

BAM!

**BASIC
ACTION
MAGAZINE**

#2



This Issue:

New Powers!

To the Rescue: Blasters

Ho, Ho, Ho, Heroes: X-Mas Adventure Extravaganza!

Combat without Squares & other Rules options

BAM! BASIC ACTION MAGAZINE, ISSUE 2

Credits:

Writing: Chris Rutkowski, Michael Mikulis, John Parker.

Artwork: James Nguyen, and Various Artists, from Image Portfolio, by Louis Porter Jr. Design.

Table of Contents

To The Rescue: Blasters pg 2

New Powers by Request pg 4

New Power Enhancements pg 6

New Power Limitations pg 7

Superheroes Rules Option: Point-Buy System pg 8

New Mechanic: Hero Points pg 8

New Mechanic: Setback Points pg 9

Uses for Hero Dice pg 10

Combat Options

Minions as Gangs pg 10

Momentum & Movement pg 10

Too Hip to Use Squares? A Rules Option for any edition pg 11

Character Spotlight pg 13

Ho, Ho, Ho, Heroes! A Holiday Superheroes Adventure pg 17

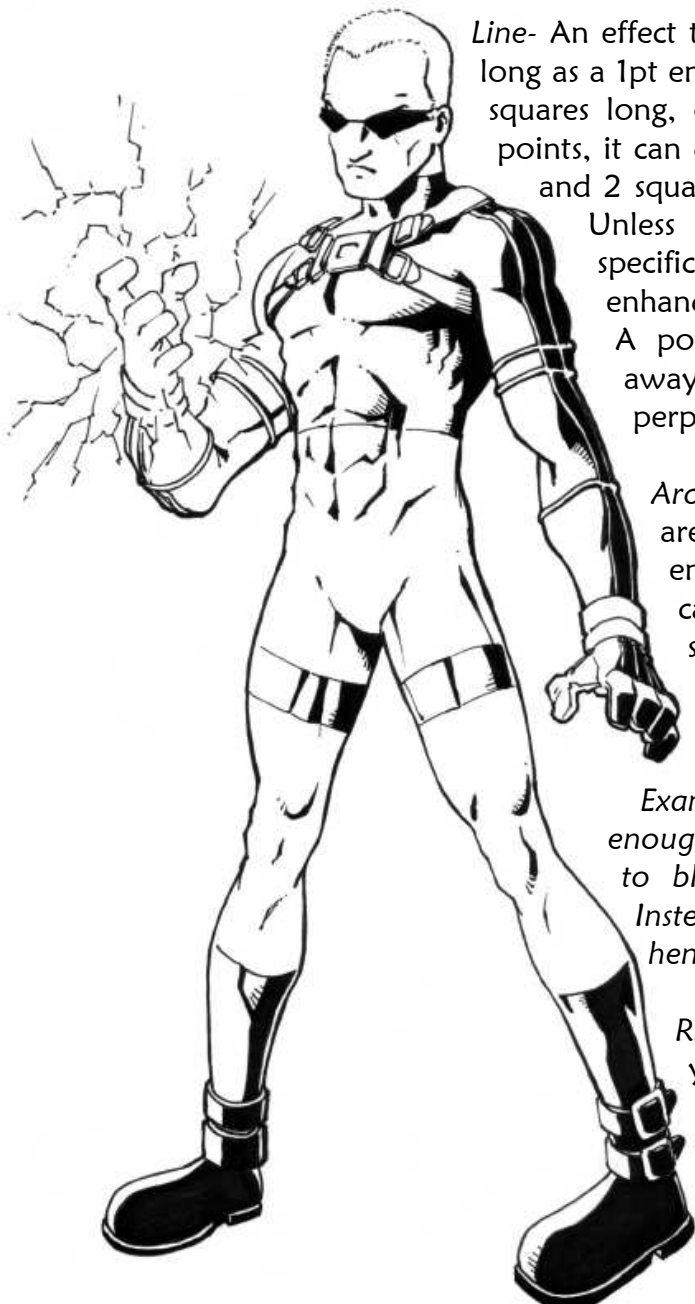
BASH! Sci-Fi Preview: Space Pulp Genre pg 22

BASH! Fantasy Adventure: The Caverns of Gloom: The Wizards Basement pg 26

TO THE RESCUE: BLASTERS!

Not all heroes subdue their enemies by getting up close and personal. Many are gifted with abilities to hurl plasma, emit eldritch bolts of force, or uncanny archery. These characters, who focus on ranged attacks are called blasters, and below are some options to give them more variety.

Alternate Areas of Effect: Currently, the blaster has only limited choice as to the area that their attacks effect—it is either a radius, or it effects a single target. However, this does not really work well for an arc or lightning between two enemies, or a mighty boomerang that zips through an entire row of minions. Thus, the following are alternatives to the current “radius” enhancement allowed on several powers. Note that characters with the “Variable” enhancement will get much more use out of it with these enhancements in place, as well.



Line- An effect that is formed in a line covers an area 4 squares long as a 1pt enhancement. For 2 points, it can cover an area 8 squares long, or 4 squares long and 2 squares wide. For 3 points, it can cover an area 12 squares long, or 6 squares long and 2 squares wide, or 4 squares long and 3 squares wide. Unless a power has the “variable” enhancement, the specific length and width of a power with the Line enhancement must be listed in the powers description. A power with the Line enhancement must project away from the user—the line cannot be parallel or perpendicular to the user.

Arc- An effect can also be formed in an Arc. The area of an Arc is 3 squares long as a 1 point enhancement. As a 2 point enhancement, an Arc can be 6 squares long, or 3 squares long and 2 squares wide. As a 3 point enhancement, an Arc can be 10 squares long, or 5 squares long and 2 squares wide. Unlike a line, an Arc can form parallel or perpendicular to the user.

Example: Lord Lightning has mastered his powers enough to use the Variable enhancement and is trying to blast two henchmen standing 2 squares apart. Instead of using radius 2, he can use Arc 1 to hit both henchmen.

Ricochet- This enhancement allows you to bounce your shot off one target onto another within 5 squares—as long as your previous attack hit its target. Each consecutive target you go for beyond the first is a 1 point enhancement.

Thus, if you went for 3 targets, that would be a 2 point enhancement. Each consecutive target also accumulates a -1 dice penalty to the attack roll. Thus, in the prior example, the first target would be at no penalty, the second at a -1 dice penalty, and the third at a -2 dice penalty to hit. If you miss a target, your attack is over—and you cannot roll to hit the next target in the order. Ricochet can be used to target foes around corners. This attack is best used with hurled shields, boomerangs, balls, and possibly bullets or arrows. An advantage of this over radius is that it affects a larger potential area, you can choose which targets are affected—allowing you to aim at the three thugs surrounding the innocent bystander.

Trick Shots

Trick Shots are not enhancements, but rather, special uses that a character can declare to use when they fire a shot instead of doing the ordinary hit, damage, and area of effect.

Disarm- Instead of damage, you can attempt to blast a weapon or item out of the hands of an opponent. If the item has the Easily Taken limitation, this is especially appropriate. Roll to hit—if your attack hits by 10, you can attempt to disarm the weapon or item. Roll damage as normal—but instead of taking the damage, the target must roll Brawn against the damage roll. If the target loses, they are disarmed of the item. Instead of knocking the item out of the foe's hand, you can try to destroy it—if it has the Fragile limitation or is just an ordinary object. If you chose to disarm it by breaking it, your roll needs to hit by 10, and the damage applies to the item directly.

Staple- This trick shot only works in the case of weapons like bows, shuriken, spears, etc—where the shot is sharp, and actually sticks in its target. If you choose to, you can declare you are attempting a staple shot. If your attack hits by 10, the target's clothing or an item is stapled in place to the ground, wall, etc. A stapled target must make a 10 Brawn check to break free from where they are stapled. If they succeed by less than 10, breaking free uses up their panel for that page (thus it takes a 20 or better to break free without using one's panel).

Burst Fire: Sometimes it is better to “spray and pray” than to carefully aim at each target. By taking a -1 Agility multiplier penalty when rolling to hit, you can increase the area of effect of the attack by 1. If you use ammo, you must make 3 ammo checks, and if your power uses energy, it uses double the usual amount. The area of effect made with this Burst can be a radius, line, or an arc.

Common Power Stunts: A blaster might shoot down a curtain or debris to fall on a target and pin them down, or use arrows to staple them to the floor (immobilize), a blast with a lot of recoil might be used to Super Jump, a special “grappler shot” can be used to grant swinging, a “stun setting” could be used to Daze or Confuse a target instead of damage.

New Powers *by Request*

On our BASH! Yahoo Group (<http://games.groups.yahoo.com/group/bashrpg/>), several people have asked how to use BASH! Fantasy to emulate certain spells found in other fantasy rpgs. Most of the time, an existing BASH! Fantasy power can be used creatively for this—using Confusion to represent causing blindness for instance. However, there were some that indeed needed their own BASH! Fantasy version, as they might be fundamentally useful to the system. These powers can also be used in the standard BASH! game and do not necessarily have to be magical. I present below, New Powers by Request.

Boost 1-3pts: This power increases one of your stats-- but only under certain conditions or in certain circumstances. The increase is 1pt in stat for 1pt in this power. Examples of the limited nature of boost: Brawn-- increases only when angry from taking damage. Agility-- Increase is only in relation to skills. Mind: Increase is only for damage on energy blasts. The point of this power is to make it possible for someone to be a powerful energy projector without also being super intelligent-- to be incredibly skilled without also being superhumanly fast or smart, to be able to make a character who is more Strong than Tough or vice versa, etc. The point of the power is NOT to have characters who break the ceiling of 5pts in a stat-- though the Narrator can allow this if they want to.

