce!

## Doctor Demise (Supervillain, Gadgeteer)

MIGHT 2/ Fighting 1, Shooting 3; LOOKS 1;  
GUILE 2/ Awareness 1, Stealth 1; BRAINS 3/  
Control 2, Sciences 2, Technical Knowledge 3;  
GUTS 5; COOL 5; INFAMY 3; BLOOD 28;  
*Superpowers:* Power Armor (AV 20) with Energy  
Weapon (20 damage) and Flight (3,000ft)

# SHADES OF THE PAST

By James Stubbs

**THE PREMISE:** One of the closing acts of the war in Europe during World War II was the defeat of Iron Axis, a tyrannical supervillain team from Germany, at the hands of the Super Squadron. All the members of Iron Axis were presumably destroyed when the super-bomber they were in, loaded with experimental chemical weapons, exploded in midair and crashed into the icy Atlantic. Did they really perish? And if so, why are new crimes being committed that bear their unmistakable signature?

**THE SETUP:** The characters are all modern-day superheroes out to defend the world from the scourge of evil. The scenario begins as the heroes receive a panicked police call for assistance from a nearby bank over their radio set. The loud sounds of explosions and gunfire are clearly heard over the transmission.

**SKINHEAD SKIRMISH:** The heroes arrive to mayhem. Several police cruisers are burning in the street in front of the bank. Police officers take whatever cover they can from the barrage of energy weapon beams that are pouring from the bank. It should become very apparent that these are no ordinary bank robbers. The heroes should be outnumbered two to one. The robbers are wearing neo-nazi symbols (use the henchmen stats from *Trouble Down Under*). Assuming the team doesn't kill them all, information can be dragged out of the robbers with a successful **GUILE** + **Diplomacy** check. The man who supplied the bank robbers with the weapons called himself Baron Steel. A **BRAINS** + **General Knowledge** check will help identify him as that of the leader of the old Iron Axis team from WWII.

**THE IRON AXIS:** In addition to Baron Steel, who is actually the brain of a nazi mad scientist transplanted into a robotic body, the supervillain team consisted of Dresden, King Panzer and The Hitler Youth. Dresden is a young woman with immense control over fire and heat. King Panzer is a strongman capable of firing energy blasts from his hands and The Hitler Youth were the team's henchmen, trained from a young age in various combat styles.

**THE SECOND ATTACK:** As the heroes try to figure out how old, dead villains from almost 60 years ago could possibly still be around, a news transmission is intercepted that states Atom Guardian, one of the mightiest heroes of the city, has been defeated by a young woman enshrouded in flames who was attacking an armored car full of gold bars. The hero has been moved to the hospital where his condition is listed as critical. At the same time, a demand for \$500 million was made to the city's largest newspaper. If the demand is not met immediately, the "terrorists" will begin by killing the mayor first and then proceed to destroy one major landmark every day afterward.

**DEDICATION DISASTER:** City Hall has disregarded the threat and the demand for money and has instead beefed up security around the mayor and his upcoming dedication ceremony to a new statue in the park. It is at this ceremony where Iron Axis will attack. Smart heroes should not trust the police to defend the mayor, and should either keep an eye on the mayor's movements or make themselves available when and if the need arises.

**THE BIG BRAWL:** This is it! The big battle in the park! Remember to go wild with the visuals, as chaos will surely erupt. Possibilities

include police officers firing at the villains to no effect, panicked citizens and media crews and the natural devastation of superpowers running amok in an otherwise pristine environment, etc. The opponents are Dresden, King Panzer and The Hitler Youth. Baron Steel is waiting nearby, piloting an armored autogyro in case his comrades need to be rescued. Depending upon how things have gone for the heroes, you might want to make this the climatic battle. If not, read further for additional ideas to continue the adventure past the park.

**FAILURE AND A REDOUBLED EFFORT:** If the heroes were defeated, the mayor will most likely be dead and Iron Axis long gone. The supervillain team will once again demand their ransom and state they will destroy city hall and release a chemical weapon that will kill nearly everyone in the city.

**THE PLAN:** Iron Axis plans to use Baron Steel's autogyro loaded with a large explosive bomb and a chemical bomb – the normal bomb that will destroy city hall and the chemical bomb that will wreak terror throughout the city.

The heroes will need to find some way to bring down the plane without setting off either of the bombs. If the heroes can fly, they can attempt to board the plane in flight and fight it out and try to seize control of the plane. If not, allow the team to devise their own plan of action.

