

Table of Contents

HERO HIGHWAY

WHEN LAST WE LEFT OUR HEROES...

Keep up with the news from Hero Games. This issue – get ready to rumble on some *Champions Battlegrounds*. 2

HEROGLYPHS

See how Steve Long himself answers rules questions. This issue – alternate methods of resolving the Speed Chart. 3

HERO UNIVERSE

The fantastic Fabulous Five feature finally falls to a finish. Follow the far-fetched facets of friends and foes for this finale. 6

YOU GOTTA HAVE CHARACTER

Eleanor of Aquitaine was Queen of England and Queen of France, and quite handy with a scepter, wink, wink. 14

YOUR HOROSCOPE FOR: LEO

When you're in Millennium City, be sure to stop by Leo's Bar. There's always something happening. 21

RESOURCE ROAD

MINIATURE HERO, PART ONE

Learn which companies produce miniature figurines for *Champions* miniatures combat. 27

THE BAYSIDE BLIMP

One of Vibora Bay's star attractions is the floating casino on board *The Queen Of The Bay*. 30

SUPERVILLAIN TEAM-UP

UNEARTHED MECHANA

Villainous toys aren't the only opponents in this adventure for a team of standard *Champions* superheroes. 41

DIGITAL HERO

Publisher

Hero Games

Editor

Dave Mattingly

Authors

William Keyes
Steven S. Long
Ray Lowery
Robert Pennington
Allen Thomas
Jason Walters
Darren Watts

Artists

Dave Collins
Jeff Hebert
Dave Mattingly
Robert Pennington
Blaine Taggart
Derrick Thomas

Cover Artist

Bill Jackson

Online

herogames.com

To Subscribe

herogames.com/digitalhero



HERO System™ © is DOJ, Inc.'s trademark for its roleplaying system.

HERO System Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Champions Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Justice Inc., Danger International, Dark Champions, Fantasy Hero, and Star Hero Copyright © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

No part of this electronic magazine may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: DOJ, Inc., 1 Haight Street, Suite A, San Francisco, California 94102.

Issue #12 (August 2003)



Unearthed Mechana

by Bob Pennington

GM Notes

Unearthed Mechana is a *Champions* adventure written for a group of 3 to 6 starting *Champions* characters. The adventure notes assume that the PCs are built on 350 points and are within the guidelines given for a standard superhero campaign in both the *Hero System 5th Edition Rulebook* (page 15) and *Champions* (page 58). Characters with earned experience may require some minor adjustments to the power level of the villains. Notes on how to adapt the adventure for varying power levels or number of heroes is given along with each encounter and in the villains' descriptive text.

If you are using the Effectiveness Rating (ER) given in *Digital Hero #3*, the suggested power level for the heroes is between 75 and 95. If the party is composed of several characters over or above this number, you will have to make adjustments. This adventure is not appropriate for cosmic level characters or characters with an ER over 100.

The adventure takes place in Millennium City using the *Champions Universe* official setting. The adventure also uses two villains from *Conquerors, Killers, and Crooks*.

The adventure text is written with a starting Gamemaster (GM) in mind. If you are an experienced *Champions* GM, you may skip over these sections. I do strongly suggest that all GMs read this section, as even experienced GMs may find material here useful in running future *Champions* adventures.

The adventure text also assumes that the characters are part of a superhero team. If this is not the case, please run an adventure before this one that puts the characters together. A good initial scenario is found in *Champions Universe*.

If you are a player, you need to stop reading now. All further information is for the GM only.

What You Will Need To Play

Champions is a game of "supers," and "supers" love to fight. Having the right tools to assist you in running a good fight helps convey the excitement and energy of the game. I greatly suggest the use of figures and/or stand-up counters. These should be placed on a hex battlement or megamat. Chessex and Crystal Caste make excellent products. A marker designed for overhead projectors (a *Vis-à-vis*, for example) can be used to mark the map with the proper scenery. Cut-out markers for autos are also helpful. The old cars from *Autoduel Champions* are a resource. Another car collection was published in the July 2002 *Dungeon/Polyhedron Magazine*. The article is called *Thunderball Rally*, and there are numerous car counters included. Copy these to cardstock and cut them out for your bricks to toss around the battlefield. If you do not have access to either, use index cards cut down to car scale. Mark them "car" with the car's DEF and BODY on the bottom side. This allows for easy play. Numbered chits are also useful for agents. If you do not have chits, mark old pennies or figure bases with numbered stickers. These become agents and "normals" in the crowd.