Weaken 1-5pts: This power enables a character to severely impair the stats of another character. This power is purchased similar to "Special Attack" in terms of range, radius, etc. In lieu of damage, each point in the power devoted to this purpose gives the target a -1 Dice penalty to their rolls for the stat in question (choose one stat when you buy this power, to a max of -4 Dice penalty). If the affected stat is Brawn, this includes damage AND soak rolls. In the case of Agility, it affects not only to hit and dodge attacks but also reduces the target's movement by one-third, half, two-thirds, or three-fourths depending on if it is a -1/-2/-3/-4 weakening effect. Mind affects damage and effects of all Mind-based powers. Of course, skill rolls are also affected based on the effect on their related stat. You must hit a target to use this power on them-- but the attack can be based on Mind or Agility against their Agility. If you hit, you make a contest between your points in this power against the target's highest stat. If you win, the stat your power is built against is weakened. *Examples of uses for this power: Time-Slowing power weakens Agility, Aging power that weakens Brawn, "Brain scrambling" power that weakens Mind.*

Note: *Boost and Weaken bought together as linked powers would essentially allow a character to drain the stats of another into themselves...*

Nullify 1-5pts: You have the power to "turn off" other people's powers for an entire scene. Normally this ability only works on targets who have inherent powers, but it could be bought with an enhancement to affect machines (and possibly a limitation that it only affects machines...). You buy range and radius in this power just as you do for "special attack". The rest of your points in the power is your "Nullification Factor". When you hit a target and want to nullify a power, roll a contest between your Nullification

Factor and their points in the power you wish to nullify. If you succeed, the power turns off, and cannot be used for the rest of the scene. *Possible Limitations for this power: Only affects powers of a certain type: i.e. only affects movement powers, or only affects bio-manipulation powers, etc. Examples of uses: A gravity beam that nullifies only movement powers, or a anti-mutagen nanites that nullify only bio-manipulation powers, etc.*

Copycat 2-10pts: You have the power to copy the powers of anyone you observe using those powers. Every 2 points in this power is 1 point worth of powers you can copy from an individual you observe using them. Normally, you have to touch the target (an attack roll resulting in no damage) to copy their powers, but this power can be bought with range at the same rate as "Special Attack". Whenever you use your copied power, it uses double the normal amount of energy. Usually, copied powers only last for a scene, but this duration can be increased to an issue as a 1pt enhancement, or be permanent for a 3pt enhancement. Warning to Narrators-- the permanent option should only be available to villains or characters who are not controlled by the players. Each successive use of Copycat in a scene reduces your points in Copycat by 2. Your points in Copycat are refreshed when the powers you copied wear off. Example-- a character w/ 6pts of Copycat can duplicate up to 3pts of a power from a target. After touching the target, she steals 3pts of his super-running power. For the rest of that scene, she has super-running. Later, she can use 4pts of copycat to steal a 2pt Special Attack power, and finally with her remaining 2pts of Copycat can steal a 1pt Armor power from a target.

Note: *Nullify and Copycat bought as Linked Powers essentially allows power stealing!*

Restore 1-5pts. This ability will end any debilitating condition that is afflicting an ally (but not reverse its previous effects if any). The base cost of this power is 2pts, though radius and range can be added at the usual point cost (see special attack). When you use this power, you roll Mind against the highest Stat of whoever placed the debilitating condition on your ally. If you are affecting multiple targets with a radius, roll the contest for each target individually. Example: a wizard summoned a cloud of poison gas, which poisoned 2 of our Hero's friends. Fortunately, our Hero can cast restore in a radius of 2, large enough to affect them both. He rolls his Mind (x3) against the wizard's highest stat (also Mind, x4). The first roll is doubles, ending up with a total of 42, beating the wizard's 36, and the second roll is 21, not enough to beat the wizard's 28-- so the first friend was cured of the poison, and the second was not. Only one attempt per effect per target can be attempted. *Typical Magical Representation: A soft blue, gold, or rainbow light briefly illuminates (or swirls around) the subject, taking away their affliction, or, evil spirits are sucked out of the subject and into the caster's special spell casting focus. Non-magical representations- nano-bots, antivenom, or healing cells are injected into the target, curing them of the condition.*

Slow 1-5pts. This power slows down the targets movement. The caster makes a Mind contest with the target [when you create this power, you decide what stat the target resists your Mind with. Agility would be if you grease or ice up the ground, Brawn would be vines or tentacles grabbing them, and Mind would be illusions of obstacles slowing them or just magically making them move slower]. If you win, the target's speed in squares per panel is halved for 1 page, plus an additional page for every 10 you beat

the target's roll by. This would be a 1 point power with a range of touch, but with radius and range options similar to special attack [range of 5/10/20 for 1/2/3 points, and radius of 1/2/3 for 1/2/3 points]. Thus, a range 5 radius 1 Slow power would cost 3pts. *Typical Magical Representation: Ice or Grease appears under the target, making them slip and slide, unable to move quickly, or, vines or tentacles grab the target as they try to move by, hampering their movement, or, the target starts seeing walls and pits at every turn, or, a black energy blasts the target, slowing their movement. Non-magical representations: a temporal vortex engulfs the target, distorting time so they move slower, a gravity beam weighs them down slowing their movement, a bunch of ball bearings are tossed at their feet, causing them to slide around.*

Resistance: 1-5pts. For each point in this power, choose 2 harmful things-- you are resistant to them, taking half damage from these effects, or being able to endure them twice as long as an ordinary person. So a person with 1pt could be resistant to Fire & Cold, taking half damage from these effects. Possible effects one can have resistance to include but are not limited to: fire, cold, acid, poison, electricity, sonics, suffocation, starvation, magic, radiation, lasers, etc.

Ghost-Form Errata: Ghost Form costs energy equal to its point cost to activate. Once activated, it can be maintained by spending 1 energy each page.

Confusion Errata: Confusion can give a maximum dice penalty of -4. A target that has been confused cannot be confused by the same person again that scene. A target that succeeded in avoiding confusion gets +2 to his/her multiplier to avoid it again from the same source.

New Power Enhancements:

Extra Effect- This enhancement makes the power more effective vs. certain targets. For instance, a character with a x4 DMG electrical attack might take an enhancement: extra effect vs. robots/computers. Extra effect for damage increases the DM by 2 vs. that target. If the target has a damaging weakness to this attack type, apply the bonus DM after calculating the DM from the weakness. So a robot with weakness to electricity would take x10 DMG from the above attack (4DM x2= 8DM +2DM= 10DM). In the case of non-damaging effects, Extra Effect may indicate that the user has a bonus of +2 to their multiplier to affect certain targets. If no multiplier is involved, than duration might be doubled verses targets of that type.

Extended Duration – This enhancement extends the duration of a Power considerably, depending on the number of points put into the enhancement. It cannot be applied to a power that deals damage. The amount of points invested determine the extended duration as follows: 1 = minutes, 2 = hours, 3 = days, 4 = weeks, 5 = months.

Linked Power [purchased Similar to multi-power, linked powers instead are used simultaneously-- and cannot be used separately. A common power to be linked is Push and Special Attack [if the special attack misses, the push does not affect the target, as both powers must be used simultaneously]. Linked powers cost 2 extra energy to use

(instead of the 1 extra energy for having this enhancement. For ammo gadgets, treat the power as if it were 1 point more than it is for determining if it used a charge). So a special Attack 3/Push 3 would cost 5 energy to use and cost 4 points to buy. Linked powers always cost energy or use ammo. If one power in the link has range, or radius effect, both must have this effect. You could not link a x5 Continual Damage with a Range 20 Immobilize 20 attack. You'd have to reduce the Continual damage to x2, Range 20.

Other common power links: Invisibility/Ghost Form, Ghost Form/Mind Control (aka possession); Special Attack/Immobilize, Special Attack/Continual Damage (continual damage effect occurs in the page following the initial special attack); Immobilize/Continual Damage.

New Power Limitations:

Activation-- some powers don't work all the time. An activation power requires you to make a d6 roll whenever you turn it on. Choose a stat that the activation is linked to. If the d6 roll is equal to or less than that stat, the power activates successfully. If the roll is higher than the stat value, the power fails to activate this page (but may be attempted again next page).

Conditional Use-- Some powers don't work all the time. Some might only work when you are angry, or only work at night. This limitation is for powers like that.

Fading- A power with the Fading Limitation gets weaker with each subsequent use. Each scene, a power with the Fading limitation begins at full strength, but each time it is used becomes 1 point weaker. The user decides what aspect of the power that 1 point comes out of. This limitation only works with powers that can be bought at weaker versions. By spending an action to rest, a character with a Fading power can “charge it up” 1 point—counter-acting some of the fading effect.

Gradual- A Gradual power begins each scene with 0 points. Either over time, or under certain conditions, the power grows in its potential by 1 pt. So a 3pt power may begin at 0 pts during a scene, then grow to a 1pt power, then a 2pt, until it finally grows to the full 3pts. Whenever a point is gained in a Gradual power, the user decides what aspect of the power that point will go into (if there is a choice). This limitation can only be bought for powers that can have variable point costs.

For example an Incredible Green Lumox might only be able to use the full might of his 3pt Brawn Boost gradually, as he gets increasingly angry, or a kinetic energy reflector might only be able to unleash the full power of his Special Attack 5pt over time-- as he takes kinetic energy damage, the power grows 1pt / 10 damage he takes...

Time-- Some powers take a while to work-- like magic rituals or building inventions. The amount of time it takes should be something that makes it unusable in combat-- like several minutes at least, though hours, or even days may be appropriate. As a guideline (but not a rule), use the power's point cost to determine how long of a time it requires-- 1- a minute, 2- 10 minutes, 3- an hour, 4- 8 hours, 5- a day or more.

Rules Option: Superheroes Point Buy system:

Every Stat point = 2 character points, every power point = 1 character point. Because skills are a function of powers and stats, they don't figure into character point costs. Advantages and disadvantages should not have a point value either because they cancel one another out, but if you insist on giving them a value, each advantage costs 1 character point, and each disadvantage reduces a character's point value by 1 (It is strongly recommended that Narrators not allow a player to have more than 1 advantage/disadvantage that has an effect on point cost). A weakness decreases a character's point value by 2 points, and a devastating weakness decreases it by 4 points. A super-vehicle should not exceed its user's point value. If it does, add the difference to the user's point value. A side-kick should have a point value of no more than the next lower category of hero. If it is more, add this difference to the Hero's point value.

