

SUPER HAPPY SENTAI HOUR

COMPANION-1

スーパーハッピー
美乃戈里

月寺月



Super Happy Sentai Hour -Charts

Weapon Charts

Melee Weapon	DF	Ranged Weapons	DF
None (Hand to Hand)	0	Boomerang	0
Dagger, Improvised, Staff	+1	Slingshot, Short Bow, Shuriken, Flame Thrower	+1
Axe, Ninja-to, Rapier, Mace, Spear, Claws, Whip	+2	Laser Pistol, Handgun, Submachine gun, Bow	+2
Sword, Katana, Warhammer, Nunchaku, Lance	+3	Laser Rifle, Machine Gun, Sniper Rifle,	+3
Maul	+4	Rocket Launcher	+4

Henshin Skills-

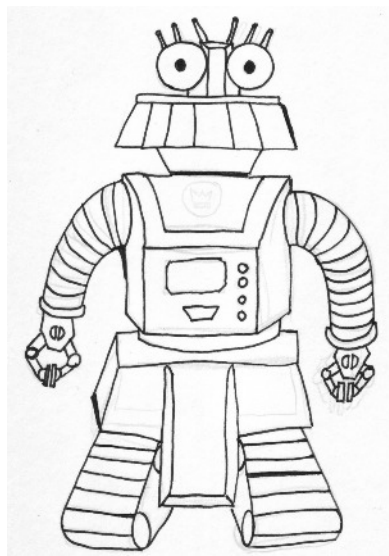
This is a basic list of the skills available to the player. It is the GM's prerogative to add to them if he desires.

Acrobatics
Boating
Charm
Climbing
Computer programming
Driving
Guts
Intimidate
Notice
Piloting
Repair
Riding
Stealth
Swimming
Tracking
Weapon Skills*

Mecha Carrier- Derived Stats

- **Protection-** is derived by averaging the Protection of all mecha it will carry
- **Offensive-** is derived by averaging the Offensive of all mecha it will carry
- **Wheels-** is derived by averaging the Wheels of all mecha it will carry

All carriers have 30 points of structure.



Mascot chart

Roll 1d6	Our Mascot is a lovable	Who is	And
1	Robot	clumsy	a bit excitable.
2	Alien creature	adorable	has a speech impediment.
3	Animated Plant	overly friendly	loves the Earth and it's people.
4	Child	loyal	is socially inept.
5	Alien Pet	timid	loves to sing.
6	Magical Being	logical	speaks in rhyme.

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Super Happy Sentai Hour Companion 1-

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Dedicated to: The Fans who tried our book and liked it, I cannot tell you how cool it is to hear the postive reactions! I can only hope that this new volume does not disapoint!

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INTRODUCTION:

“Onward my brave warriors!” Drakon screamed, knowing it to be a half-truth at best. Though they numbered in the thousands and were armed with plasma rifles, brave was not really a word to describe the insectroids. He stood on the battlefield as he saw his so-called mighty army cut down by chromatic lasers of red, blue, yellow, black and pink. The high master said there would be days like this, but he never mentioned how often he would have his ass handed to him by good looking teens in spandex uniforms.

Welcome to the first supplement for *Super Happy Sentai Hour*. You may have thought that the original book was a pretty good, all inclusive work without need of a mound of supplements. You might think putting out this book is a shameless cash grab to make you buy more stuff for a game you already own. (NOTE: to make use of this you will need a copy of the game book *Super Happy Sentai Hour*. If you do not already own this fine volume, put this down and seek it out immediately!) Nothing could be further from the truth. Like all good supplements, this book is meant to expand the original game with new options, rules, and items to take your *Super Happy Sentai Hour* game to the next level. While this book is not required to play the original game we think it adds a lot of options as well as gives both the player and the GM additional modes of play.

So what’s included in this supplement anyway? Quite a bit really. The first section of the book is devoted to the players, giving them both 4 new colors to choose from and introducing the option for *Henshin* characters. Henshin are solo heroes who normally don’t work as part of a battle team but are another part of live action Japanese heroics. They are perfect for having one or two players, or for one-shot crossovers with a guest player.

We have also expanded mecha as well, including 3 new options. “Add-on mecha” will allow an extra player to add their mecha on top of an existing gestalt, or reform with a new compatible mecha. Also included are rules for mecha carriers, large vehicles that are often used to deliver the mecha into the fray. Also for those who would rather have a 1970s pre-mecha twist, we include rules for super vehicles, the team’s one big vehicle to take the place of using mecha.

And of course we haven’t left the GM high and dry (after all the GM is most likely the guy who shelled out for this book!) We’ve included some new NPC options, such as the Mooks commando, and the ever annoying Mascot to hinder your players. We have also included another full set of Monster Du Jour templates to provide you with more beasties to torment your Sentai heroes with.

PLAYERS SECTION-

New Colors- *"She comes in colors everywhere, she combs her hair, she's like a rainbow."* - The Rolling Stones

While the core rules do an admirable job of covering all the main colors, it seems only right to throw out some new color options that have been rarely (if ever) actually seen in Sentai.



ORANGE- You like to help. There is no real reason. Maybe you are just a good person. You most likely spent your childhood helping the elderly cross the street, and have always been just an all around good gal/guy. When someone is going to move, you have a truck, and the time to pitch in. When someone needs a shoulder to cry on, you are there.

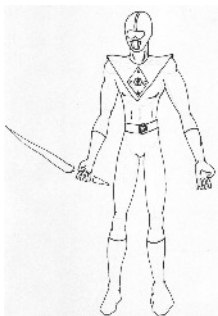
Special Skill- HELPER! You gain a +3 to any action that will help another player or needy NPC out; be it giving them a boost, or lending a hand in the repair bay. You also get a +3 to attack with the following weapons:

Weapons of Choice- Boomerang, Laser Pistol

PURPLE- You have an amazing back ground, it's not a question of what have you done, but of, "what haven't you done?" You are the most interesting Sentai in the game. You don't always fight Mooks but when you do it is done with flair. In fact your fellow Sentai may even resent you (or is that just jealousy?) for all the amazing things you have done and experiences you have had.

Special Skill- MARYSUE! You gain a +3 to any task that another player has just attempted (fail or succeed) as your mantra is pretty much, "anything you can do I can do better!" To make the test you must first explain WHY you would have the ability to make the test at the same rate (or better) than your companion. A black Sentai may say "I am going to jump over there using my years of ninja training". You might say back "Well, actually I have years of Shao Lin training, which is like ninja training, but better." You also gain a +3 to attack with the following weapons:

Weapons of Choice- Sword, Laser pistol (you know just like the leader, but you probably have more training and stuff.)



SILVER- You stand between the candle and the flame. As such, you are the polar opposite of the blue Sentai. As much as blue is a techno geek, you eschew the latest gadget for higher, more spiritual pursuits. You are a devotee of a spiritual calling, be it Shinto, Celtic, Nordic, Wiccan, or some other discipline.

Special Skill- MYSTIC! You have one foot clearly in the mystical world. You gain a +3 to any actions of a spiritual nature (turning zombies, building spirit wards, etc.) and you do not have weapons but rather can

build up and fire Ki from your body at a Damage factor that is 1/2 of your Ninten (round up) and you have a +3 to wield this either as a blast for ranged or a blade for melee.

Weapons of Choice- Ki (see above)

GOLD- You are the representative of the forces of order. You are a noble type who believes in a place for everything and everything in it's place. As a force for good you represent the virtue of an orderly society. Some people may think this makes you a bit anal retentive, but that just goes with the territory of being an embodiment of order (well that and taking an extra 20 minutes in the bathroom to make sure your hair is just right, and that your teeth are sparkling before going on a big mission!)

Special Skill- LAW! Much like a cosmic version of the policeman NPC from the original rulebook, your character gains a +3 to any actions that involve enforcing or upholding the law. This includes giving chase to perps, interrogating witnesses, as well as knowing all local laws and civil codes, and an adherence to rules that many others would simply ignore or even - perish the thought - break.

Weapon of Choice- Lance, Laser pistol



NEW EQUIPMENT-

You may have noticed there are some new weapons above. Well it wouldn't be much of a supplement if we didn't add some new gear would it? So without further ado, here is some new gear for your Sentai heroes.

Boomerang- While the boomerang has a +0 Damage Factor, you roll two attacks, one for it's path out and one for it's path in. Each successful hit rolls it's own damage (meaning that you could successfully do up to 12 points of damage!) You can even attack 2 different targets (making it one hit/damage per target)

Claws- Simple weapons, may be hand held or embedded into armor, they have a DF of +2.

Whip- A leather lash that can be used to attack with a DF of +2 and be used to grapple a foe, requiring the target to make a contested STR check to get out of.

Lance- The lance is a long pointed shaft most often thought of as a weapon for cavalry. However, this is an infantry variation. This fabled jousting weapon has a +3 DF.

Flame Thrower- A rare item, this wand and tank item sprays a gout of flame that does DF+1 damage to 1d6 targets.

Smoke bomb- This item may only be used once per player, per game. It creates a lot of smoke and confusion, making it harder for your foes to hit you. On the turn it is used, your defensive rating gains a +3 bonus, while the enemies flail to attack you in a cloud of smoke.

Emergency Teleport beacon- While not something that Sentai heroes would use day to day, the belt on your battlesuit may be equipped with an emergency teleport beacon, a sort of emergency ripcord that will remove your hero from mortal danger, teleporting him either to inside his mecha/gestalt, the mecha carrier, or the team's home base (the GM should let you know before issuing this item to where the teleporter will transport you.)

HENSHIN (or Sentai for one)



Just as the genre of Sentai is insanely popular, it is often tied to another popular live action genre in Japan, that of Henshin. While the word translates into transform, we use Henshin as a catch all for all live action solo heroes on Japanese TV. Henshin heroes range from Spectreman to Ultraman to the popular series Kamen Rider, which is probably one of the most well known Henshin series. In the 1970s, even the American superhero Spiderman was re-imagined as a Henshin hero. The popularity of Leopardon, Spiderman's mecha, was what put the mandate on the books that all Sentai (starting with Battle Fever J) would have mecha.

Henshin heroes are a way you can explore the same themes in a single player setting. Can't find enough players to put together a Sentai game? No problem! One or two Henshin could make a decent game without having to build an entire team. They also work great as a guest hero, for the one time player, or the player who may only be able to join in once in a blue moon.