Everyone should have dice of at least two colors, in case of half dice or killing attacks. Each player should have access to enough dice to cover his best attack damage plus 6d6. This allows for wild maneuvers, haymakers, and pushes. As an experienced GM, I can tell you that you will never have too many dice. Each player should have a tally sheet. The GM should have a tally sheet for each battle. At the end of the adventure, I give examples of how to create and use a tally sheet in your own games. A calculator with a square root function is quite useful for calculating range with different elevations. Some GMs like to use a screen like the one provided in the *Hero System Resource Kit*. I recommend the product for the maps and for the forms contained within. I personally use the agent control sheet whenever I have lots of agents in my game.

Lastly, all GMs should be familiar with every Player Character. Pay particular attention to what we call *campaign disadvantages*. A campaign disadvantage is a Disadvantage that has a potential to affect the plot of a game outside of play. These include: DNPC, Hunted and Watched, and Social Limitations. A description on how to handle campaign disadvantages is given for beginning GMs in the first section of the adventure text.

EDITOR'S NOTE

The contents of this article are *not* "official" Champions Universe material, and as such have no effect on the events and characters depicted in published Hero Games *Champions* products.

IT'S NOT A BLIMP?

The Bayside Blimp is actually a rigid dirigible, not a blimp. Lang encourages the *Queen's* misnomer to keep people from associating it with the *Hindenburg*.

All airships (whether blimp or dirigible) are basically giant, steerable balloons. However, the blimps you see flying over sporting events are very different from the rigid dirigibles that crossed oceans and continents in the early 20th Century.

First, rigid dirigibles were much larger, some measuring over 245 meters long and 40 meters in diameter. The Goodyear Blimp is only a fourth that size.

Blimps have only one or two gas-filled bladders

The Bayside Blimp

by Ray Lowery

"I figured since it looks regal, most people would stick with calling it 'The Queen of the Bay.' But 'QB' or 'The Queen' work for me, too.... Heck, as long as you buy a ticket, you can call it 'The Bayside Blimp' as far as I'm concerned."

Samuel Lang

Online interview, 1/25/02

History

Nobody knows where Samuel Lang came from or what he did before arriving in Vibora Bay in 1980. The soft-spoken man simply showed up at City Hall one day and announced his plan to build an airship to fly over the city. It would be part casino and part tourist attraction, a unique city icon like the St. Louis Arch or Seattle's Space Needle.

City officials were initially hesitant to support his idea, but Lang eventually won them over and received a permit to operate a flying casino. He formed Queen City Amusements with other businessmen (including key members of the city council) to oversee the airship's construction and operation. Arranging funds to build the airship was difficult – the final price tag was over \$350 million – but eventually investors were found and construction begun.

Unfortunately, the airship was not built without incident. There were several accidents during construction, including a scaffolding collapse that killed two workers. Several crewmen claim to have seen the workers' ghosts walking the catwalks, but they're strongly discouraged from talking about such things.

Fearing the *Hindenburg* disaster would taint his airship, Lang took great pains to show its safety. Even though the airship used inert helium instead of flammable hydrogen, Lang made sure the outer coating included flame-resistant ballistic cloth. (In fact, he held a press conference prior to the airship's launching where reporters watched men in jetpacks attack the airship with flamethrowers and submachine guns, all with little effect.) The *Queen of the Bay* was completed in time to fly over the city during the tercentennial celebration.

Lang's vision of a city icon was on target. People were entranced by the airship, often stopping to watch it float grandly overhead. Going aboard, they marveled at the luxurious appointments and spacious passenger areas. Tourists gladly paid to take aerial tours of the city, eat in the airship's four-star restaurant, and gamble in her casino. Several people have even gotten married on the *Queen of the Bay* – an increasingly popular status symbol among the city's elite.

And despite the airship's given name, almost everybody refers to her affectionately as the Bayside Blimp.