15-- Exceptional People, with minor powers.

20-- Mystery Men. Low-powered heroes common to the Pulp era. *The Shadow* or *Green Hornet* are examples of this level of play from popular fiction.

23-- Standard BASH characters—

25-- Street Level Heroes in the same vein as Marvel's *Spider-Man* or *Captain America*

40-- High powered Heroes. Marvel's *Iron Man* or DC's *Wonder Woman* are good examples.

55+- Cosmic Power level Heroes. Marvel's *Silver Surfer* for example.

What if things don't add up? Suppose you are playing a game where one of the party members has 25 points and everyone else has 40? This may seem like a waste, but in comics there are heroes who are not as "powerful" as some of the other members who manage to prove their worth time and time again. Often, these are among the most respected members of their teams (like *Batman* and *Captain America* are in the *Justice League* and *Avengers* comics respectively). So how are the lower powered characters supposed to function? Hero Points!

New Mechanic: Hero Points

Not all superheroes are created equal-- yet there are those, who even lacking any superpowers-- manage to hold their own and shine among Earth's mightiest. How? Hero points! What are hero points? They are the leftover, unused points from character creation. For example, in a 40 point campaign, a character worth 34 points would begin with 6 Hero points.

Hero points represent a pool of luck, skill, and pure determination that heroes can draw upon to enable them to succeed when others would expect them to fail. Any number of Hero points can be used from the pool in an issue to add to any dice roll after multiplying. So if Saphira, a 34 point character in the 40 pt campaign has 6 Hero points,

and fails a dice roll by 3, she can spend three of her Hero points to turn the failure into a success! The player can declare to use Hero Points *after* seeing the dice roll. Five Hero points can be spent to gain a Hero Die.

Each issue, these Hero Points are refreshed.

In the game, when a character performs an action of amazing sacrifice, heroics, or even a really good one-liner, they can gain Earned Hero Points. Unlike standard Hero Points, Earned Hero Points do not refresh. Once they are spent, they are gone for good. They can be saved up between issues to be cashed in later (to a maximum of 10).

Additionally, a Narrator may decide to award Heroes these Earned Hero Points at the end of every issue or Story-Arc for good play-- much in the way that Experience points are awarded in other games.

Indeed, if you are using the optional Experience point rules, you can treat 5 Earned Hero Points as 1 Experience Point.

New Mechanic: Setback Points

Inequity of power between superheroes goes both ways. Some Heroes may, with the Narrator's permission, be far more powerful than the campaign standard. How are such characters balanced against the others, to ensure that play will remain challenging? The answer is setback points. A setback is a situation that comes up that causes a problem for the Hero in question.

Essentially, Setback points work just the opposite of Hero Points. They are essentially a pool of bad luck, poor judgment, over-confidence, or hesitation that can cause even the mightiest characters to fail. Just like Hero Points, they are spent, and refresh every issue. Unlike Hero Points, they are spent by the Narrator.

The Narrator can apply setback points to subtract from the total result of the Hero in question's roll. 5 Setback points can be used for the Narrator to gain a Villain Die-- as long as the effects of the Villain Die are used against the Hero with the Setback points. Remember, a Villain Die can be used to anything a Hero Die can be used for. Thus, a Villain could use a Villain Die to turn on their Forcefield in time to stop the Hero's eyebeams, or to show up at just the wrong moment-- though they can be added to dice rolls just like Hero Dice, too!

Just like Hero Points can be earned, so can Setbacks. Cowardly, selfish, or petty actions on the part of a Hero can earn Setbacks as high as 5 points. Just like temporary Hero Points, Earned Setbacks are gone for good once they are spent.

When a Narrator uses a Hero's setback points, the Narrator should inform the player how many have been used, and the player is responsible for keeping track of how many are left.

Uses for Hero Dice

1. Automatically succeed on any skill check, (or automatically get a 20 on an untrained skill)
2. Have an unconscious character "snap out of it"-- restored back to 20 Hits
3. Reactively use a power (turn on a forcefield, deflect an attack aimed at someone else, ghost form as bullets approach you, etc) even when it is not your panel or have already gone.
4. Enter a scene you were previously not in (You weren't gonna start his party without me were you! This is when the sidekick shows up in the nick of time to save his guardian from the slow death trap, etc).
5. Roll another die and add it along with your regular 2d6 roll. If this die matches either of the other two, it counts as doubles, and you may roll another die and add it, continuing until the last die rolled doesn't match.

Combat Options

Minions as Gangs

Minions can be used to attack as a group instead of individually. Take the Ave Attack. Add Agility of the lowest minion in the group per Minion in the group over 1. So 3 minions w/ 3 Agility, ave Atk of 21-- Would attack as a group w/ Ave attack of 27. If you succeed, you dodge all the attacks. If you fail-- the # that hit is based on degree of failure (factor of 5 you failed by). So if defender rolled 21, they failed by 6-- meaning 1 minion hit. If they rolled a 16, they'd fail by 11-- meaning 2 minions hit, etc. If a gang of minions has multiple attacks, simply have the Hero defend themselves that number of times. So minions w/ Agility 3 and 2 attacks each attacking in a group of 4-- would have Ave. Atk 30. The defender rolls 20, getting hit by 2 minions. He then rolls a second defense for their second wave of attacks, getting 32-- no hits. The Hero was hit by 2 minions-- who have a base of x4 Damage-- meaning the hero takes x5 Damage.

No matter how many minions hit, roll damage only once. For each minion beyond the first that hit, increase the damage by +1 DM.

Momentum: The other day, I was running a game, and a Hero who could fly really fast was irked that Flight gave no damage bonus for momentum, even though Leaping and Super Running did. So that inspired me to create these momentum rules.

Normally powers that add momentum to your characters attacks-- Jump and Super-Running-- add a +1DM bonus whenever you use the power. But this does not differentiate between someone running 5 squares or 50 squares. Nor is it especially fair to the character who can fly or swim just as fast-- but gets no damage bonus.

In lieu of using the built in momentum bonuses, instead you increase the DM of an attack based on how fast the attacker was moving on the panel when they hit:

10 squares = +1DM, 20 Squares = +2DM, 40 Squares = +3DM, 80+ Squares = +4DM

Too Hip to use Squares?

Something that I have noticed in rpgs of recent times, is that so many of them rely on a grid/battle-mat system. BASH!, while a rules-lite game that is intended to emphasize imagination over rules-lawyeriness nevertheless also utilizes squares as the default measure of distance and volume. But what if someone wants to run a combat purely within the confines of the mind's eye? That is what we are going to address here.

Area of Effect-- often represented as a radius, area of effect abilities are one of the main reasons that use of tactical grids is so useful-- you can tell who is caught in the blast radius. But if you aren't using a grid, people will just argue that they were or were not within it. Well, an easy way of arbitrating this is to replace "area of effect" with "multiple targets" as an enhancement. Multiple targets means that the effect can hit several targets based on the points put in the enhancement as follows: 1pt- 2 targets; 2pts- 4 targets; 3pts- 8 targets. The attack doesn't HAVE to affect the full amount of targets-- and the Narrator should feel free to say that certain people are out of the area of effect-- or that friendly people could be caught in the area of affect. If people have described that targets are packed tightly together, then the multiple targets ability could affect up to twice as many targets. Likewise, if the available targets have been described as spread out, then half as many targets should be sufficient. This way, area of affect attacks can be resolved *without the use of squares* at all.

Movement and Range-- If you are not using squares to measure movement, what good are powers that aid movement? I recommend that combat be divided into five zones. Left Flank, Left Front, Thick of the Fight, Right Front, Right Flank. The Thick of the Fight is the center of the combat-- where the front lines of both sides are meeting. Each zone is assumed to be 10 squares apart. Movement ratings would be used to travel between these zones. Thus a person who moves 20 squares could move from the Left Flank to the Thick of the Fight on their turn whereas a person with a move of 10 could only get from Left Flank to Left Front. People within the same zone can engage each-other in hand-to-hand combat. People in adjacent zones can target one another with ranged attacks (it is assumed you edge closer to their zone to attack, thus even a range 5 attack can hit someone in an adjacent zone). People 2 zones away can target one another with attacks range 10 or higher, and 3 zones away with a range of 20 or higher. With a range of 40, one could target from the Left Flank all the way to the Right Flank. In combat, you do not have to keep track of who is in what square with miniatures and a grid-- you can simply remember what zone you are in. Of course, movement is also important for resolving chase scenes (which would come into play if someone fled from one of the far zones and was being chased). For fights in a more confined space, simply use less zones. If there are obstacles or objects in a zone, be sure to keep track of their presence-- they can be used for cover. If a zone has a wall or a doorway creating a bottleneck, simply

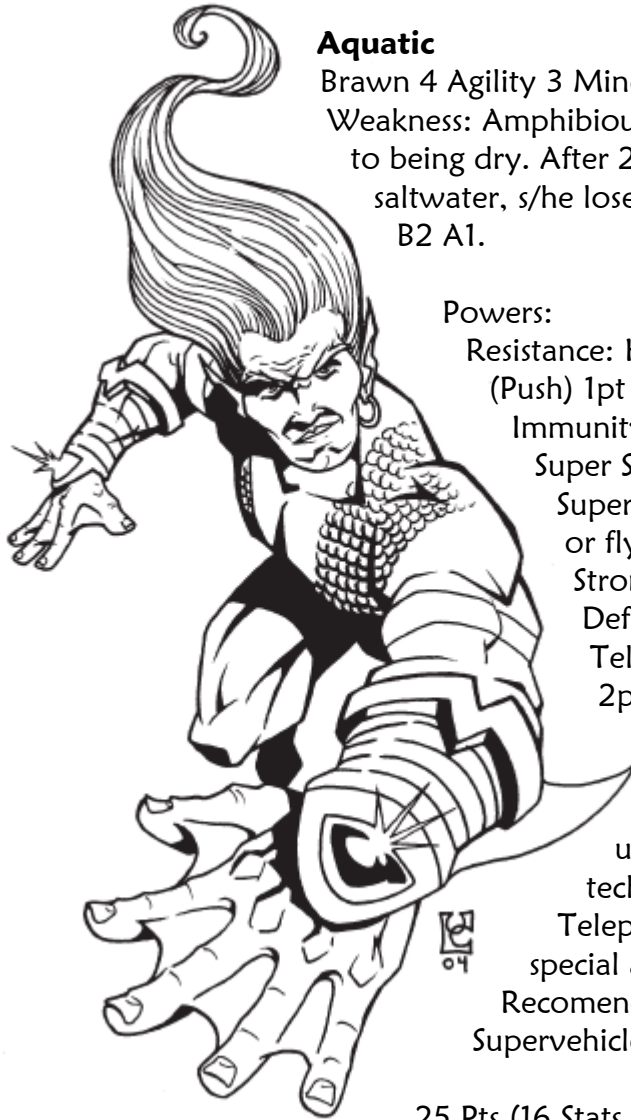
limit the number of characters that can occupy that zone. It may also be impossible to target a person from a distant zone if there is an interdicting wall between them.