How to build a Henshin Hero- Building a Henshin hero is similar to building a Sentai hero, but there are several important differences you should be aware of. Let's start with theme/origin. In the original rules players come together to choose a theme that ties their heroes together. Being that Henshin heroes are a solo act, they work a bit differently. Theme is still something to think about, but unlike Sentai heroes, theme does not tie a group together to a common ideal. With a Henshin hero an origin is as important, if not more important, to setting the tone for the character. In short how did you become a Henshin hero? You may have been part of an accident, such as the case with Ultraman, who was in a midair collision with an alien who merged with a human pilot to save his life. Or perhaps you were chosen, as was the case of Spiderman (not Peter Parker, but motocross racer Yamashiro Takuya). Origin as well as theme can be something that the player and GM come together on.

Statistics- Just like building a Sentai hero, players roll 1d6 for all 6 stats (Strength, Agility, Ninten, Tenacity, Agility, and Intellect) and may place the scores on which stats they want. However as Henshin heroes are supposed to do the work of an entire Sentai team, they get to add +1 to 3 of those dice rolls. Meaning that 3 of the stats now will range from 2 to 7!

Skills-

This is a basic list of the skills available to the player. It is the GM's prerogative to add to them if he desires.

Acrobatics
Boating
Charm
Climbing
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Driving
Guts
Intimidate
Notice
Piloting
Repair
Riding
Stealth
Swimming
Tracking
Weapon Skills*

Justin has decided on a theme of being a cyborg built by the government to stave off alien attacks. Rolling his 6 dice as is normal in Super Happy Sentai Hour, he gets 3,4,4,4,2, and 6. He decides to have a Strength of 4, Endurance of 4, Ninten of 2, Tencacity of 3, Agility of 6 and an intellect of 4. He adds a +1 to Agility (because dang!), and +1 to

Ninten and Tenacity to shore up his weaker stats. This makes his total scores, Strength 4, Endurance 4, Ninten 3, Tenacity 4, Agility 7, and Intellect 4. Not too shabby!

Skills- The biggest change to character creation is the lack of “color” in a Henshin character. Sure you may make his suit predominantly red, blue, green, mauve, or even brown, but it is not tied to the character in the same way. So how do we determine special skills you may ask? Well unlike Sentai heroes, Henshin heroes have 9 points to distribute on a skills list. He may put no more than 3 points in any one skill. Each point acts as a +1 to do that particular skill. The skills list is provided in the box next to this paragraph.

As for weapon skills you will be expected to use that same pool of 9 points to buy weapon skills. Each skill is listed for each specific weapon. Current weapon skills are as follows: *Hand To Hand, Dagger, Improvised, Staff, Axe, Ninja-To, Rapier, Mace, Spear, Sword, Katana, Warhammer, Nunchaku and Maul* for melee weapons and *Boomerang, Slingshot, Short bow, Shuriken, Laser Pistol, Handgun, Submachine Gun, Bow, Laser Rifle, Machine Gun, Sniper Rifle and Rocket Launcher* for ranged weapons. Your GM will tell you what weapons you will get (normally 1 melee and 1 ranged) so you may wish to confer with the GM to get the best out of your skill points.

EXAMPLE: Justin is has 9 points to spend on skills. After talking to his GM, he has been told that his character will be issued a laser pistol and axe, so he spends 2 points on a Laser pistol weapons skill, and 2 more points on Axe. This leaves him 5 more points which he uses to put 2 points in Stealth, 1 point in Intimidate, and 2 more in Drive.

To mecha or not to mecha- This is handled quite a bit differently than with Sentai heroes. The name Henshin literally means to transform, so players have 1 of two options: **OPTION-1 MECHA:** A player can have his own mecha. This mecha is actually built a bit differently than the mecha in the original book. Instead it is built as a gestalt with only one character involved. Consequently his Protection stat is his Endurance + Ninten stats. His Offensive is based on his Strength + Tenacity, and his Wheels is based on his Agility + Intellect /2 (round up). The mecha’s structure is 4 times the character’s health, rather than 2. However, you do not need to roll on the hit chart as it is one single mecha, rather than multiple mecha combined. This mecha cannot be combined with any other mecha or replaced with a Sentai, as it is it’s own unique design custom built for the Henshin character.

OPTION-2 GET BIG!: Many popular Henshin simply use the GET BIG! rules the same as the Monster Du Jour. (See Page 28 of the *Super Happy Sentai Hour* core rule book). The player may GET BIG! only after the monster does it, and it counts as a free action.

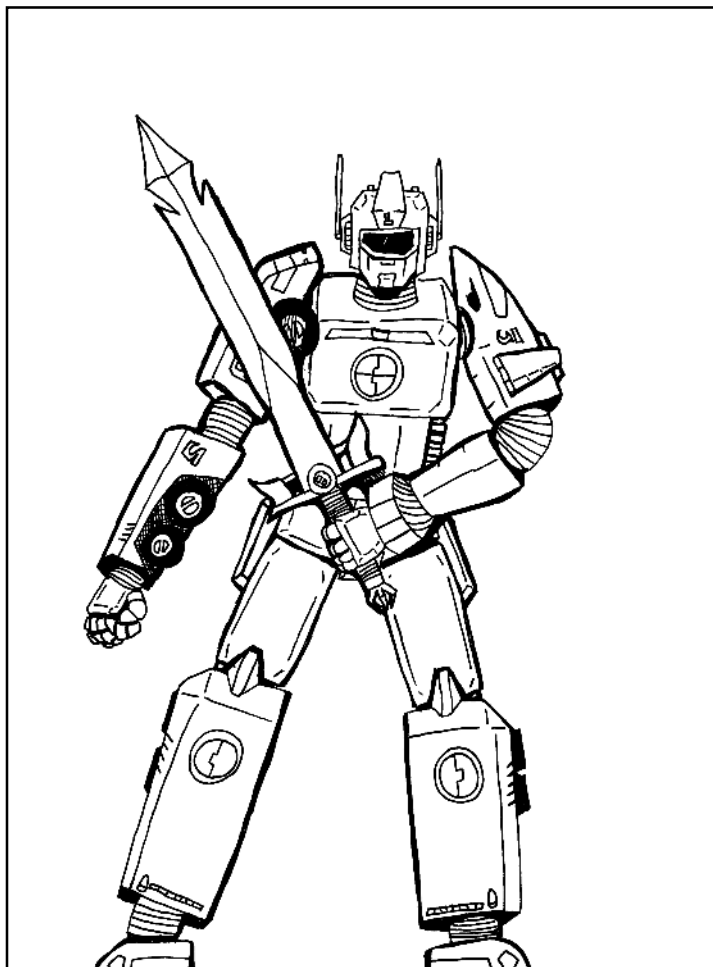
OPTION-3 NONE OF THE ABOVE: Just as with the notion of mecha-less and also gestalt-less Sentai (complete with our personal grumblings of why would anyone want to do this) you can run Henshin heroes without a mecha option or GET BIG! option.

MECHA AND MORE-

Let's face it, as much as you may love the characters, the stories, and even the action of the Sentai genre, most fans are hard core mecha heads. There is just something about piloting a massive building sized robot towering over the cityscape and unleashing massive amounts of damage on your foes that is innately satisfying. Of course, while we have discussed that there have been a few Sentai (and Sentai-like series) that are without mecha or gestalts (blasphemy!), most have used some kind of giant vehicle or mecha, and it is that which we will discuss here.

Add-on Mecha- Once in a while, you may have a new player who joins after the original mecha and gestalt are already in play. If this is a case of one player leaving and another taking his/her place it can be a simple matter of using the old mecha, but as that scenario is far less likely than just a new player joining later, there are 2 ways to handle this. The first of which is add-on mecha. This is a mecha that adds to a gestalt as additional support. Maybe working as an exoskeletal part of the limbs or an additional piece on the back or the like; the add on mecha combines with a pre-existing gestalt to make it even stronger! The process for this is simple-

- 1- the GM determines the new mecha's configuration (where this new mecha fits in on the original configuration. This may be adding on to the head and torso, legs or arms.
- 2- once the GM determines this the new mecha, when combined with the original gestalt, adds a bonus equal to $1/2$ his stat that this configuration would have him contribute to the original gestalt (Protection for



- head and torso, Offense for arms, or Wheels for legs).
- 3- when in combat, if the area with the add-on mecha is hit, roll 1d6. On a 1-3 hit the body part as normal, on a 4-6 the hit goes to the add-on mecha.

Example: Doug's Orange Sentai joins the team and adds to the arms (giving the gestalt a more steel gorilla look!) Since the arms govern offense, looking at his Offense which is 5, and dividing this in half (rounding up for a +3). This is added to the gestalt's 4 for a whopping 7 Offense! Whenever an attack hits the gestalt, the attacker rolls 1d6 for the location for damage. If it is a 3 or 4 (left or right arm) the attacker rolls an additional 1d6. On a 1-3 it hits the mecha that was already part of the gestalt prior to Doug joining with the gestalt, but on a 4-6 Doug's mecha takes the hit!

Multiple Configurations: Another alternative is swapping out mecha parts, such as the new mecha now becoming the torso in the configuration when the original gestalt had a mecha making up both the head and torso. This is as simple as writing up the new gestalt using the rules in the *Super Happy Sentai Hour* core rulebook (page 18) and noting that this is an alternative configuration. Included in this book is a gestalt record form to help with this process and keeping multiple configurations straight.

Changing configurations works the same way as the call mecha action (page 15 of the *Super Happy Sentai Hour* core rulebook).

Mecha Carriers- Almost every Sentai show has one; from Dynaman's Dai Jupiter, to Tor, the Zord carrier. These massive vehicles are often used to transport the team to the scene of a battle, and can sometimes be a fighting machine in their own right. The mecha carrier is designed with the following formula:

- **Protection-** is derived by averaging the Protection of all mecha it will carry
- **Offensive-** is derived by averaging the Offensive of all mecha it will carry
- **Wheels-** is derived by averaging the Wheels of all mecha it will carry

All carriers have 30 points of structure.

Alternatively the GM may allow the carrier to combine with the gestalt, conferring a simple +2 to the gestalt's Protection stat. This is not a common configuration, thus it is up to the GM to decide if this option is available.

Super Vehicles- Before the release of *Battle Fever J* in 1979, mecha were not part of the Sentai genre. However they did have something almost as good - the super vehicle! This was normally a vertical take off and landing aircraft that the team would fly into battle, and use to get from point A to point B.