**CONCLUDING THE ADVENTURE:** If the heroes can defeat the villains, Iron Axis will finally be brought to justice and the heroes can bask in the publicity lauded upon them and the satisfaction with putting menace from the past to rest for good.

## Baron Steel (Supervillain, Gadgeteer)

MIGHT 3/ Brawling 2; LOOKS 1; GUILE 2/ Piloting 1; BRAINS 3/ Science 2 Tech Knowledge 1; BLOOD 18; *Equipment:* Electro-sword (10 damage), Autogyro

## Dresden (Minor Villain, Blaster)

MIGHT 3/ Brawling 1 Shooting 2; LOOKS 3; GUILE 2/ Awareness 1; BRAINS 2/ Control 3; BLOOD 20; *Superpowers:* Pyroblast (12 damage), Fire Shield (AV 8)

## King Panzer (Minor Villain, Mystic)

MIGHT 3/ Shooting 1; LOOKS 2; GUILE 2/ Stealth 1; BRAINS 2/ Control 3; BLOOD 22; *Superpowers:* Lightning Strike (15 damage), Flight

## The Hitler Youth, Henchmen

MIGHT 2/ Athletics 2 Brawling 2 Shooting 1; LOOKS 2; GUILE 3/ Stealth 3; BRAINS 2; BLOOD n/a (*see rules for using henchmen*). *Equipment:* Brass knuckles (2 damage).

# STATE OF EMERGENCY

By James Stubbs

**THE PREMISE:** The heroes find themselves up against a force far greater than someone with outrageous power in an outlandish costume – Mother Nature! Can the heroes save the citizens of the city from a giant tidal wave bearing down upon them?

**THE SETUP:** This scenario is a bit atypical from the standard “villain-of-the-week” plot. While beating up costumed evildoers is always fun, it does get a little tired after awhile. This scenario takes the grand mayhem and destruction of the *Disaster!* 1PG and adds four-color heroics.

The important thing to remember about this scenario is that the problems the characters will be facing aren’t large threats, but rather a lot of smaller ones that can snowball into bigger issues if not dealt with properly. Pressure should be constantly applied to the heroes to keep them rushed and trying to stay abreast of the chaos that is ripping the city apart.

The setting should be any large coastal city which might occasionally deal with something like a hurricane yet is otherwise relatively safe from hazardous weather. Prior to the events of this scenario an alien battle fleet was destroyed in orbit, which might be a fun scenario to preface this one. As a result, the hulk of a destroyed battleship is orbiting Earth, and one of its still-active atomic engines explodes, hurtling the massive wreckage out of orbit toward the surface.

**IMPACT:** Most of the ship burns up upon reentry, but a large enough section of it impacts into the ocean creating a tsunami, running directly toward the city! Heroes who think about trying to stop it or blow it up before impact should be told that the object is huge, built of a super-dense alien metal and will most likely impact the surface before it can be destroyed...not to mention that it is super hot! Heroes who touch the plunging molten lump will automatically suffer 20 points of BLOOD damage.

**TROUBLE:** Ordinarily, something like a tidal wave can be predicted, but since this is essentially a man-made phenomenon, there is not enough time to issue an advanced warning. The city is populated by more than 1 million citizens, far too many to evacuate, even if they had warning. The delay in reporting the situation has doomed many of them.

Once the warning is issued, widespread panic sets in as people attempt to flee the city, hopelessly jamming all types of transportation. To make matters worse, many abandon their vehicles, ensuring that roads remain blocked. It is in this maelstrom of panic and terror that the heroes find themselves.

**IMPORTANT INFORMATION:** The following information is presented for the referee to add flavor to the doomed city. Sprinkle liberally into the events as the heroes try to either stop the tidal wave or at least try to save as many people as they can before it hits.

**BLIND TERROR:** Some people just won’t be able to deal with the threat and mindlessly flee to whatever perceived safety they imagine. Unfortunately, this fear makes them practically blind to the other dangers in their environment, and terrified people are likely to run in front of moving vehicles, trample each other in large crowds or otherwise

destroy any attempt to restore order or at least organize people into some coherent working group.

**BREAKDOWN OF CIVIL SERVICES:** In a state of emergency, police, fire and medical services are expected to lend aid and maintain order. Unfortunately, in the face of certain death, many otherwise brave people will flee. Unchecked fires, rampant crime and no response for medical emergencies will become commonplace in the mad rush to get out of the city or to capitalize on the chaos. What civil services remain are hopelessly overwhelmed in their ability to do their jobs effectively.