Left Flank	Left Front	Thick of the Fight	Right Front	Right Flank
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Movement Speed	Zones / Page	Attack Range	Zone to target
3 (6 double-moving)	1 zone per 2 pages of double moving	less than 5	same zone
6 (12 double-moving)	1 zone per 2 pages moving, or 1 zone per page double-moving	5 or better	adjacent zone
9 or better (18 double moving or better)	1 zone per page moving, 2 zones double-moving	10 or better	2 zones away
15 (30 double moving)	1 zone per page moving, 3 zones double-moving	20 or better	3 zones away
18 (36 double moving)	2 zones per page moving, 3 zones double moving	40 or better	4 zones away
21 or better (42 double-moving or better)	2 zones per page moving, 4 zones double moving	Radius	Multiple Targets Rating
30 or better	3 zones per page moving	1	2 (all in 1 zone)
39 or better	4 zones per page moving	2	4 (all in 1 zone)
		3	8 (in adjacent zones)

Character Spotlight

Here is a section where we can show off various builds for different Superhero (or Villain) types. You can use these as NPCs, or as pre-generated Heroes for your own game.



Aquatic

Brawn 4 Agility 3 Mind 1

Weakness: Amphibious. This character has a negating weakness to being dry. After 24 hours without being immersed in saltwater, s/he loses his/her powers and physical stats drop to B2 A1.

Powers:

Resistance: Half Damage from: Cold and Pressure (Push) 1pt

Immunity: Drowning 1pt

Super Swimming 5 (30 Squares) 5pts

Super Speed 2 [Limitation: Only while swimming or flying] 1pt

Strong-Willed: Mind Shield 1 (x3 Mental Defense)

Telepathy [Limitation: only with sea creatures] 2pts

Variations on a Theme: This character might be an Atlantean ruler, or simply an undersea adventurer with advanced technology. In the latter case, replace Telepathy with Fly (from a jetpack perhaps), a special attack (dart gun / electric staff), or armor.

Recommended Advantages: Headquarters, Supervehicle (submarine)

25 Pts (16 Stats, -2 Weakness, 11 Powers)

Archer

Brawn 2 Agility 2 Mind 2

Powers:

Boost 2: Agility-- when firing a bow (x4) 2pts

Boost 2: Mind-- for bow attacks 2pts

Swing-Line Arrow: Swinging (8 squares) [Limitation: Ammo Gadget] 1pt

Attack Arrows: Special Attack 3 [Enhancement: Variable (Can be used for Ice Arrows, Fire

Arrows, Shock arrows, boxing-glove arrows, etc) Limitation: Ammo Gadget] 3pts
 Utility Arrows: Conjunction 2 [Limitation: Ammo Gadget] 1pt
 Capture Arrows Multipower 4pts
 Bolo-Arrow: Immobilize 20, Range 10 [Limitation: Ammo Gadget]
 Flash-Bang Arrows: Daze-- Range 10 [Limitation: Ammo Gadget]

25 Pts (12 Stats, 13 Powers)

Variations on the Theme: Instead of arrows, you could make a character from the future with a special ray-gun that can be adjusted to different settings, or a wizard with a wand that can cast different "spells"

Advantage / Disadvantage Suggestions: Resources-- to help explain how these arrows were acquired, Gadgeteer-- to give some variety to the choice of arrows available & develop new ones

Skill Suggestions: Technology/Invent can help develop the arrows as could Science, Social Science/History would explain a character's fascination with such an archaic weapon, Outdoor/Tracking would do well for a Native-American wilderness scout themed character



Brick

Brawn 5 Agility 1 Mind 1

Powers:

Armor 3 (x8 Soak) 3pts
 Great Fighter: Special Attack 3-- +2 Hit (x3), +1DM (x6) 3pts
 Shockwave: Push 2 (Range 5, Radius 1, x10 Knockback) 2pts
 Super Leap (250 Squares) 2pts
 Clinging 1pt
 25 Pts (14 Stats 11 Powers)

Wild Warrior

Brawn 3 Agility 3 Mind 1

Powers:

Keen Senses: Smell (x4) 1pt
 Clinging 1pt
 Tenacious: Healing x2 2pts
 Natural Weaponry (claws & teeth) +1DM 1pt
 Super Speed 2 [limitation: Attack Only] 1pt.
 Telepathy [Limitation: Only with animals] 2pts

Skillful (+3 to Outdoor / Survival Skill), +1 other skill 1pt

Recommended Skills: Athletics / Acrobatics, Outdoor/Survival+3 (x4)
25 Pts (16 Stats, 9 Powers)

Speedster

B1 A5 M1

Powers:

Super Running 5 (40 squares) 5pts

Super Speed 4 4pts

Barrage: Special Attack +2DM (x3 Dmg) 2pts

25 Pts (14 Stat, 11 Powers)

Sorcerer

The Character's magic usually relies on some sort of source-- either magic words & gestures (casting limitation) or wands, rings, crystal balls, amulets, etc (stealable gadgets).

Brawn 1 Agility 2 Mind 4

Powers:

Force Field 4 (160 hits) 4pts

Elemental Blast: Special Attack 4 [Enhancement: Variable: Limitation: Casting / Stealable gadget] 4pts

Mind Control [Limitation: casting / stealable gadget] 4pts

Telekinesis 4 [Limitation: Casting / stealable gadget] 3pts

Flight 4 (8 squares) [Limitation: casting to initiate / stealable gadget] 3pts

Summoning or Animation 4 [Limitation: casting / stealable gadget] 3pts

Healing x3 [Limitation: casting / stealable gadget; Enhancement: Usable on others] 3pts

Clairvoyance 2 (Past & Future) 2pts

Recommended Advantage: Grimoire, Headquarters

Variations on a Theme: Instead of "magic" the powers of this character are all very high technology. So high in fact, that the effects may even appear to be magic in nature.

Nevertheless, they still likely require some sort of gadget in order to be used...

40 Pts (14 Stats, 26 Powers)

Living Elemental (Fire)

Brawn 1 Agility 2 Mind 3

Weakness: Fire-snuffing effects (immersion in water, exposure to vacuum, etc) negate powers. This can be very dangerous when flying.

Powers:

Flame Sheath: Armor 1 (x2 Soak) [Enhancement: Extra effect vs. meltable weapons (x4 Soak)]

Fly 5 (15 squares)

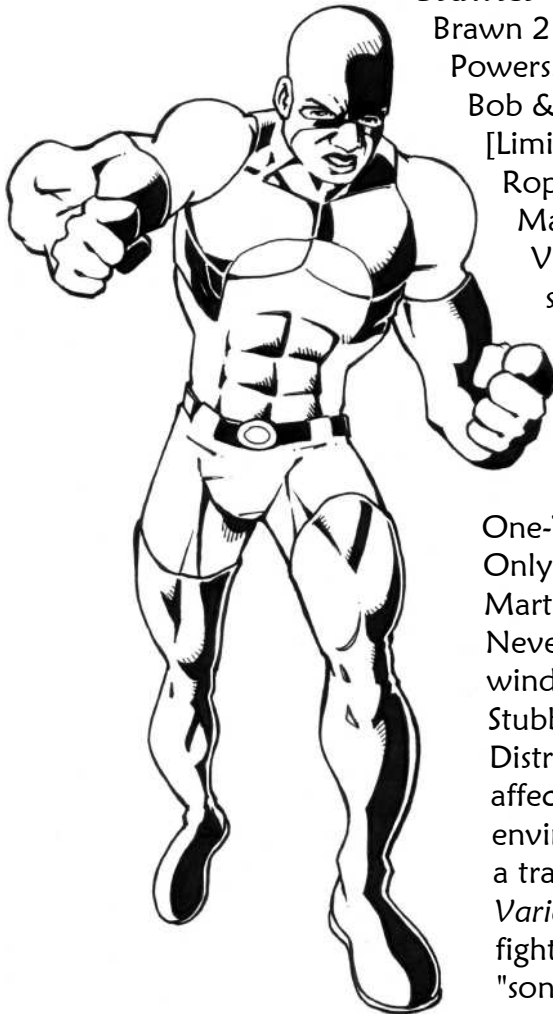
After-Burner: Super Speed 2 [Limitation: Only for movement] 1pt (45 squares)

Fire Blast: Special Attack 5 [Enhancement: Variable] 6pts

Fiery Body: Damage Aura x5

Fire Shield/Bonds: Force Field Range 5, x3 Dmg, (Radius 1 or 3x3 wall) (30 Hit points) 5pts