Super vehicles use the same stats as mecha: Protection, Offensive and Wheels. Generating them is completely different however. The GM rolls 2d6 and divides the points between the 3 statistics. There are 4 positions needed on the vehicle: Piloting, Sensors, Weapons and Inflight repair. The red Sentai sits as captain and decides what action to take in a turn and thus does not need to roll for any actions in a super vehicle. The other player should decide who will man the pilot's seat, gunner's chair, sensors and

engineering console. All other players are basically passengers not affecting the vehicle.

Super vehicles, like mecha carriers, have 30 points of structure.

The use of super vehicle also changes the way the enemy acts. Monsters Du Jour, in a super vehicle situation, do not get big. Instead they may attack the players in transit with their own fighters, such as a small swarm of about 12 fighters piloted by the same Mooks that they normally use on the ground. Therefore, they will also be subject to the Phone It In special rule (see page 24 of the *Super Happy Sentai Hour* core book).

Mook Fighter-

Protection- 2 **Offensive-** 3 **Wheels-** 4

Structure

Miniatures-



While as in most roleplaying games miniatures are completely optional, they can add a lot to the experience, both in a way to better visualize combat (especially with all those Mooks running around) and a way to draw your players into the game. Much like any game, such embellishments can really heighten the experience. The same way that you can play chess on an intricately fashioned hardwood board with brushed pewter pieces instead of a cardboard board with plastic pieces, using miniatures gives the game a far more tactile level. The same thing is true with baseball players, for example. While a uniform will not make you a better player, it adds to the feel of the game in a way that sweatpants and a t-shirt don't. In fact, the first big roleplaying game, *Dungeons and Dragons*, started as a miniatures game called *Chainmail*. The notion to take the army commanders and put them into a group fighting a monsters and encounters in a dungeon is what evolved the game from one of mass armies into the dungeon crawl, and eventually into the full roleplaying experience that we know today.

And while this is an entirely optional element to any game, especially Super Happy Sentai Hour, we still feel like it may be worth exploring miniature play for interested GMs and players.

Movement and Measurement: Traditionally we have used meters to give a feel of what movement would look like in game when you are not using minatures, and even in the first book we had talked about movement in "inches." For the most part any movement or measuring on the field should simply be 1/2 the range it would be in meters. So in short, 1" of game play area (a map or table) would be considered 2 meters in real life.

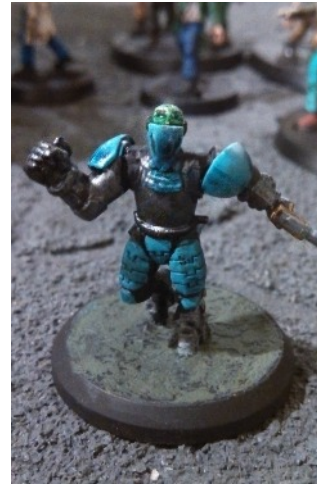
Weapon Ranges and line of sight: For the most part weapon ranges don't really matter in game, except for the whole notion of ranged vs. melee. However in miniatures gaming the notion of range can be useful. Short range is based on a ranged weapon's DF x10 in inches, so for example a shuriken with a DF of 1, has a range of 10". Once a weapon is out of range, there is a -2 penalty to attack with that weapon. So the 10" range shuriken from the above example, would incur a -2 penalty to the attack if you happen to be 11"

or more out of range. This adds a simple but more tactical layer to the rules when using miniatures. Of course to hit a target you must be able to see a target. This is where line of sight comes into play. You must be able to draw a clear line of sight from the attacking model, to the defending model. If you cannot see the model it cannot be shot at, it is as simple as that. While in many games there are rules for advanced seeking weapons, or even indirect weapons like mortars and artillery, Sentai heroes fight in a way that is forward facing, not cowering in trenches trying to range in on a target! Thus all weapons are line of sight. If you are using a 2d map, or battle mat simply draw a line from the attacker to the defender looking for any map elements that would obscure the target. If you are using terrain, you may just wish to peer down as close as you can to the “model’s perspective” to check if you can see the target. You must see at least 50% of the target miniature to gain line of sight so if you just see a hand sticking out from behind a building, tough luck.



Model Work: Of course you can’t throw a dice bag in most game stores or conventions without hitting miniatures suitable for a Tolkienesque fantasy campaign, or a gothic sci-fi game but what about Sentai? It’s not like there are tons of miniatures companies putting out tons of Sentai miniatures right? Well this is true, but there are some easy ways to improvise. Take your Sentai heroes, for example. What we used to create all the Sentai minis in these pictures was a product by Reaper miniatures called non-heroic dollies (catalogue number 15008). These figures are meant to be an armature for sculpting miniatures, giving you a basic featureless armature to sculpt into a miniature. For our uses the figure works fine after being primed in a singular (color primer can be a real godsend here). Then simply give the figure an ink wash to help pull out definition of the musculature, and paint with boots, gloves, and helmet details. Of course like any modeling project you can always put more in and get more out of it. An example would be using “green stuff” epoxy, which is a putty like substance comprised of a yellow strip and a blue strip. Knead them together until they are green, and it is perfect for adding additional details, such as scarves, or capes, or any other accoutrements. From there just add some round 25mm bases and you have a nice set of Sentai heroes ready to save the day!

Lieutenants may take a bit more “kit bashing”. Kit bashing is a modeling term for putting together parts from different kits to make a new figure. If you have been doing any hobby with miniatures for any length of time you probably have a box or two full of spare parts from different kits, an optional head from that space commander, an extra torso, or legs, and even fun weapons. The lieutenants should mostly just be unique. And having a figure to represent them on the field is a great way to visualize your foes. Also you may just look at other game companies’ miniatures, find a model you like, and paint it in a unique way that fits with what you want. This technique also works with Monsters Du Jour, however you probably don’t want to have to make one a game, so maybe make one or two memorable ones to represent the random MDJ for your game.



A similar technique can be used to even build mecha or giant gestalts. Building a giant mecha from kit bashing action figures and small vehicles together can be a great way to represent the big guns. In the traditional miniatures gaming scale of 28mm, a gestalt would be about 8 inches high. Using an 8” tall action figure can help to show the difference in scale. Again you probably only need to build one Monster Du Jour to represent all monsters; otherwise this process can become time consuming and expensive pretty quick. A great base for these is some of the myriad of Mego reproductions on the market. Mego, was a toy company from the 1970s best known for their 8” tall super hero, sci-fi and TV figures that all used the same universal body. They are relatively cheap and there is an entire cottage industry full of Mego customizers you can use as a resource. Plus a generic Mego 8” figure with a black spandex body suit will give the gestalt a look of a guy in a suit similar to classic Sentai series such as Dynaman, or Zyuranger. Our Gestalt

pictured to the left is actually built from an 8” “Destro” action figure from the G.I. Joe toy line with elements of He-Man, Microman, Transformers parts, and even jeeps from an old miniatures game – and this is what he came out looking like.

As for basing your monstrosity, we recommend gluing a few old compact disks together to build a 5” base - come on you probably have a few CDs lying around that you don’t need. We all do!

Game Master section-

So far this book has been a bunch of new options for the players, giving them new items, and new options. So why should players have all the fun? The following pages are designed to give you, the game master, more options and tools to turn Super Happy Sentai Hour into the ultimate Sentai roleplaying experience!

Switching sides

Sometimes it is fun to shake up the status quo. While playing Sentai heroes can be a ton of fun, sometimes it's cool to play the bad guys! Imagine your players role-playing the lieutenants of an evil empire, or even the Monster Du Jour. It can be quite liberating to play the bad guys and to start a reign of terror on to those pathetic humans mwa ha ha ha!

Character Creation: Full rules on lieutenant creation are in the core rulebook (Page 20). Players would assume the roles of a group of lieutenants in service to an evil empire, well all but one player that is.

In games that are based on playing the evil empire the game should start where all Sentai episodes start, with the mastermind berating his incompetent fool lieutenants who have let those damned Sentai heroes win again. The GM should come up with a scenario that previously happened, why it failed (spectacularly) and then demand to know who is to blame.

This is a point where all the lieutenants would take turns to throw each other under the bus. Each player accordingly, should then in turn take it upon themselves to blame the others and try to ingratiate himself to the mastermind. The Mastermind (played by the GM) will determine which one of these bumbling fools is to blame. That player's lieutenant will not be playing in the upcoming scenario, as he/she will be too busy paying for their incompetence on the field. Instead, this unlucky (or is he?) player will assume the role of the Monster Du Jour!

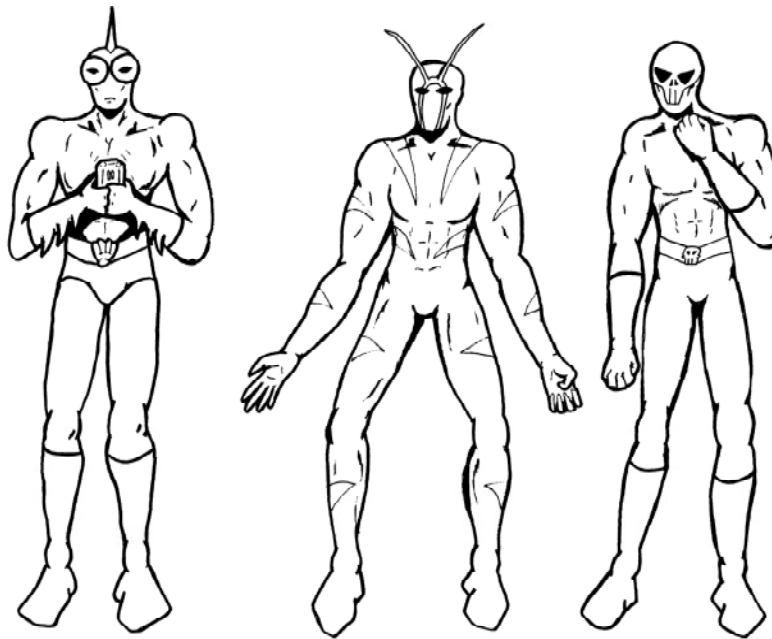
Villain based missions: Unlike normal Sentai hero missions that focus around reacting to the evil acts of the evil empire, it will be up to you to commit those acts. This will normally require less action and more plotting. Take any of the missions in the core book as an example. Instead of having the heroes find out about all the B-list celebrities being abducted in the star stalk scenario (page 40), you would take that same scenario planning how you intend to abduct the moderately famous NPCs, including elaborate traps and covert missions into celebrity compounds. Or in the Urban Renewal adventure (page 41) the players would spend quite some time planting and detonating explosive charges to create earthquakes. And while being evil can be liberating, they are never so far removed from the mastermind that they should feel invincible. After all an evil emperor does not get to be that way by being overly forgiving. Should players as villains get out of hand it is never a bad idea to throw the fear of god into them, from booming angry messages from their mastermind (who is most likely watching everything they do) to blasting them for their insolence (for say damage factor +2)! It is also important to keep in mind that your mastermind is most likely a crazed megalomaniac, and can be slighted by even seemingly small transgressions such as:

- Not bowing in his presence.
- Negative comments about the way he dresses (even in private he is watching

- you!)
- Questioning his brilliant plan (even if you CAN see a hole in his logic big enough to fly a gestalt through!)
- Improper toadying techniques.