**LOOTING:** Even in instances of looming natural disaster, some people will try to capitalize on the distraction and steal things, either through greed or simply through need. The most common places for looting will be grocery stores, financial institutions, jewelry stores, gun stores, electronics stores and, in severe instances, hospitals. The true danger of looting is that these activities tend to encourage mob participation, providing danger to those involved and others.

**RAGE:** The absolute biggest danger about a city in turmoil is its own citizens. Those that do not go into blind panic are very likely to enter into a more primitive fight-or-flight mentality. When routes of escape are denied to people, they can become violent, exhibiting emotions very much like road rage. In these instances, vehicular manslaughter, aggravated assault and murder are all real possibilities, as many citizens carry weapons to defend themselves against other irrational citizens.

**DISRUPTION OF UTILITIES:** Much as in the case with civil services, electric power and water require monitoring to function properly. Utility workers are just as likely to flee as any ordinary citizen. The biggest initial problem for heroes will be the disruption of electrical power, which leaves security systems down, traffic lights out and large sections of the city in a blackout. Firefighting efforts could be hampered by the inability to get water.

**DEALING WITH THE TIDAL WAVE:** While it is unlikely that many heroes will have the raw ability to stop the tidal wave, they can attempt radical superheroic maneuvers, such as digging or blasting large trenches, creating a hurricane to try to break the wave, using massive amounts of heat to try to evaporate it or creating a defensive force barrier to have it break against. Regardless of the method, it should be extremely difficult to pull off such a stunt. It may come down to the heroes just trying to save as many people as possible, as they are unable to stop the wave.

**CONCLUDING THE SCENARIO:** If the heroes stop the wave, they’ll be hailed as saviors and honored throughout the city. Even if they fail but manage some amazing rescues, their heroism will be noted yet muted in the face of such massive loss of life. Of course, this makes for a prime opportunity for a supervillain to mosey on in and either cause further havoc or use the current situation as a means to take over the city, considering most civilians will be too beaten and weathered to offer any significant resistance.



NAME: \_\_\_\_\_  
 HERO TYPE: \_\_\_\_\_  
 CASH: \_\_\_\_\_  
 HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ AGE: \_\_\_\_\_  
 HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_ GENDER: \_\_\_\_\_

**NIGHT** ..... ( )

Athletics ..... ( )  
 Brawling ..... ( )  
 Shooting ..... ( )  
 Endurance ..... ( )

**LOOKS** ..... ( )

Charisma ..... ( )  
 Fashion ..... ( )  
 Seduction ..... ( )

**GUILE** ..... ( )

Awareness ..... ( )  
 Con ..... ( )  
 Diplomacy ..... ( )  
 Piloting ..... ( )  
 Stealth ..... ( )  
 Thievery ..... ( )

**BRAINS** ..... ( )

Control ..... ( )  
 General Knowledge ..... ( )  
 Sciences ..... ( )  
 Technical Knowledge ..... ( )

**COOL** ..... ( )

**GUTS** ..... ( )

**BLOOD** ..... ( )

**FAME / INFAMY** ... ( )

**CHAR. PTS.** ..... ( )

**SUPERPOWERS**

NAME: \_\_\_\_\_  
 HERO TYPE: \_\_\_\_\_  
 CASH: \_\_\_\_\_  
 HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ AGE: \_\_\_\_\_  
 HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_ GENDER: \_\_\_\_\_

**NIGHT** ..... ( )

Athletics ..... ( )  
 Brawling ..... ( )  
 Shooting ..... ( )  
 Endurance ..... ( )

**LOOKS** ..... ( )

Charisma ..... ( )  
 Fashion ..... ( )  
 Seduction ..... ( )

**GUILE** ..... ( )

Awareness ..... ( )  
 Con ..... ( )  
 Diplomacy ..... ( )  
 Piloting ..... ( )  
 Stealth ..... ( )  
 Thievery ..... ( )

**BRAINS** ..... ( )

Control ..... ( )  
 General Knowledge ..... ( )  
 Sciences ..... ( )  
 Technical Knowledge ..... ( )

**COOL** ..... ( )

**GUTS** ..... ( )

**BLOOD** ..... ( )

**FAME / INFAMY** ... ( )

**CHAR. PTS.** ..... ( )

**SUPERPOWERS**

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Weapons	Damage

Weapons	Damage