Flame copies: Summoning 2
 Summon/Control Fire 3pts
 Boost: Agility +1 (for movement while flying)
 40 Pts (12 Stats -2 Weakness, 30 Powers)



Brawler

Brawn 2 Agility 2 Mind 2

Powers:

Bob & Weave, and Blocking: Deflect 2 (x4 Defense)
 [Limitation: does not "reflect" shots] 1pt

Ropeadope: Armor 1 (x3 Soak) 1pt

Martial Arts: Special Attack 3 [Enhancement:
 Variable] 4pts (Note- ranged attacks require
 something to throw (trashcan lid, etc)

Jab: x4 Hit, x3 Dmg

Uppercut: x3 Hit, x4 Dmg

Haymaker: x2 hit, x5 Dmg

Spring Kick: Range 5, x3 hit, x3 Dmg

Roundhouse: Radius 1, x2 hit, x4 Dmg

One-Two Combo: Superspeed 2 [Limitation: Attack
 Only] 1pt

Martial Throw: Push 2 (x8 Knockback) 2pts

Never Say Die: Healing x2 (they get a "second
 wind") [Limitation: only works in combat] 1pt

Stubborn: Mindshield 1 (x4 Mental Defense) 1pt

Distraction: Daze 3 (range 0, +1 Multiplier to
 affect) [Limitation: must somehow use their
 environment to distract / blind opponent; e.g. put
 a trashcan over them, etc] 2pts

Variations on a Theme: In addition to regular
 fighting, this character might have a "chi blast" or a
 "sonic scream" or similar special attack that uses
 energy (thus enabling them to affect a ghost)

Adding a movement power (such as swinging) and

an ammo gadget ranged attack would give you a serviceable "dark avenger" type--
 though with greater emphasis on hand-to-hand combat than gadgets...

Recommended Skills: Athletics/Acrobatics,

Recommended Advantages / Disadvantages: Supervehicle (motorcycle)

25 Pts (12 Stats, 13 Powers)

Ho, Ho, Ho, Heroes! **BASH! Superheroes Adventure**

By Chris Rutkowsky & Michael Mikulis

This is a short, holiday themed adventure for BASH! Superheroes. The story takes place during the Megapolis Annual Holiday Parade, being held Christmas Eve. The Heroes have been invited by police chief Alvin Walker to ride in a float along with several of Megapolis' Finest. Their presence is not purely for fun-- Chief Walker always wants a superheroic presence as these functions... just in case. And tonight it is a good thing he did!

A powerful extradimensional alien calling itself "The Game Master" is going to arrive and wreak havoc. Can the Heroes beat him at his own game and save the fair citizens of Megapolis?

Begin the adventure by reading the following to the players, taking on the persona of a Stephanie Stephens, Channel 8 News anchor covering the parade,

"Well folks, it is beginning to look a lot like Christmas here in Megapolis this evening. As you can see behind me, snow is gently starting to fall. Thank you for joining us at the 27th annual Megapolis Holiday Parade this Christmas Eve. For those just joining us, we have seen some local superheroes and some everyday heroes-- officers representing the Megapolis Police Department.

Coming now is the finale of our Parade, the Fifty foot-tall Nutcracker. Our Nutcracker is being pulled along by a troop of tin soldiers. The soldiers are from the Megapolis University Drum & Bugle Corps. Weren't they swell folks. Now the moment we've all been waiting for. That's right boys & girls, Santa Claus is coming to town. The animatronic reindeer pulling Santa's sleigh are provided by Yamashita Robotics. And now... What's this?!! It appears there is an unscheduled event-- someone has just appeared on the parade grounds..."

At that moment, give the Heroes a chance to check it out. They see a husky young man, with long hair tied in a pony-tail, wearing a trenchcoat. They can just make out his T-Shirt which says, "All your base are belong to us!". Any Hero can make a 15 Mind Check to realize that this is The Game Master-- a nigh-omnipotent extradimensional being who loves to make problems for superheroes, and causes mischief in general. The only way to stop him is to beat him at whatever "game" he devises!

With a wave of the Game Master's hand, the parade stops. The people in the crowds fall silent and still. If the Heroes try to rush the Game Master, he will freeze them with a wave of his hand while he continues to talk.

The Game Master bellows, "What's the matter with you people? You call this entertainment? Its even more depressing that this holiday has become entirely too commercial! This isn't what your holidays are all about! They're all about the spirit of giving! But not to worry folks! The Game Master is going to give you a wonderful gift--

the gift of lively entertainment. What do you say to that?"

A moment of silence is followed by thunderous applause when the Game Master raises an eyebrow, dominating the crowd into his puppets. He continues, "Well, Heroes, I have to give the people what they want! The rules of this game are simple: You must complete three Christmas challenges. As you pass each test, I will release one third of the crowd from my gentle control! Pass all three, and I'll be gone like a flash! Agreed? Good! For your first test, you must... SURVIVE!"

At that moment, the Fifty-Foot Nutcracker comes to life as a giant, clockwork robot! The Drum & Buglers dressed as Tin soldiers are turned into real Tin Soldiers-- armed with muskets and bayonets! All of them begin to converge on the Heroes' position! "Remember Heroes-- its not the look of what you get-- its what's inside that counts!"

Fifty Foot Nutcracker

Brawn 4 Agility 1 Mind 1

Powers:

Growing 4pts (+80 Hits, -3 to Defense Dice rolls, Reach of 4 squares)

Stretching 2pts

Smash!: Special Attack 3 [Enhancement: Variable] 4pts

Grab: Immobilize 0, +2 To hit (x3) [Enhancement: EC 0] If the Nutcracker Grabs someone, the following Page it will automatically bite them for x7 Damage!

Armor 2 (x6 Soak) 1pt

Advantage: Unliving

180 Hits

Tin Soldiers Ave. Atk 14, Ave Def 14

Brawn 1 Agility 2 Mind 1

Musket Energy Blast: Special Attack: Range 10, +3DM (x4 Dmg)

Bayonett Charge: Special Attack: +2DM (x3 Dmg)

10 Hits

Notes on the Combat: The first thing the Nutcracker will do is lift up the float the Heroes were on and throw it. Even if they were not on it anymore, the police still are-- and will need to be saved. The Float will have a hang time of 2 Pages before it crashes-- all aboard will take x8 Damage in the impact if they are not saved (the Police have 20 Hits, x1 Soak). A character with a Brawn of 3 can catch the Float by making a 30 Brawn Check. A character with a 4 or 5 can automatically do it. Alternate means of rescue would include using Telekinesis, force-fields, or grabbing the people and flying / swinging / leaping them to safety before the float hits the ground.

The Nutcracker is very hard to hurt. However, an inventive hero may be able to a halt by getting inside and destroying its clockwork engine! To do so, they have to jump inside its mouth! It takes a 25 Athletics/Acrobatics check to do this-- failure results in being bitten (x7 Damage). Alternatively, a strong character could try and hold the jaws open by making a 20 Agility check, followed by a 30 Brawn Check. The Jaw could be pried open by a well-placed I-Beam as well. Once inside, one could use the

Technology/Sabotage skill to shut down the Nutcracker. A total of 40 is needed to shut it down. This could be one check of 40, two checks of 20, or four checks of 10, etc. Instead of using skill to shut down the Nutcracker, a character who gets in could also just smash up the works. These attacks do double damage to the Nutcracker!

There are 5 of the soldiers per Hero to deal with. The Heroes should remember that these are real people under the appearance of tin soldiers-- and so care should be taken not to do serious damage to them (knocking them out is okay-- ripping their heads off is not)! Heroes will likely notice that each Tin Soldier has a wind-up key turning in its back. In lieu of attacking, a 20 Agility check can be made to turn the key, winding down the tin soldier without harming him.

Once the Nutcracker is shut down, any remaining tin soldiers will also "power down" Move on the Scene 2.

Scene 2: Decorating the Tree

Seeing that the Heroes have managed to pass his first challenge, the Game Master says:

"Well Done, Super-Zeroes! It looks like I'll be able to give these poor saps a show after all! But what sort of show would it be with such lousy decorations?" Pointing to the city Christmas Tree in Titan Park, the Game Master makes it grow to be hundreds of feet tall, dwarfing even the sky scrapers that surround the park. "And what would our tree be without some decoration?"

At that moment the Game Master will do several things. How many depends on how many Heroes are in this issue-- there will be enough tasks so that each member of the team is doing something, and the tasks will be ones that use the talents of the various team members. So the Narrator can choose from several the following options to occur simultaneously or in sequence:

The reporter, Stephanie Stephens disappears and reappears in an Angel costume on top of the tree. She is hanging on for dear life, and will lose her grip in a matter of pages. This looks like a job for a Hero who can fly, or possibly leap to tall heights. Stretching, clinging, and swinging may also be able to help her, but it would take longer. Just let players know that she is screaming, scared, and seems to be losing her grip. Perhaps she lets go and starts to fall just as a Hero arrives to save her. It should take a 20 Brawn or Agility check to catch her if she is falling. Of course, other means can be used to help her. Telekinesis or Forcefields for instance may be of use, or someone could conjure a giant slide or bungee cord so she doesn't get hurt from the fall.