And so on and so forth. To this end we offer another enhancement to playing the villains: treason points. Every time your villains step out of line they earn one treason point. Every time they earn a treason point roll 2d6, **immediately**. If you roll under their current treason point level the mastermind intervenes! Roll on the chart below and apply the outcome. Once you have made the roll the player's treason total goes back to 0.

2d6	effect
2	He is surprisingly lenient and lets your lieutenant off with a warning.
3	Your lieutenant is screamed at in front of the others, getting a humiliating scream fest he may not soon forget!
4	Your lieutenant's pants are ON FIRE, - 2 damage and an Agility roll at difficulty 14 to put it out. Each turn it burns 1 more damage.
5	One of the other lieutenants is allowed to discipline the miscreant lieutenant. The GM picks a lieutenant and lets him go at it (refusal is immediate grounds to re-roll on this chart for the lieutenant who refused to carry out the mastermind's wishes).
6	Your Lieutenant is stricken mute for 10 minutes and must play this "in character"!
7	Your lieutenant takes a blast at +2 damage factor (maybe now he will learn how to behave)!
8	Your lieutenant takes a blast at +3 damage factor (next time he won't feel so lucky)!
9	Your Lieutenant is sent to "rehabilitation" for an attitude adjustment. The offending player takes over the MDJ, and the player "stiffed" at the beginning playing the MDJ gets his lieutenant back.
10	Your lieutenant is removed from this session and replaced by the Lieutenant currently being tortured. The player playing the MDJ gets his character back, the offending player plays the MDJ, and his character is now being tortured, isn't this fun?
11	Your lieutenant is hit by a high voltage beam at -3 Agility, and talks with a stutter for the rest of the game.
12	Oh you really caught him in a bad mood! Asteroid strike kills your lieutenant and causes +1 damage factor hit to all other lieutenants.



New Options for Mooks:

Let's be honest, Mooks are one of the least loved groups in the game. They are designed to be the common fodder, a delaying tactic at best for our Sentai heroes. Saying this, it does not mean we shouldn't put a bit more effort into what the mass of somewhat useless soldiers, mutants and commandos can do for you as the GM.

Mook Commanders- In many Sentai adventures, there are a few Mooks that stand out. The ones with a slightly different look, such as the lizards with the jackets and berets in Dynaman, or the "super putties" from Power Rangers, which are a bit more of a threat than a common Mook. To represent this, we had added a new template to the game; that

Mook Commander- (The main Mooks!)

Strength: 3 **Endurance:** 3 **Ninten:** 2 **Tenacity:**3 **Agility:**4 **Intellect:** 3

Special Skills- ATTACK! +1 to any type of attack roll

Equipment They may take one melee or ranged weapon, but every Mook must use the same weapon, i.e. if you choose sword for your Mook weapon, All Mooks (commander and standard) have swords.

Defensive rating: 12

Health:5

Special Rules- *On Hold* - only 1 Mook commander can act per turn. Similar to the *phone it in* rule, the other commanders hold back with their troops to see how the battle is going and if they need to join before actually jumping into the fray. They may be better than normal Mooks but they are no less cowardly!

Custom Mooks- The standard Mooks stats are pretty universal, mostly because Mooks are that unimportant. They aren't characters per se that the viewers care about. They show up and make the villain look intimidating, but they are at best insulation between

the heroes and the major foes. Having said that, we all know that variety is the spice of life. If your players are used to (and possibly bored by) the normal Mooks, this section will help you shake things up. What follows is a collection of templates that you would add to the current Mook template to spice it up. You may only add one template to your group of Mooks. However if you change up your Mooks for any reason, you are allowed to change the template. This could be due to changing the evil empire that is attacking the Earth, or an attempt by the evil empire to change tactics by deploying a new type of Mook. Again, for your own sanity you should not have multiple types of Mooks (i.e. some with one template, others with a different template) as it can slow combat way down. Note: the templates show what you add to normal mooks, thus the stats are shown as modifiers to the template on page 23 of the main rulebook.

Ninja Mooks (fast and slippery buggers)

Strength: **Endurance:** **Ninten:** **Tenacity:** **Agility:+2** **Intellect:**

Equipment Ninja-To, DF+2

Defensive Rating: +4

Special Abilities: *SURPRISE!* In the first turn of combat, the ninja Mooks start with initiative, getting one free attack, but are still limited by the *phone it in* special ability.

Paramilitary Mooks (tougher and more shooty)

Strength: **Endurance:+1** **Ninten:** **Tenacity:** **Agility:** **Intellect:**

Equipment : Submachine gun, DF+2

Defensive Rating: +1

Special Abilities: *UNITE!* Once you roll how many Mooks you get to act with via *phone it in*, you may choose to act with only one Mook, and add that left over number to the DF of the attack. In short, you are gambling that one Mook will hit and can do a lot more damage to one target.

Mechanical Mooks (for GMs who are in a metal mood.)

Strength: +1 **Endurance:+1** **Ninten:** **Tenacity:** **Agility:** **Intellect:**

Equipment: Axe, DF+2

Defensive Rating: +2

Special Abilities: *HIVE MIND!* Roll 2d6, instead of the normal 1d6 for the *phone it in* rule.

Chameleon Mooks (fast and slippery buggers)

Strength: **Endurance:** **Ninten:** **Tenacity:+1** **Agility:** **Intellect:+2**

Equipment: Mace, DF+2

Defensive Rating: +3

Special Abilities: *DECEIVE!* Can look like normal people, and thus can hide in a crowd before striking. At the end of a turn roll 1d6, and that many extra Mooks can be added to your pool. This power may only be used 5 times per battle.

Feral Mooks (They jus' crazy)

Strength:+1 **Endurance:** **Ninten:** **Tenacity:+2** **Agility:** **Intellect:**

Equipment Claws, DF+2

Defensive Rating: +3

Special Abilities: *TOUGH ENUFF!* Attacks made by Sentai heroes only do 1/2 total Mook kills (round up).

New Monster Du Jour Templates:

Okay, you had to see this one coming - if nothing else because we advertised this in the back of the last book. This new collection of templates includes six new themes giving you, the GM, a lot more monsters to pull from. Also, this time there is a bit more information to be had, as we have tried to make these new monsters unique and interesting. It is only fair to make this table truly random and in line with the first book. To this end, when you start MDJ generation roll 1d6; if you roll 1-3 pull your MDJ from template charts in the original rulebook and on a 4-6 use the template charts in this book.

Additional Templates: Roll 1d6 for which themed chart you are using.

1-Technology (roll 1d6 for Template)

Roll	Template
1	Boom box: A loud monster who can drop the bass on those pitiful Sentai. Gains a +1 Strength, the special skill: BOOGIE! +3 to move with the music, and special attack: <i>Sonic boom</i> DF +2 to 1d6 targets
2	Video Game Console: This creature looks like a cross between a high tech ninja and a Sega Genesis and gains +1 Ninten, the special skill: NINJA! + 3 to all ninja skills and a zapper DF +3
3	Cellphone: A keypad wearing antennae owning monster that will not shut up. This beast gains +1 Tenacity, the special skill: FASTTALK! +3 to talk or convince. Special attack: <i>Blackout</i> , make a contested Ninten roll if you win, the target cannot talk for 1d6 turns
4	Computer: A metal humanoid covered in cables and casings, this creature gains +1 Intelligence and the special skill: HACK! +3 to control any computer. Special attack: <i>Trojan</i> , make a Tenacity roll against a difficulty of 12 to take over 1 device per turn. This power cannot take over a gestalt but CAN take over one mecha of the gestalt, which can in its own right be devastating!
5	Charger: Covered in cables and capacitors, this creature is full of juice and ready to light it up. It gains a +1 to Agility, and the special skill: CHARGE! +3 for any tech based repairs. Special attack: <i>Supervolt</i> , DF +2 ranged attack, which arcs to nearest opponent and does another DF +2 damage with no to hit roll needed
6	Motorhead: This monster is built like an American muscle car and gains a +1 Endurance. Special skill SPRINT! +3 to movement based maneuvers. Special attack: <i>Charge</i> , DF +3, target must spend next turn picking self up

2- World Warriors (Roll 1d6 for Template)

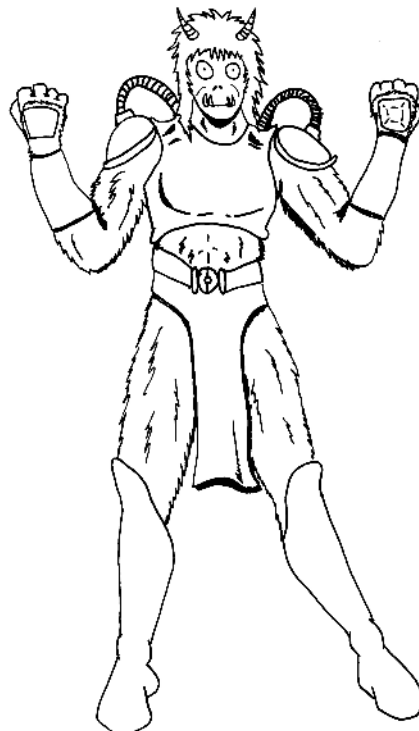
Roll	Template
1	Russian Cossack Cold Warrior of the slavic norther wastes, wearing a furry hat. Gains +1 Endurance, AR+2. Special skill: SURVIVE! +3 to any task involved with surviving. Wields Winter's Axe DF+3 freezes opponent who must make Strength roll difficulty 12 to to break free.
2	Samurai Ancient honorable soldier wearing the traditional armor and face mask of the samurai, Gains +1 Ninten, +2AR. Special skill: HONOR! +3 to any actions demanded by honor. Weapon Katana +3, can make a Ninten roll difficulty 12 to destroy his opponent's melee weapon.
3	Roman Centurian Bronze armored warrior with a spear and noble baring Gains +1 Strength, AR +2. Special skill COMMAND! +3 to lead troops into battle, can add 3 additional Mooks into action in a turn, and carries a spear that does DF +3.
4	Viking This Nordic wild man gains +1 Tenacity, +2 AR. Special skill: TRACK +3 to track or spot hidden things or people. Special attack: <i>Berserker rage</i> , DF +2 and can make 1d6 attacks.
5	Persian immortal , Robed desert warriors of the god king. Gains +1 Intelligence, AR +3. Special skill RIDE! +3 to ride any mounts. Special attack: <i>Hail of arrows</i> , DF +1 roll 1d6 for total attacks on one target.
6	Apache Warrior INEKCHUK! The Apache is a cunning warrior without parallel +1 Agility, Special skill: TRACK! +3 to track or spot hidden things or people. Special attack: <i>Tomahawk</i> , DF +2 makes 2 attacks.

3- Holiday Creatures (roll 1d6 for Template)

Roll	Template
1	Pumpkin Jack A flaming pumpkin head in a suit. Gains +1 Tenacity, Special skill: FEAR! +3 to intimidate or scare, Special attack: fireball attacks the area rather than the person so the attack is against an automatic defense of 6, DF +2 .
2	Tooth Fairy Sleep with one eye open, and keep you dentures in check! +1 Strength, +1AR, Special skill: ROOT CANAL! +3 to any tasks that involve dental work, Special attack: <i>Whirlwind</i> , DF+2 and all opponents lose one action next turn picking themselves up.
3	Leprechaun A wee beastie who covets his pot o' gold! +1 Intelligence, +2 Defenses (due to small size) Special skills: TRAP! +3 to set traps that can lie in wait for our heroes. Special skill: <i>Drunk attack</i> , use once per game, roll 1d6 and all opponents are at a -3 to act for that many turns due to becoming inebriated, and a club known as a shaleleigh with a DF +1.
4	Cupid An evil cherub ready to bring the love! +1 Ninten, Special skill: KAWAII! +3 to actions to appear cute and harmless, or to charm. Special attack: <i>Love's arrow</i> , target 2 characters, PC or NPC; the first first target takes DF +1 damage, the second takes DF +2 and must make a contested Tenacity roll against the Cupid. If he fails he falls head over heels in love with the first target, and will act to protect them, and generally be pretty insufferable about it (lasts until combat ends).
5	Jack Frost A frozen hearted beast ready to give you the cold shoulder! +1 Endurance, AR +2, Special skill: SKATE! +3 to move by sliding on ice. Special Attack: <i>Freeze staff</i> , DF +2, if hit opponent is frozen in ice Strength roll difficulty 12 to break free on player's next available turn.
6	Easter Bunny An egg loving bunny who hippity hops +1 Agility Special skill: LEAP! +3 to jump leap checks Special attack: <i>Bite</i> DF+3.

4- The Toybox (roll 1d6 for template)

Roll	Template
1	Toy Soldier Be it the classic tin soldier or of the “Yo Joe” variety, or a replica of Napoleon’s Armee du Nord. +1, Tenacity, Special Skill: COMMAND! +3 to lead troops into battle, can add 3 additional Mooks into action in a turn, and carries a gun that does DF +2.
2	Stuffed Bear Big Fluffy and loves to hug! +1 Strength, Special Skill: GROPE! +3 to grab someone forcing them to make a contested strength roll to escape and does DF+2 damage.
3	Spinning Top A dizzy and fast spinning creature, +1 Agility, Special Skill: SPIN! +3 to attack with a DF+2. But roll 1d6 when attacking, on a 1 attack a Mook, and on a 6 attack a lieutenant.
4	Building Blocks A gestalt entity made of hundreds of little blocks, and able to assume many forms. +1 Intelligence, Special Skill: DISGUISE! +3 to hide in plain sight, and a spray of little blocks to be used as caltrops affecting 1d6 attacks at DF+0.
5	Rocking Horse A wooden equine on rockers; never look it in the mouth! +1 Endurance, Special Skill: TROJAN! +3 to trick or deceive others, also +3 to disguise, also carries a sword with a DF+2 .
6	Living Doll A fashionable hottie who is fantastic and made of plastic. +1 Ninten, Special Skill: GIRL! +3 to any actions that are feminine, exactly like the Pink Sentai, and a gymnastics ribbon that can grapple (contested strength roll to escape, and does DF+2.



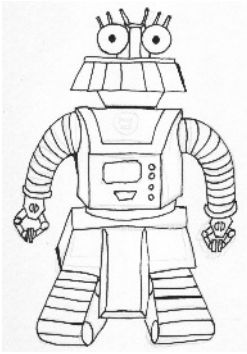
5- Down Under (roll 1d6 for template)

Roll	Template
1	Kangaroo Hoppin' fighting creature from the land down under. +1 Agility, Special Skill: HOP! +3 to move via jumping, and a powerful Kick doing a DF+3 .
2	Koala Cute but lazy tree climbing creature. +1 Ninten. Special Skill: KAWAII! +3 to actions to appear cute and harmless, or to charm. Also Claws do DF+2 and has +1 AR (due to a thick coat).
3	Echidna Spiny critter who prefers going solo on missions. +1 Endurance, Special Skill: ROLL! +3 to move by curling up into a ball and Claws that do DF+2 damage. Also The Echidna does DF+0 damage to any attacker that successfully hits the echidna with a melee attack.
4	Emu A large, flightless bird creature that is cleverly evil, but still can't walk backwards! +1 Intelligence, Special Skill: RUN! +3 for land movement to make up for his flightlessness, also can make 1 extra attack until he "gets large". Also has a kick that does DF+2.
5	Shark A big critter with all teech and no remorse! +1 Strength, Special Skill: BITE! +3 to use his teeth! Doing DF+3 damage.
6	Platypus Odd looking and sneaky creature with a penchant for wearing a fedora. +1 Tenacity, Special Skill: SPY! +3 to sneak and use gadgets. Also has a dart gun with a DF+2 damage.

6- Fantasy Creatures (roll 1d6 for template)

Roll	Template
1	Unicorn An equine creature with a singular long horn. +1 Ninten, Special Skill: HEAL! Roll 1d6 and he can heal that many points of damage or up to 1d6 worth of Mooks.
2	Minotaur A Bull headed creature with a large frame and a +1 Endurance, Special Skill: SEARCH! +3 to search for hidden foes, and a club doing +3 DF and an AR of +2.
3	Troll A wild haired creature with a jewel lodged in its torso. +1 Intelligence, Special Skill: SCARE! +3 to intimidate or force foes to cower, and a ranged laser pulse from the torso jewel doing a +2 DF.
4	Dragon A winged reptilian creature with a lust for gold and flaming breath. +1 Tenacity, Special Skill: ROAST! +3 to use his flaming breath which does a DF +1 damage to 1d6 targets. Also has the ability to fly.
5	Ogre A large mean muscle bound creature filled with hate. +1 Strength, Special Skill: MUSCLE! +3 to do any feat of strength. Also his fists can attack doing a DF+2 damage.
6	Pegasus A hornless, winged equine creature, in short a flying horse! +1 Agility, Special Skill: FLY! +3 to move in aerial actions, and a hooves doing a DF+2.

THE MASCOT



While we have spent large sections talking about options for villains, there is another PC that can set the players on edge, and cause them to cringe. I speak of course of the cartoony Mascots that often support the mentors of the Sentai heroes. While not every mentor has a Mascot, characters like the Denji Dog from Denjiman, Peebo from Bioman, and even Alpha from Mighty Morphin' Power Rangers inject both comic relief and the occasional groans from their adopted family – and from your players should you choose to use them.

The GM has a few options for how to handle the Mascot. Of course, he can play the Mascot himself, or assign the Mascot to be played by a specific player who plays the Mascot as a sub character, or give it to a random player each game (as reward or punishment as you seem fit). Much like building a mentor or evil mastermind, creation starts starts with rolling randomly on these charts to complete this phrase:

Roll 1d6	Our Mascot is a lovable	who is	and
1	Robot	clumsy	a bit excitable
2	Alien creature	adorable	has a speech impediment
3	Animated Plant	overly friendly	loves the Earth and it's people
4	Child	loyal	is socially inept
5	Alien Pet	timid	loves to sing
6	Magical Being	logical	speaks in rhyme.

EXAMPLE: The GM wants to make a Mascot for his players. Rolling 3 dice, he rolls a 6, a 3, and a 2. Thus our Mascot is a lovable magical being, who is overly friendly and has a speech impediment. Thus the GM now unleashes on his unsuspecting players - Wotab, a weewy cute, mystical creature who is super friendly who pronounces all his "R"s as "W"s. Next we have to create his statistics. Just like a normal character, a Mascot does indeed have the same six statistics: Strength, Agility, Ninten, Tenacity, Agility, and Intelligence. Unlike traditional characters, each Mascot rolls $3d6+3$, and divides these stats between the 6 statistics with a minimum of 1 in each stat and a maximum of 6 in one stat.

EXAMPLE- The GM rolls $3d6$. Getting a total of 8, adding 3 he gets 11 points to divide between his 6 stats. So Wotab gets a Strength of 1, Endurance of 1, Ninten of 3, Tenacity of 2, Agility of 1, and Intelligence of 3.

A Whole New World

Like many RPGs, players are often given the option to build their own world and put their own creative spin on the world; often coming up with some darn amazing ideas. But sometimes players just want a pre built area to play in. So, in honor of those folks who prefer to have a world built for them, we offer just that: The Meiwaku district of NuTokyo, an alternate history Tokyo heavily influenced by the 1980s, and super science.

Meiwaku District NuTokyo:

The Meiwaku district is a shining example of modern Japan. It is a very cosmopolitan area on the outskirts of the city of NuTokyo proper, and as such has access to farmland, quarries as well as many heavy industry concerns. And thanks to its history, it also boasts some of the most important technology and scientific assets in the world. Of course these benefits have not come without a price.

HISTORY OF THE MEIWAKU DISTRICT-

After the end of the Second World War, Japan was the target of the world's first nuclear attack. The bombs that struck Hiroshima and Nagasaki were a turning point for Japan in many ways. And while many of the ways that this changed the island nation were obvious, one was not to be seen until almost twenty years later...