If this isn't enough, you could have some of the other "ornaments" creating hazards for Heroes trying to help-- Christmas lights that shoot laser "flak" up at an approaching flying hero (21 to hit, x4 Dmg), giant birds that fly out to defend their "nest" (B2 A2 M1, Ave Atk 14, Ave Def 14, x3 Dmg, Flying 3 [6 squares] 20 Hits),

Commenting about how every tree should have a choo-choo going around, the Game Master rips up the tracks of the local L Train and puts them in a circle around the base of

the tree-- an unfinished circle! To "add excitement" he may have some people tied to the tracks of the train-- and also declare that there is a bomb on the train, and the driver seems to be asleep at the switch (as are all the passengers)! This would give two tasks-- one is removing the people from the tracks in time (likely a job for a super speedster) and the other would be stopping the train before it goes off the tracks and defusing the bomb on board. As an added complication, the brakes may be broken. This could be dealt with either by having a character use technology/jury-rig to fix the brakes, or a very strong character stops the train (A 40 Brawn check). Failing causes the person attempting to slide with the train, taking x8 Damage. The next page, they can try a 35 Brawn check to stop it, failing takes x7 Damage, the next page a 30 check, failing for x6, etc until the train is stopped. Telekinesis, immobilize, and various other effects can be used to "slow down" the train before it is ultimately stopped as well. The bomb can be dealt with either by defusing it (a 50 Technology or Computers check-- that can be succeeded over time-- i.e. if a Hero gets a 30, next page they can succeed with a 20, etc) or by getting it outside the train. The Bomb does x10 Damage, in Radius 5 when it goes off.

Scene 3: Secret Santa

Furious that his challenge has been bested again by the Heroes, the Game Master frees the second part of the crowd from his control. Then he says:

"Well, Heroes, it seems that I have not been making these challenges difficult enough! Your special gifts give you too much of an "unfair advantage". But, as they say, it is better to give than receive." At that moment, the Game Master disappears, reappearing in the place of Santa Claus from the Parade, wearing a red Santa suit. The sleigh has become a tricked-out rocket sled, and the animotronic reindeer come to life with a look of menace in their artificial eyes. A nearby snowman is also brought to life, taking on the icy appearance of Jack Frost! At that point, the Game Master speaks again, "And this reminds me of one of my favorite Christmas Traditions-- the old Secret Santa gift exchange!" He waves his hand, and suddenly, you all feel very strange... "There-- doesn't it feel good to exchange gifts? Now that that's out of the way, if you want to trade back, you'll have to beat me, my reindeer, and my Frosty friend over here!"

Right now, the heroes are unaware of it, but the Game Master has swapped their bodies with one another. Whenever a hero tries to use one of their powers-- they will realize that it is not working-- they are inside the body of one of their friends! At this point, swap around the Character Sheets so that each player is controlling a different hero than they are used to using. The only thing that remains the same for a hero are their skills-- everything else is the properties of the new body.

Obviously being in a different body, with unfamiliar powers will create confusion-- not only for the characters, but for the players as well! This is exactly as it should be. Heroes may need to have the original explain to them how their powers work, or what they should do with them. Even more interesting is if the swaps are not directly with another hero-- figuring out who has whose powers may be part of the fun as well!

Meanwhile, the Heroes have to contend with Game Master's Santa form, his rocket sled

& reindeer, and an angry snow-man!

Game Master Santa

Brawn 4 Agility 2 Mind 5

Powers:

Santa's Magic Bag: Illusion 5 [Limitation: All such illusions have a Christmas theme] 4pts

Candy-Cane: Special Attack +1 Hit (x3), +1DM (x5 Dmg) [Limitation: Stealable Gadget] 1pt

Teleport [Limitation: Only from Chimney to Chimney] 4pts

Exploding Gifts: Special Attack: Range 10, Radius 1 [Limitation: Ammo Gadget] 2pts

Christmas Spirits: Healing x3 [Limitation: Stealable Gadget-- Santa's Eggnog]

Jolly Toughness: Armor 1 (x5 Soak)

Christmas Spell: Daze Range 10 (the victim stops whatever they're doing and begins singing Christmas carols)

100 Hits

Rocket Sled & Reindeer

Brawn 3 Agility 3 Mind 3

Powers:

Rudolph's Red-Nose Laser Cannon: Range 20, +2DM (x5 Dmg) [Ammo Gadget] 4pts

Runover by a Reindeer: Special Attack +1DM (x4 Dmg)

Fly 3 (9 squares) 3pts

Superspeed 2 (it always takes 2 attacks and moves 18 squares per page)

100 Hits

"Jack Frost"

Brawn 2 Agility 2 Mind 2

Weakness: Double Damage from heat / flames

Powers:

Let it Snow!: Special Attack Range 10, +2DM (x4 Dmg)

"Ice Sled": Fly 4 (8 squares) [Limitation: he leaves a solid trail of ice behind his flight path- if it is broken (20 Hits, 10 soak), he will fall]

Freeze!: Immobilize 20, Range 5, Radius 1: 4pts

Icy Shell: Armor 2 (x4 Soak)

60 Hits (just above minion status)

There are a couple of ways the Heroes can win this challenge. One is to physically defeat Game Master Santa-- but another would be to show the "true meaning of Christmas." Doing something very brave / sacrificial, could do it. Doing something nice for the Game Master could do it (like pulling him from the sled before it explodes, etc). Even if the Heroes are defeated, they can still "win" when a crowd of ordinary bystanders puts themselves between the Game Master and the defeated Heroes-- showing their own self-sacrifice & Christmas Spirit.

Once defeated, the Game Master will free all the people of his mind control and disappear. When someone asks about whether their bodies are still switched, the Game Master will appear, say, "Oh Yeah, I almost forgot-- Merry Christmas" and switches their

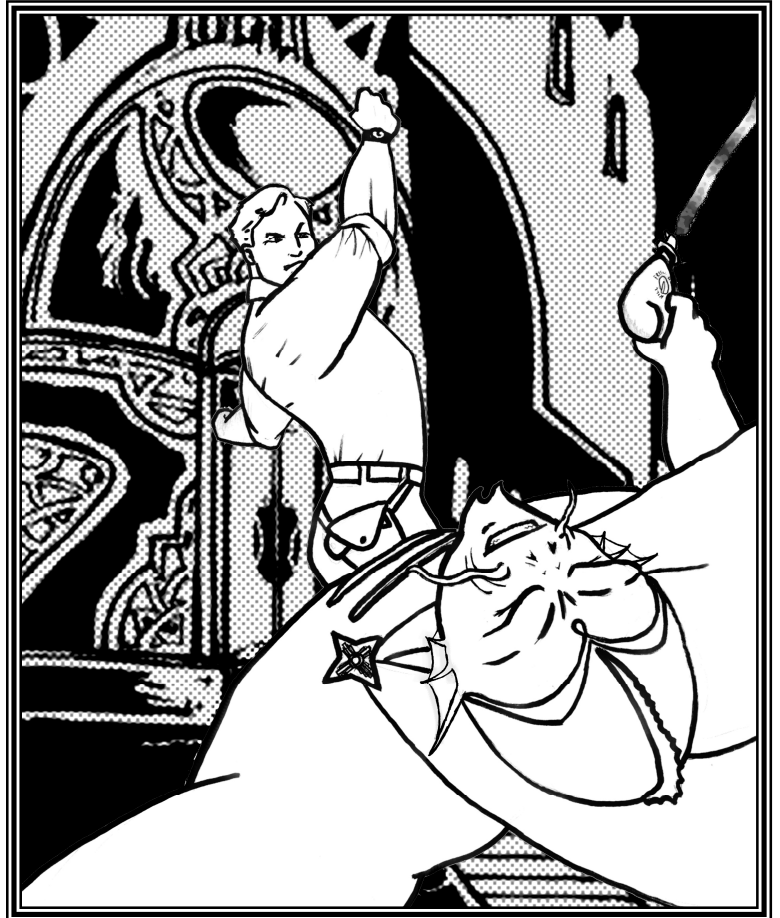
bodies back. In addition, all of the heroes finish with a gift-- one of the powers they had from transferring bodies is still present. It can be used three times in the next month before it fades away permanently.

BASH! Sci-Fi Genre Preview: Space Pulp

Science Fiction is a very broadly defined term. In general, it is used to signify fiction taking place with the backdrop of advanced science, often including space travel, and often taking place in the future (though some science fiction takes place long ago in galaxies far away). Aliens, robots, and spaceships all make appearances; however, there are subtle nuances between different styles of science fiction. In the pages that follow, we will try to cover some of the sub-genres of science fiction, so that your gaming group can play in the setting of their choice.

Below is an excerpt from BASH! Sci-Fi Edition, Chapter 6: Genres

Space Pulp is a genre focusing on action and adventure that really became popular in the 1920s and remained so into the 1950s. It began as fiction written for pulp magazines, then became illustrated comics, and



eventually radio programs and movie serials. In Space Pulp, the hero is larger than life—able to charm the evil galactic overlord's daughter into freeing him from the prison cell, fight his way through hordes of imperial guards, and pilot the stolen rocket out of the base just as the gates shut behind him. This is science fiction in the spirit of *Flash Gordon* and *Buck Rogers*. The villains wear capes with peaked collars and keep their beard trimmed to a point. They are capable of subjugating entire star systems, but can never quite prevail when the Heroes try to stop them. They may take the Heroes prisoner, put them in elaborate death-machines, or make them fight in a gladiator arena, but somehow, the Heroes always manage to slip out of the Villain's clutches, save the princess, and the day!

This genre was very popular in the 1930s through 50s, and focused more on the fiction than the science. Narrators who don't want to deal with figuring the distance between two planets and how long it would take to travel between them will be most comfortable in this genre. Aliens in Space Pulp are either very human-like (bird-men), or

very different from humans (little green men with three eyes). The Heroes are likely to be humans from Earth, except for an alien who has joined their cause. Alien governments are likely to be aristocracies, and one of the common genre conventions is for Earthlings to try and introduce democracy to a universe oppressed by an evil dictator.

Weapons and Equipment

The Pulp genre of Science Fiction often utilizes weaponry that defies scientific explanation, even possibly resembling magic. This is largely due to the fact that when these stories were originally written, we understood far less about physics and the universe at large. Many weapons found in this genre are weird-science, not based on “real” physics. You could use the equipment list earlier in this book (rapiers and cutlasses are especially appropriate) for a Pulp Sci-Fi campaign, but below are some especially “fantastic” weapons that were imagined in an era when manned space flight was a distant dream rather than a reality. No TL is given because in Space Pulp genre, technology is very sporadic, however, as a guideline for equipment not listed here TL 5 is most fitting.

Atomic-Ray-Gun: Range 20, +4DM. This is essentially a more primitive blaster-carbine. The beam it fires is long and wide, and the sound it makes is very loud. The fusion battery in this device does not last long, and it must be reloaded with another one after firing about 12 shots. 4,000 Credits.

Disintegrator Pistol: Range 5, +5DM. This short range weapon packs a wallop, and can instantly convert matter into dust. However, it can only fire 3 times before running out of energy. A person wearing armor being hit by this will get to soak damage on the initial blast, however, this will also result in the armor being disintegrated! 10,000 Credits.

Freeze Beam: Range 10, +2DM stun. This weapon fires a blue-white beam of icy-cold energy at its target, possibly freezing them in place. A target struck by this beam must make an immediate 20 Brawn check or be unable to move. Each page, the target may try again (only 1 such check is necessary each page, regardless of how many times the target was hit by a freeze beam). These weapons are often employed by soldiers ordered to bring back prisoners alive. 6,000 Credits, 10 Shots.

Heat Gun: Range 5, Radius 1, +4DM, This weapon blasts a fan-shaped jet of atomic fire at its targets. This damage is considered heat for purposes of damage resistances. 3000 Credits, 20 shots.

Lighting Gun: +4DM. This gun shoots an arc of lightning 5 squares long and 1 square wide. Anything caught in this area of effect must roll to dodge the attack or take damage. This damage is electricity for the purpose of damage resistances. 4000 Credits, 10 Shots.

Mono-Knife: +1DM. This knife has a blade and point that is but a single molecule thick, allowing it to pierce any armor. Any armor has half the soaking value against this weapon, and armor TL 3 or less has a soak of 0 against it. 500 Credits.

Mono-Sword/Axe: +2DM. This weapon has an edge that is only a single molecule thick, enabling it to cleave through even advanced armor. Any armor is half soak against a mono-weapon. Armor of TL3 or less has 0 soak against it. Because of their effectiveness, the mono-sword is a favorite weapon for boarding enemy ships, where close-quarters fighting might make ranged weapons more of a liability than an asset. 2000 Credits.

Needle Gun: Range 10, Radius 1, +1 DM, this weapon uses magnetic repulsion to fire a rapid spray of 2-inch-long needles sharpened to a molecular point, allowing them to pierce armor better than older “slug-throwers”, and fire in zero-g. It is always considered to be bursting, but because there is no recoil, there is no penalty to hit. Any armor is half soak against a needle gun. 3000 Credits. A Needle gun fire 5 times before it must be reloaded with another needle cartridge.

Rocket Gun: Range 20, +3DM, This weapon fires rockets that spiral towards their targets, building momentum, and detonating on impact. The main use of a rocket gun is for zero-gravity, when many other weapons will not fire properly. 2000 Credits. 10 shots/clip.

Ships and Rockets

When the era of Space Pulp was in its prime, nobody had conceived of the concept of “starships”. Instead, rocketry, a developing science, was used as the basis for space travel in this genre. Warp or Hyperdrive was non-existent, as were the colossal starships seen in later science fiction of the 60s and beyond. Rockets are generally used for travel within a solar system, but may also be used to travel between stars, depending on the degree of realism the Narrator wants. Building a rocket uses the same rules as building a starship, however, the size should be limited. Only the largest of rockets would exceed size 5. Also, certain powers, like Stardrives and Holodecks don’t really fit with rockets—otherwise they’d be starships (but hey—blending genres makes for good sci-fi).

Lack of Artificial Gravity

In Space Pulp, some stories have no artificial gravity, at least on small rockets. Large rockets and space-stations create artificial gravity by spinning, using centrifugal force. Without artificial gravity, Aerobatics is especially important when maneuvering around a rocket, and can be a matter of life or death when a rocket is being boarded. Jetpacks and magnetic boots help to compensate in zero-g situations.

Adventures in Our own Solar System

Another common thing in Space Pulp is for the setting to take place within the confines of our own solar system, far, far in the future. Writers abandoned science for adventure when they populated not only the Earth and Mars, but Mercury and Venus with their own native alien inhabitants. Even outer planets like Jupiter and Saturn’s moons might hold alien species. Meanwhile, the great Asteroid Belt was populated by “belters” prospectors setting up mining operations from all over the solar system. Imaginative writers may even have things living on Neptune and Pluto! The key is suspension of disbelief. Don’t let the “real science” get in the way of the fun.

The different alien races may well be at war with one another, with a series of secret alliances, swaggering commanders, and doomsday devices. Or, there may be a cold war in place, or no war at all. Cultures of these planets might reflect their environment—

fiery and passionate Mercurians, warm and inviting Venusians, cold and distant Plutonians. One of these planets is also likely Amazonian in its society (space amazons were a genre favorite at the time). One world may be home of the frog-men while another is the world of the hawk men. Of course, things like this are up to the Narrator.

Space Pulp Monsters

Many of the creatures already featured earlier in this book would work well in a Space Pulp campaign—especially robot soldiers and alien monsters. Equipment listed for such enemies should be modified to fit the Space-Pulp setting. Here are a few more that may especially fit into a pulp setting.

Atomic Robot DL 22

Designed to aid mankind, these things have also been known to malfunction and attempt to destroy all humans! Atomic Robots don't look very human-like. They are bulky and slow, often resembling a garbage can with waving accordion-like arms ending in metal pincers. Instead of circuitry, the "guts" of the Atomic Robot consists of transistors and vacuum tubes. Despite their comical appearance, an Atomic Robot can be a very helpful ally—or a deadly enemy. Sometimes, they are programmed with a password that will cause them to shut down—such as "Klaatu barada nikto".

B5 A2 M3

Paired Weapons: Pincers EC1; Break Weapon; Toughness 2 (+20 soak); Built-In Tools 3

Pincers do x6 Dmg

Advantage: Unliving Disadvantage: Slave

100 Hits/20 Soak

Frog Men DL 12

Primitive, short, and ugly, the Frog Men live in steaming jungles. They are prone to worship beautiful women, and may capture one in order to make her their "goddess". At other times, evil (but beautiful) women will take advantage of the Frog Men's weakness to manipulate them towards their own evil ends; even arming Frog Men with the latest technology and sending them to wreck havoc. When they attack, Frog Men tend to wield poisoned spears or arrows.

B2 A3 M1 Ave Atk 21, Ave Def 21

Aquatic 2 (Swim 6 squares, hold breath triple time); Toughness 1 (+10 soak); Leap (8 squares)

Arrows and spears do x3 dmg followed by x3 Continual damage from poison the next page

20 Hits/10 Soak

Hawk Men

Living in great cliff-face homes, the hawk-men are a proud people who distrust outsiders. They may either be primitive or advanced as the Narrator sees fit. A Hero can be a Hawk Man if they want to. They have a Max Brawn of 2, Minimum Agility of 3, Keen Vision, and Fly 3.

B1 A3 M2

Keen Vision (x6); Weapon Technique +2DM (choose one of the following: bow or spear (primitive) Lightning Gun or vibro-lance (advanced)); Fly 3 (9 squares)

Weapons do the following damage: Bow x6, Spear x4, Vibro-lance x6, Lightning Gun x8

20 Hits

Space Amazon Warrior

Space Amazons are a mysterious, matriarchal race that values combat ability above all else. It is said that long ago, a strange disease caused all their males to die out. As a result, they must capture mates from other worlds—although none of their male children have been strong enough to survive to adulthood. Space Amazons are genetically compatible with humans, though they may have skin of an unusual color (blue, green, red, or orange for instance). While they enjoy having male human companionship, female humans will likely be challenged to fights to the death. Men are pampered among them, unless they attempt to escape the planet of the Amazons—at which time they learn that Hell hath no fury as a woman scorned! Freeze Beams are the favored weapons as they allow mates to be captured unscathed, or women to be taken back alive to fight in the arena.

B3 A3 M1 Ave Atk 21 Ave Def 21 (28 vs. unarmed foes)

Armor Familiarity: Light; Martial Arts 2 (Punch, Kick, Throw, Martial Block, Suplex, Jump Kick); Mono-Sword Technique +1DM; Freeze Beam Technique +1DM

Equipment: Mono-Sword (x6 Dmg—halves target's soak), Freeze Beam (x4 Stun, plus Immobilizing effect), Light Body Armor

30 Hits/20 Soak

Space Amazon Queen

B4 A3 M2

Medium Armor Familiarity; Martial Arts 3 (Punch, Kick, Throw, Martial Block, Suplex, Jump Kick, Elbow Smash, Spinning Backfist); Mono-Sword Technique +1DM, +1Hit; Freeze Beam Technique +1DM, +1Hit; Quickdraw

Equipment: Mono-Sword (x7 Dmg—halves target's soak), Freeze Beam (x5 Stun, plus immobilizing effect), Medium Body Armor

100 Hits/30 Soak

If this preview has anyway convinced you to check out BASH! Sci-Fi, please visit us on the web at www.bashrpg.com for more information!