What we did not know is that the atomic attacks had opened an interdimensional rift, and on March 5th 1964, the first Kaiju attacked the southern border of Tokyo. American and Japanese forces battled the creature for several days with multiple millions in damages done to both US military hardware and Japanese property in the middle of the rebuilding of this island nation. This was the first of about 12 major attacks, that were dubbed the "Kaiju wars" by the media. While this series of attacks did do a lot of damage, it also was a source of untold scientific information. Alien technologies and biological finds brought the greatest minds in the free world to this southern border of Tokyo. Dubbed the Meiwaku district (which translates into the "put upon" district). The Japanese government claimed ownership of the corpses of these monsters, and was able to leverage the rights to research these anomalies into a way to not only rebuild most of Tokyo (which becomes known by the world media as "New Tokyo" later shortened to NuTokyo) but also use the newfound technology and resources that come with this technological and scientific renaissance to build S.T.A.R.T.: the Scientific Technological Association Research Thinktank. S.T.A.R.T. became an advanced university that would become the most advanced seat of learning on the planet. It would go on to specialize in the implementation and application of advanced computation, robotics, and more. After the last Kaiju attack in October of 1971, Japan faced a new threat. This one was unfortunately from inside.

The Iron Hand Army- Just because one seeks knowledge does not always mean they should acquire it. Such is the case with Tomobiki Ataru, a brilliant student who excelled at the START university, quickly rising to the head of his class. His professors would describe him as a courteous and quiet, yet driven young man. But what was not known was his criminal history. As the younger son of the Tomobiki family of the Yakuza, young Ataru would grow up subservient to his brother Shin, who would be the head of

the Yakuza clan with Ataru serving as his advisor. He was often noted by his father as having a head for numbers and absolutely no killer instinct. That all changed about 7 months into Ataru's freshman year at the START Academy. Ataru was especially keen to learn about the dimensional rift that the Kaiju had used to wander into our world, and had befriended Professor Yamashiro, who had pioneered probing the underwater anomaly, sending a few probes through and gaining the first real glimpses at another dimension. Young Ataru was the youngest person allowed to help with Professor Yamashiro's research. Logging many hours in the dimensional sensor suite, Ataru began to act strangely, even lashing out against fellow students. He left the academy of his own accord almost a month before the end of term his sophomore year. It was a few weeks later that the body of Shin Tomobiki and his father were found, dead in what seemed like a rival gang fight over minor turf. Only a day later Tomobiki's greatest rival, Hikaru Sobuyasa, was found slain as well. The police began to anticipate a major gang war in the streets of NuTokyo, but then silence. It would be about six months until Tomobiki would come back.

It would be on the campus of the START academy that the Iron Hand Army would make their debut a most calculated, surgical and outright cruel attack, dubbed the academy massacre. But this was not some gangland hit, but a military strike, with armed soldiers sporting new tech and weapons with Tomobiki at the helm (now calling himself the Iron Dragon, master of the army of the Iron Hand). The attack killed 30 students, and about 12 soldiers and security officers, not to mention wounding countless more. The Iron Hand took several important pieces of tech before disappearing. It was a dark day for the Academy and for Professor Yamashiro. But Professor Yamashiro was not going to take this lying down.

Super Battleteam Cyranger-

Professor Yamashiro gathered the greatest minds at the academy together to find a way to both help those injured in the massacre and put together an initiative to stop whatever nefarious scheme Tomobiki had been plotting. He took five wounded staff of the START facility and imbued them with cybernetic enhancements, and using the protective encounter suit technology he was building to explore the dimensional rift, built five battle suits that these folk could use to fight off the nefarious Army of the Iron Hand.

The first staff member to be accepted into Yamashiro's program was Hideo Matsumori, a young and charismatic flight instructor who also helped serve the campus security team. He was shot by a pulse blast while saving students of a visiting elementary school from the attack. It was said Hideo would never walk again, much less fly. Yamashiro's process saw to that. With increased strength and agility that the cybernetic implants imbued, Hideo became known as Alpha Red, the leader of this new task force against the Iron Hand.

Alpha Red (Hideo Matsumori)

STR-4 END-3 NIN-5 TEN-6 AGI-4 INT-4

Special Skill: LEADER! DR-15, Health-9, EQUIPMENT Sword DF+3, Laser Pistol DF+2

The Second member of Yamashiro's team would be Tenshi Mokado, a brilliant computer scientist and well known know to all. Mokado had early on befriended Ataru Tomobiki, and even helped him through the early days of transitioning to academy life. He was put into a coma by agents of the Iron Hand, and beaten near to death. His cybernetic implants brought him back from the brink and he was dubbed Beta Blue, a determined soul ready to stop Tomobiki's machinations.

Beta Blue (Tenshi Mokado)

STR-3 END-4 NIN-5 TEN-4 AGI-4 INT-6

Special Skill: SCIENCE! DR-14, Health-9, EQUIPMENT Axe DF+2, Laser Pistol DF+2

The Third member of the team was Koji Tsuba, a hard working engineering student with an appetite for life only matched by his appetite for curry rice. Tsuba was the last man out of a lab holding the door to make sure the rest of his colleagues escaped before the lab went up due to a chemical fire. He was the most injured of the group but Yamashiro worked tirelessly to make sure this brave soul pulled through and gave him the code name Gamma Yellow.

Gamma Yellow (Koji Tsuba)

STR-6 END-5 NIN-2 TEN-4 AGI-3 INT-3

Special Skill: WORKER! DR-12, Health-9, EQUIPMENT Mace DF+2, Laser Rifle DF+3

The fourth member of the team was the man thought of as most likely to have done what Tomobiki had done. Constantly railing against professors and quick to argue with superiors; Jun Moto may have seemed to be a classic bully, but he did save 12 kids from a fire started by the Iron Hand, proving that you didn't have to be liked to be on the right side. He caught a bullet in the chest from an Iron Hand thug for his troubles. Yamashiro dubbed him Delta Green.

Delta Green (Jun Moto)

STR-4 END-5 NIN-3 TEN-5 AGI-4 INT-4

Special Skill: JERK! DR-14, Health-10, EQUIPMENT Staff DF+1, Laser Pistol DF+2

Rounding out the team was Kasumi Aki, a student of veterinary medicine, and a caring young lady. Ms. Aki was not afraid to stand up to Tomobiki as his men took to the campus. She pushed her younger sister Shinobu out of the way of an oncoming hail of bullets taking 3 shots herself; one to the heart. It was thought Kasumi had died that day, If not for the the tireless efforts of Yamashiro's team, she would have been. Kasumi is a kind and generous young lady not used to fighting, but she is learning. She has more than enough spirit to make up for any lack of experience, and she has been given the code name Epsilon Pink.

Epsilon Pink (Kasumi Aki)

STR-2 END-4 NIN-4 TEN-6 AGI-5 INT-3

Special Skill: GIRL! DR-14, Health-8, EQUIPMENT Rapier DF+2, Bow DF+2

Assembled to rise like a phoenix after the tragedy and bring the army of the Iron Hand to

justice, this new team was called Super Battleteam Cyranger. Using a secret base and government funding -as the Japanese government was not too keen to have it's prized fixture taken so easily by some common street thug! - Cyranger carried out numerous sorties against the so-called Iron Dragon and his army of the Iron Hand.

Of course the Iron Dragon had his own rogues gallery of underlings to put these foolish "Cyrangers" in their place, as well as some impressive tech and weapons. Tomobiki employed a few choice lieutenants in his army:

Hailing from Okinawa, and a former sumo wrestler (he was expelled from the sport for his dishonorable conduct) Honda Togashi, also known as Nama-no-niku (Raw Meat), made his way into the Tomobiki family as a professional leg breaker. The Yakuza equivalent to Luca Brazi, Nama-no-niku was the man who came to visit you if you went against the family, or your earnings were "a bit light." After Ataru augmented him with cybernetic and biotechnical enhancements, Nama-no-niku has become an unstoppable monster.

NAMA-NO-NIKU (Honda, Togashi)

STR-9 END-5 NIN-1 TEN-4 AGI-2 INT-2

Special Skill: EVIL! DR-11, Health-9 EQUIPMENT- Maul DF+4, Fists DF+2,

Special Ability- Super Strength

Tomobiki, thought long and hard what to do with Sakura Tomobiki, the wife of his former older brother, and a woman who loved to use her sexuality to control men. She had on many occasions used her charms to embarrass and shame Ataru in front of the family, always protected by the fact that she was the wife of his older brother. But this was before dear older brother was disposed of. So what to do with the woman who had always tormented and teased him? He still needed Sakura's skills and charms; however if he could augment her into a living weapon, he also could modify her to assure her loyalty to him. He outfitted Sakura with claws and a whip, to better serve her domineering attitude, but he also built a remote into her nervous system. At the nearest hint of insurrection from her, she was wracked with untold pain. He has also hooked her "loyalty device into a biomonitor in his arm. If he should die, she would go with him in the most painful way possible. Out of enlightened self interest, she would fight ferociously for Ataru's cause but was desperate to get out of her predicament as well. Trapped between her desire for freedom and her continued existence, Sakura became his Yamaneko (wild cat)!

YAMANEKO (Sakura Tomobiki)

STR-3 END-4 NIN-3 TEN-6 AGI-6 INT-3

Special Skill- EVIL! DR-17, Health- 10, EQUIPMENT- Whip DF+2 Claws DF+2

Special Ability- Claws

Among his inner circle, Fushugi Hikaru was unique for being the most sadistic and cruel man in the organization. As a child his parents always knew he was "troubled," but noone knew how far it went. First torturing small animals, then working his way up to people, Hikaru was obsessed with causing misery and pain. The Yakuza had been a so so fit for him, as they also valued honor and restraint. But once Tomobiki turned his brothers

criminal empire into a full fledged army of evil, Hilaru felt right at home. The Iron Hand did not require him to be bothered with the pomp and circumstance of the crime family. Armed with his trusty “death scythe,” he was as rash as he was sadistic. Other lieutenants detest working with him. In fact he is called Bakayaro (foolish) behind his back, but NEVER to his face.

BAKAYARO (Fushugi Hikaru)

STR-4 END-5 NIN-2 TEN-4 AGI-3 INT-1

Special Skill- EVIL! DR-12, Health- 8, EQUIPMENT- Death Scythe DF+4

Special Ability- Death Scythe,

While Hamato Mugi was technically a Lieutenant, he was far more often one who worked behind the scenes. He was the family’s major domo before Ataru took over, and since continued to give Ataru advice. He also worked with Ataru on the technology that turned their crime family into an evil empire. It was Hamato who normally operated their cyberconverter, which turns one of their low level thugs into a nightmarish warrior to unleash in their latest evil schemes (in rules terms, the cyberconverter is what builds the Monsters Du Jour for the Iron Hand.) Hamato was a pragmatic and deliberate man, but he was also an opportunist. Should Ataru fall, he would most likely offer his services to the next leader. After all, it’s nothing personal, just business. When confronted Hamato Mugi’s suit had an embedded flamethrower to keep his opponents at bay.

MONKIRENCHI (Mugi Hamato)

STR-2 END-4 NIN-3 TEN-3 AGI-3 INT-5

Special Skill- EVIL! DR-11, Health- 8, EQUIPMENT- Flame Thrower, DF+1/0

Special Ability- Flamethrower.

With the Iron hand now confronted with Professor Yamashiro’s Cyrangers, Tomobiki began to use a device designed to turn his low level thugs and juvenile delinquents into terrible monsters that he could use to escalate the fight to tear down S.T.A.R.T. and gain access to the rift, for reasons known only to him. This device, the cyberconverter, built multiple cybernetic monstrosities that would plague NuTokyo for years to come. Cyranger’s primary task was to stop these monsters and eventually the Iron Hand Army.

But what was Tomobiki’s ultimate plan? It would reveal itself four years later when The Iron Hand was finally defeated. Ataru Tomobiki was a brilliant but troubled youth that during his research had monitored the rift. Something from beyond the rift transferred part of it’s essence into Tomobiki, turning his pain into a means to control him. On May 5th 1976, Tomobiki was able to open the rift that once brought through massive Kaiju. This time however, nothing appeared to come out - at first. But almost immediately Tomobiki was no longer being controlled. Desperate to put right what he had done wrong he tried to work with the Cyrangers in their his last moments on this Earth, and they had closed the rift on the ocean floor, but not before Alpha Red was struck down by a psychotic attack by Bakayaro, being backed up by an augmented lobster warrior created by the cyberconverter (known as King Kraken). Both were put down by the remaining Cyrangers. Tomobiki was prepared to give up at this moment and take judgment for his actions, even freeing Sakura from her imprisonment, but that is when the second rift opened. An alien war ship appeared over the skies in NuTokyo, and a mysterious alien

warrior from the Zenka Empire appeared, with his own legion of soldiers. He explained that Tomobiki was a means to home in on this planet, which they now intended to conquer. They promptly killed Tomobiki before giving Earth one chance to bend the knee and become the next slave world in the great Zenka Empire.

The Zenka Empire, and the 2nd Kaiju War-

The Zenka Empire brought a warship through a second rift near the orbit of the moon from their own nightmarish dimension. Little is known about the Zenka Empire save from the odd propaganda from the enemy, and what information we have culled from wreckage after what would soon be called the Second Kaiju War. The alien army was led by the evil Emperor Jigoku, who used the rift to bring his foot soldiers and even a monster who started out as human sized but would become the size of the Kaiju that had been seen before. With the Cyangers still reeling from Alpha Red's death, and the rest of the world under threat, Yamashiro reached out to Tenshi Mokado, formerly Beta Blue, to help him mount a counter assault on the Zenka Empire with the fate of the Earth hanging in the balance.

Tenshi's plan was radical; building a multi-national team based on the same structure as Cyanger, but with one major difference. They would have a machine that would turn the tide in any encounter that involved the monstrous Kaiju.

The Birth of Metaman

Tenshi Mokado was uniquely suited to the task of defending the earth from this new threat. As a veteran of the first Sentai to come out of S.T.A.R.T., he was one of the few people to have first hand experience in this kind of battle, at least as much as anyone could. Chosen from the cream of the world's special forces, the new team would be an international battle team, each representing their country of origin, using the same battle suit technology and upgrades as the Cyangers.

The first chosen was Ken Hida, a top flight officer of the Japanese national defense force. A distinguished ace fighter pilot, he was chosen to lead this fight in the guise of Warrior Japan. He is a stern but honorable hero, willing to sacrifice his life to save his comrades. And it was these qualities that placed him in the position of team leader.

Warrior Japan (Ken Hida)-

STR-4 END-3 NIN-4 TEN-6 AGI-5 INT-3

Color- Red, Special Skill: LEADER! DR-16, Health-9, EQUIPMENT- Sword DF+3, Laser Pistol DF+2

As part of joining the team, Ken was given the first mecha to pilot, Guardian Crane, a majestic mecha air craft, resembling the beautiful symbol of grace and power. Guardian Crane would work as the nerve center of their giant battle machine forming the head of the massive gestalt mecha the team would form.

Guardian Crane

Protection-4, Offensive-5, Wheels-8, Movement Type(s)- Flight Structure-18

Rajnesh Pravi was the next agent chosen to join the battle team. A top flight officer in the New Delhi Municipal police department. He is also an accomplished yogi, and master of ancient techniques. His skill in hand to hand combat and non lethal takedowns has made him a natural for the team. Personally Raj is a quiet man of few words, who is more contemplative than reactive. He joined the team as Warrior India.

Warrior India (Rajnesh Pravi)-

STR-3 END-5 NIN-2 TEN-5 AGI-5 INT-3

Color- Black, Special Skill: NINJA! DR-15, Health-10, EQUIPMENT- Staff DF+1, Shuriken DF+1

As counterpoint to Raj's persona, his mecha Battle Tiger, shows the fire beneath his mask of calm. A mechanized Bengal tiger armed to the teeth and ready to join the battle. Battle Tiger also forms the right arm of their giant battle machine.

Battle Tiger

Protection-4, Offensive-4, Wheels-8, Movement Type(s)- Walker Structure-20

The third member is Clint Fletcher, an American army ranger, and twice decorated hero in the Vietnam conflict. Cocky and self assured, Clint is a bit loud, very proud and ready to put these aliens in the hurt locker. Dubbed Warrior America, he can be a handful, but he has a good heart.

Warrior America (Clint Fletcher)

STR-5 END-5 NIN-4 TEN-5 AGI-4 INT-2

Color- Purple, Special Skill: MARY SUE! DR-14, Health-9, EQUIPMENT- Sword DF+3, Laser Pistol DF+2

Not to be out done by the team leader, Clint's mecha Soldier Eagle is a sophisticated fighter plane mecha, designed to emulate the american eagle. It would also form the torso of their massive fighting machine.

Soldier Eagle

Protection-5, Offensive-5, Wheels-6, Movement Type(s)- Flight Structure-18

The next entry is a bit of a mystery: Nasir Farook, an Egyptian mercenary and freedom fighter has come to Tenshi Mokado and S.T.A.R.T. to offer his services to help defend the Earth from the oncoming alien menace. His past is shrouded and he is a man of little words, but he is there when it counts. Dubbed Warrior Egypt, Nasir serves the team faithfully.

Warrior Egypt (Nasir Farook)

STR-3 END-5 NIN-4 TEN-6 AGI-4 INT-2

Color- White, Special Skill: NONE! DR-15, Health-10, EQUIPMENT- Axe DF+2,

Laser Pistol DF+2

Nasir's mecha is probably the most flexible, and in some ways important as it forms the legs of their massive fighting machine, dubbed Defender Sobek. His massive crocodile themed mecha is an effective vehicle for sea and land maneuvers.

Defender Sobek

Protection-4, Offensive-5, Wheels-6, Movement Type(s)- Submersible, Walker
Structure-20

Rounding out the team is lady Francesca Smythe, proper English lady, and agent with MI-6. As attractive as she is dangerous, Ms. Smythe was educated at Eaton, and has worked in covert operations all over the world bringing doers of wrong to justice. But make no mistake she is always a proper lady, and insists on following the letter of the law to the letter.

Warrior England (Lady Francesca Smythe)

STR-2 END-4 NIN-3 TEN-6 AGI-5 INT-4

Color- Gold, Special Skill: LAW! DR-16, Health- 10, EQUIPMENT- Lance DF+3,
Laser Pistol DF+2

Her mecha, as with the others, was designed to resemble an animal of her national heritage. In her case, it is the lion of Great Britain, forming the left arm of their massive battle machine. The mecha dubbed Emperor Lion proves itself invaluable in the war against the Zenka Empire.

Emperor Lion

Protection-4, Offensive-4, Wheels-9, Movement Type(s)- Walker Structure-20

While these warriors and their mecha were impressive the real ace in the hole came in Mokado's most brilliant design. Each of these mecha combined to form a massive gestalt robot, known as Metaman. Metaman employs some of the most sophisticated technologies and designs from the most brilliant scientists in the global community.

METAMAN

Protection-8 Offense-8 Wheels-6

Hit Chart		
1d6	Location	Structure
1	Head	18
2	Torso	18
3	Left Arm	20
4	Right Arm	20
5-6	Legs	20

The team was formed, and named Global Sentai Metaman and luckily not a moment too soon, the first attack tookplace on June 1st, with an attack in NuTokyo Bay.

The attack was led by Warmaster Kroll, a merciless warlord of the Zenka empire, known

throughout the quadrant for his cruelty and tactical brilliance. Leading a legion of genetically modified plant creatures known as the Overgrowth.

Overgrowth soldier-

STR-3 END-2 NIN-1 TEN-3 AGI-3 INT-2

Special Skill- none DR-13, Health- 1, EQUIPMENT- Mace DF+2

Special Ability: *DECEIVE!* Can look like normal people, and thus can hide in a crowd before striking. At the end of a turn roll 1d6, and that many extra Mooks can be added to your pool. This power may only be used five times per battle.

Warmaster Kroll-

STR-4 END-4 NIN-3 TEN-4 AGI-4 INT-5

Special Skill: EVIL! DR-12, Health- 8, EQUIPMENT- Sword DF+2

Special Ability- Dark Fate,

It would be several battles before we would see additional warriors in service of the Zenka Empire. Of these, four additional servants of the Zenka Empire would become known worldwide as the harbingers of evil to be wrought on our world.

Encased in a silver armor, Dala was a princess on her peaceful homeworld Alteranis. She was pressed into service of the Zenka hive mind. If she refuses service her planet WILL suffer. Faced with this torturous decision Princess Dala, fights for the Zenka ONLY to keep her people from suffering. She will do what is required of her in a fight but is not a hardened killer. She will not hurt innocents for no reason, and will be quick to protect them rather than forward the goals of the Zenka empire if given half a chance.

Princess Dala,

STR-3 END-5 NIN-3 TEN-5 AGI-5 INT-3

Special Skill: HELPER! (Just as the Orange Sentai!)

DR-15, Health-10, EQUIPMENT- Death Scythe DF+4

Special Ability- Death Scythe

Unfortunately for us not all of the Zenka's denizens were as noble as Princess Dala. Grolak the Destroyer could be seen as the polar opposite. Born in the Rhyloth system to a cult of worshippers to an ancient blood god, Grolak jumped at the chance to serve the Zenka empire if only to spread carnage for his evil lord.