BASH! Fantasy Adventure: The Caverns of Gloom: The Wizards Basement

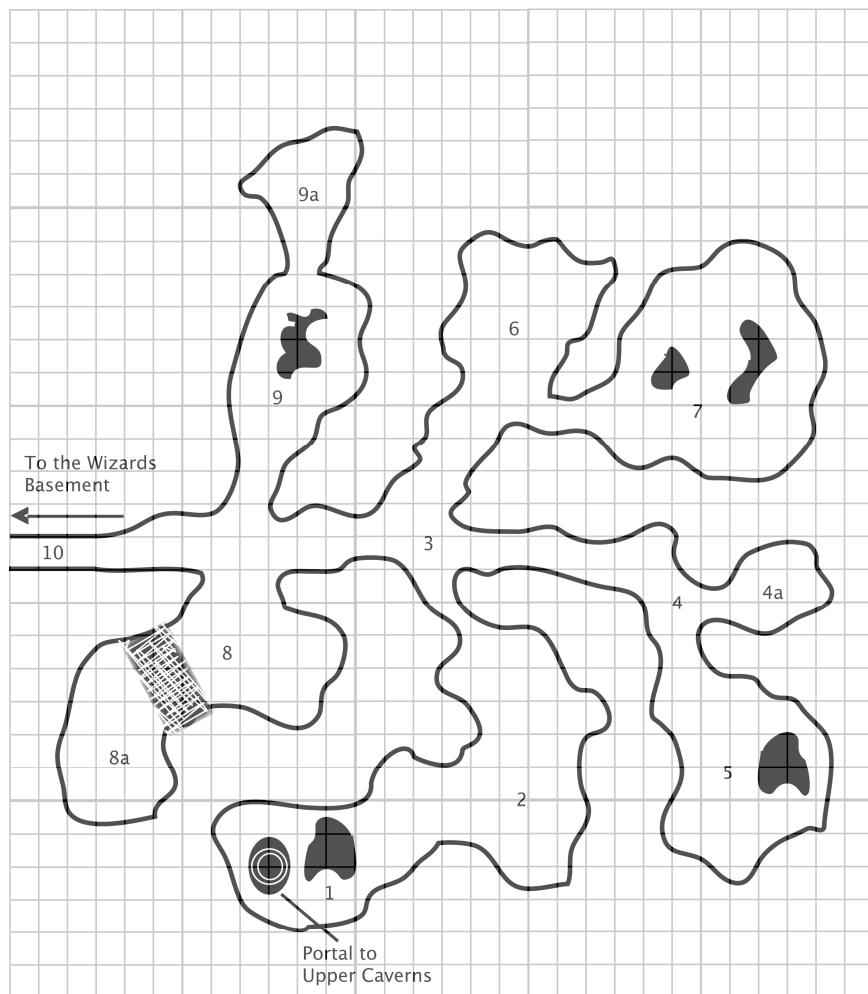
By CmdrCody_2000

This is the second level of the Caverns of Gloom.

After delving through the dangerous caverns, our intrepid adventurers had found a slippery and treacherous entrance to the lower levels of the caves.

Entrance:

Caverns of Gloom Level 2a



The way down is covered in slippery and putrid muck as well as a constant trickling stream of chilled cave water. A simple Agility check vs. a TN of 10 is required to safely navigate the slope. A failure will be most entertaining to any GM as they describe the "water slide" down into the darkness.

Several possibilities presents its ugly head here during the 50' plunge:

1. Torch Bearers slide forward (Face down or on their backsides, 50/50% chance, roll a d6. 1-3 face-down, 4-6 face-up) and need to make a progressively more difficult Agility roll (10, 15, 20) to maintain their hold on torches or other light bearing devices.

1 Square = 5' (Remember, this is a cave and

the absence of light here is absolute!)

2. A party member in the middle or rear of the party fails their check and plunge downward... taking one or more of their companions with them!! A second check is then required vs. TN 15 to maintain balance.

Room #1

After making the decent (whichever mode of travel was used), the adventurers come out into a strangely quiet section of the cave, the only sound is the flow of the water as it comes down the slide and spills over into a dark, deep pit and splashes into some unknown watering hole below.

Trap: Unbeknownst to the intrepid explorers, this pit does not just contain a pool of water, but also several stalagmites, built up from the bottom of the pool with their tips jutting just above the level of the water 10' below.

Agility check TN 10 to walk around the pit if the party is aware of it (there is a safe ledge wide enough for passage to the right of the pit).

If the delvers are unaware, move the TN to 15. If they arrived at the bottom of the

"slide" in a most spectacular way, a Brawn check TN 10 is required to catch "hold" of the side of the pit and dangle precariously until assistance is given or another "traveler" comes flying overhead (requiring another TN 10 to hang on).

Room #2

This chamber is littered with bones of every conceivable type. A quick Mind check (TN 10) in the guttering light of the (insert light source here) reveals a smattering of each of the various animal kingdoms as well as some of the known races...

If a double was rolled on the above Mind check, allow a delver to notice the odd mastication marks on the bones...

In the farthest corner of the room lies a massive web stretching across the wall and up to the ceiling, where the true horror lies...

Spider, Gigantic

Ave Atk 21/18, Ave Def 21/18 (DL14/17)B3 A3 M1, Size 1 Creature

Venomous Bite x4 Continual Damage EC4; Web: range 5 Immobilize 20 EC3; Chitin acts like chain mail armor (20/25 soak); Clinging; 50 Hits

On a successful search of the room (Mind 15) several gems (1-6) worth 100 Gold will be found as well as sundry adventuring gear (most rotten and useless).

Room #3

This is a four way intersection. Sounds in the caverns are often confusing due to the strange acoustics. At this junction the cacophony of merging sounds tend to confuse the delvers requiring a Mind check TN 10 to focus and find their determined pathway.

Room #4

At this juncture of the caverns, a successful search (Mind TN 10) reveals section 4a behind the thick strands of cobwebs.

Room #4a

This 15' room contains a oddly glowing globe floating in it's center. Upon entry to the chamber the globe will pulse, slowly at first and then more quickly over three panels.

The pulses strobe the room requiring a Mind check TN 10 +5 for each strobe to avoid a 10 Hit (no armor Soak) drain.

Successfully covering the globe with a sack, large cloth or similar object will effectively defeat the globe.

Room #5

This large chamber contains a group of rather large and unfriendly Giant Centipedes. Any noise generated in Room #4a will alert them.

Centipede, Gigantic DL7 (x10) Ave. Atk 18 Ave Def 18; B2 A3 M1, Size 0

Powers: Poison Bite- x4 Continual Damage; Armor 10 soak from carapace; 20 Hits

There is no treasure to be found here.

Room #6

This large chamber is home to a particularly large and deadly Gelatinous Ooze. It scours the darkened caverns and is somewhat responsible for the chamber of bones in Room #2, using it as it's dumping grounds.

Gelatinous Ooze, Clear DL15 Ave Atk 12, Ave Def 6; B3 A1 M1; Size 1

It soaks 5 damage from sheer size. Acidic Coating: Damage Aura x4 Damage; Immobilize 30, +1 Agility to hit (x2); Invisibility 1pt; Immunity: Electricity and mind control, poison, suffocation, starvation, etc; 40 Hits

Room #7

This large chamber has two open crevices that lead up from a heated pit several levels below. The room has a well lit, if reddish tinge to it allowing for almost normal vision. Riding on the updrafts from the pits are two Fire Elementals who have made this their home.

They will be alerted to company by any commotion in Room #6, but will not leave further than 20' away from the thermal drafts of the crevices.

There are several fist sized diamonds scattered about the floor (2-12 in number, Mind TN 15 search, worth 100 - 600 Gold each) left over from a fight with the Earth Elemental in Room #9.

Elemental: Fire DL30/31 (x2); B2 A4 M3; Size 0 or 1

Powers: Damage Aura x5 Dmg ; Flaming Attack- 5pt Variable Special Attack. EC2-6 based on use; Burning Touch- x5DM continual Damage EC5; Damaging Weakness: Water (dowses the flames) 100 Hits

Room #8

This chamber has a natural spring coming out of the eastern wall and running out across the room. This fast moving stream is home to a particularly nasty Giant Cave Crab.

Giant Cave Crab; Ave Atk 14, Ave Def 14; DL10; B3 A2 M2

Paired Weapons [claws only] 1EC; Claw attack +1DM (x4 damage) OEC; Chitin Armor: Armor 20 Soak; 1pt Invisibility [limitation: only when in water]; Independent Vision: 360 Vision. Cannot be surprised; 30 Hits

Room #8a

This section of the cave can be accessed after by crossing the stream. The 10' wide stream could be jumped on a successful Agility check TN 15 (20 is fully armored). Failure results in a slip into the stream. The water is cold and fast moving. Un-armored delvers need a Agility check TN 10 to avoid being carried away in the stream, banging about and

causing 10 Hits per panel. Two panels after the fall, delvers will be carried away to the pit in Room #1.

In the far corner lies the broken bones of what may have once been a spell caster of some sorts. It's bony claw still clutching a Magic Scroll. The skeleton has a ruby ring on its hand worth 50 Gold.

The scroll has a Spell of Immunity to Fire (x2).

Room #9

This chamber has a fissure in the center that is actually a portal to the Elemental Plane of Earth. Anyone who enters into Room #9a, will be attacked by a large Earth Elemental protecting it's "eggs".

Elemental: Earth DL19; B5 A2 M2, Size 2 Creature
Powers: Rocky Skin 30 Soak; Rocky Fists- Reach +1, +2DM (x7); Damaging Weakness: Water (it erodes earth) 100 Hits

Room #9a

This is the birthing chamber for the Earth Elemental. A "nest" in the topmost corner contains 10 "eggs". Actually diamonds as large as a Dragons Egg, these priceless gems will carry a large ransom once they make it to town. The "price" set will be according to GM needs.

There is a chance each panel that the "eggs" are carried (1 in 6) that one of the "eggs" will "hatch" opening a portal to the Plane of Earth. If this is carried on one of the delvers, the delver will then receive 10 Hits of damage automatically.

For every 5 panels after the first "hatching" the chance per "egg" increased by one.

Elemental: Earth DL10; B3 A2 M2, Size 1 Creature
Powers: Rocky Skin 25 Soak; Rocky Fists- Reach +1, +2DM (x7); Damaging Weakness: Water (it erodes earth) 30 Hits

Room #10

This rubble filled corridor winds around for 15 to 20 feet, eventually opening up to a 10' wide worked stone stairwell that heads up to a landing with a large iron bound door at the top. The door is locked and warped in the frame.

But that's another story....

Here it is. The Caverns of Gloom, part 2. Long promised, finally realized. Hope you enjoy. Part 3 will be next.

Look for more of my BASH stuff on my website:
http://www.geocities.com/cmdrcody_2000/index.html

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