Grolak the Destroyer,

STR-4 END-6 NIN-1 TEN-4 AGI-4 INT-2

Special Skill: EVIL! DR-13, Health-10, EQUIPMENT- Flame Thrower DF+1 /DF+0

Special Ability- Flame Thrower

Hailing from a far-flung sector of the Zenka empire, came the last major face of the war. He is from a world known only as 011010, a binary world where emotion was quashed years ago. The greatest tactical mind on this world was selected to serve the Zenka Empire in the conquest of the Earth. This android tactician, known as Warcouncil, is cold, emotionless and totally without mercy. He rarely talks, and it is never witty banter. He is a stern machiavellian, never accepting failure or defeat.

Warcouncil,

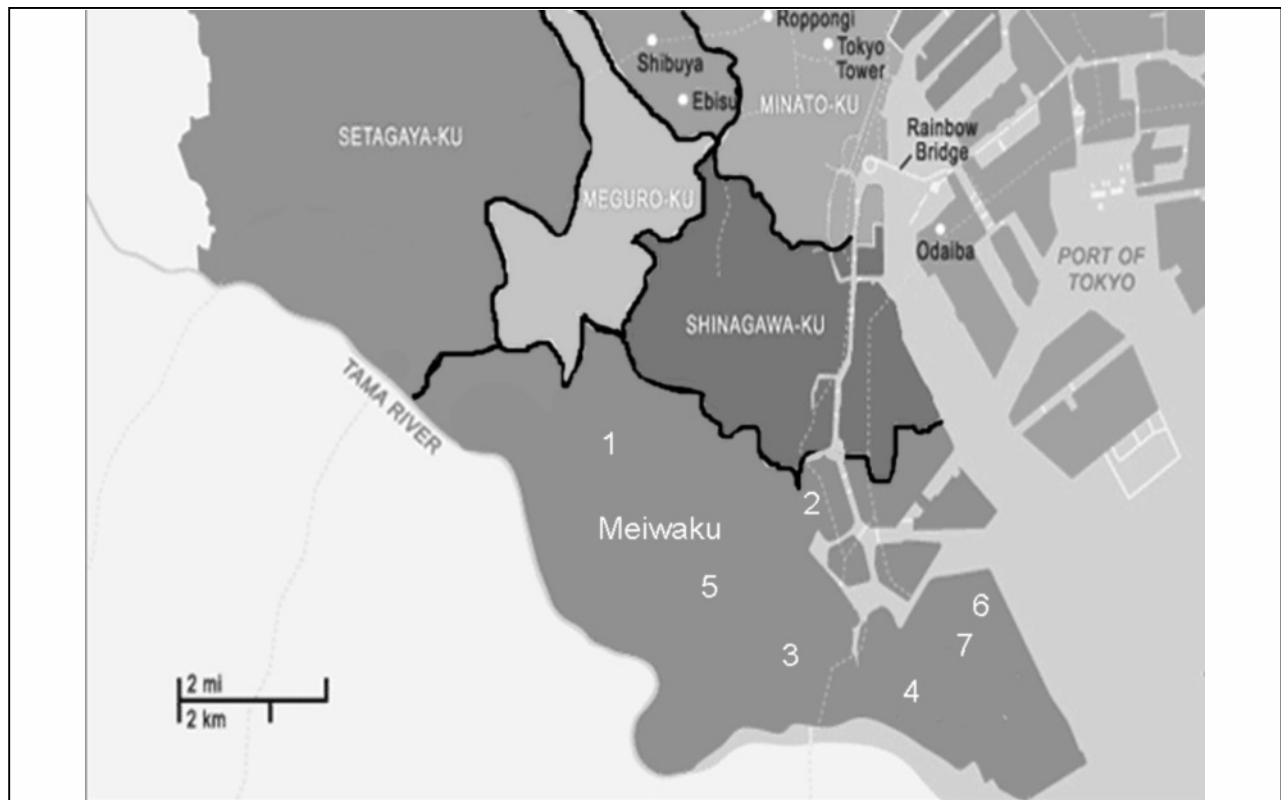
STR-3 END-3 NIN-2 TEN-5 AGI-3 INT-6

Special Skill: EVIL! DR-13, Health-8, EQUIPMENT- Sword DF+2

Special Ability- Telekinesis.

Over the next 15 years Global Sentai Metaman foiled global invasion attempts from the Zenka Empire. The empire had gained a foothold for a short time taking over part of eastern Europe (from Albania to most of Serbia), however combined forces of Europe's armies and Metaman repelled them from this planetary holding in latter 1989. The Zenka Empire officially surrendered on May 17th 1994, when Metaman launched its first attack on the other side of the rift. However scientists at the S.T.A.R.T. university have found that in the wake of the 2nd Kaiju war. There are several transdimensional "weak spots" in the fabric of space around Earth, and as Metaman officially retired on February 2nd, 1995. S.T.A.R.T. keeps a watchful eye toward the heavens watching and waiting, should one of these weak spots should a vanguard from another invading armada suddenly appear.

IMPORTANT LOCATIONS IN THE MEIWAKU DISTRICT



The locations detailed below are not all that there is in the Meiwaku district but they are the most well known and enduring locales. Like most of NuTokyo, the Meiwaku district is a rather metropolitan urban sprawl, but it is also on the southern border of NuTokyo, so it has a small portion of rural areas contiguous with it as well. The numbers on the map correlate to the rough location of these areas.

Ueta Otoko Noodle House (1)- Located in the heart of the Meiwaku district, the Ueta Otoko noodle house is a popular cafe for those looking for a steaming hot beefbowl, plate of curry rice, or even a nice cup of tea. It is a haven for students using the tables as a place to grab a quick bite while boning up on their studies.

Established in 1973, the noodle house was also built not just to serve ramen at reasonable prices, but it also served as a secret base for the Sentai team Cyranger, to allow the team to remain hidden among the populace. While Cyranger has long since disbanded, S.T.A.R.T. keeps the headquarters as an off base listening post, and possible base in the future should there be a need for another Sentai team in the future.

The store manager, Baku Oshi, is a large man with a magnificent mustache. He is a kind of a gruff old bear type who serves the patrons with efficient silence. He rarely speaks, but when he does, people listen.

Baku Oshi- Manager and Chef-

STR-5 END-5 NIN-3 TEN-5 AGI-3 INT-3

Special Skill: CHEF! DR-13, Health-10,

The girls who waitress in the noodle house have changed over the years but currently there are two. The first is Sakura Musaki, a 30 year old mother of two, who took the job to make some extra money. She is friendly, outgoing and down to earth. The newest employee, Miku Samura, is 16 years old and very cute. She is also kind of clumsy and very popular with the younger patrons.

Sakura Musaki/Miku Samura- Waitstaff.

STR-3 END-3 NIN-3 TEN-3 AGI-4 INT-3

Special Skill- WAITRESS! Health-6 DR-12,

S.T.A.R.T. Headquarters (2)- The Scientific Technological Association Research Thinktank headquarters is near the coast, and is quite an impressive building indeed. Built with reinforced concrete and steel, it is a rather imposing structure of the NuTokyo skyline. S.T.A.R.T. headquarters is home to both the research arm and the defensive organization that has played a vital part of national defense since the end of the first Kaiju War. It boasts some of the most advanced laboratories and scientific libraries in the world. The headquarters are also, as one would imagine, one of the buildings with the tightest security in NuTokyo. And while the first five levels are open to the public, the other ten, including basement areas are only accessible by biometric scan for those with clearance, and are patrolled by security teams, as well as cutting edge monitoring and security systems.

The basement locales house a full sized manufacturing bay where Metaman was built, though the actual mecha that comprise Metaman are housed off site, in a mountain hangar built into Mt. Kumotori. This hangar which while not in the Meiwaku district, will still be catalogued due to it's importance to the story. Currently the manufacturing bay is turning out prototype vehicles for the Japanese military (often sent to Amaribuchi Heavy

Manufacturing Concern for price to feasibility assessments), but should an invasion happen again the facility, it could be used to build another gestalt robot the likes of Metaman. Another important facility in the basement is a subsonic tube transport to the aforementioned Mt. Kumotori base known as Battle Mountain.

The top five “public” levels of the building contain both a museum chronicling the Kaiju war, and S.T.A.R.T.’s history as well as press offices, learning labs, and many low level offices that deal with S.T.A.R.T.’s logistics. Beyond this level are the main ten floors where the main labs and security offices are held. This includes the monitoring equipment for the original rift, and newer monitoring systems that probe the near moon rift the Zenka used as well as other anomalies, and weak points in the fabric of space that could potentially become rifts. Also in the top ten levels are the directory council chambers, and the office of the S.T.A.R.T. Director. The current director is Jun Moto, a veteran of Cyranter, who has mellowed over the years. Despite his many arguments with Hideo Matsumori over the years, he has matured into a wise, and thoughtful administrator. It is often said that he and the rest of the team honor Matsumori’s memory every year. In fact, Tenshi Mokado also still works for S.T.A.R.T. as head scientist carrying on professor Yamashiro’s work.

Jun Moto (Director of S.T.A.R.T.)

STR-4 END-4 NIN-3 TEN-5 AGI-4 INT-5
Special Skill- LEADER! DR-14, Health- 9

Tenshi Mokado (Head Scientist S.T.A.R.T.)

STR-3 END- 3 NIN-5 TEN-4 AGI-4 INT-6
Special Skill- SCIENCE! DR-13, Health- 9

S.T.A.R.T. Academy employs a full time security force as well. After all, with all the tech and scientific research housed in the building it is a necessity.

S.T.A.R.T. Security forces-

STR-4 END-4 NIN-3 TEN-3 AGI-3 INT-3
Special Skill-LAW! DR-11, Health- 7
Armed with- Pistol DF+1

Tomobiki Estate (3)- Located in the prestigious “Takai neighborhood, the estate of the Tomobiki yakuza clan is still in activity even today, though Ataru has since been put in prison, his sister in law Sakura, took charge of the clan with the aid of Ataru’s cousin Akuri, who had stayed low during the rise and fall of the Iron Cross army, The Tomobiki syndicate is still alive and kicking, however it is in many ways a shadow of it’s former self. Akuri has vowed to keep a far more traditional house after the shameful way Ataru dishonored the family name. Since then Akuri’s men prefer more traditional means, WWII era firearms and swords over battle armor and super science. In fact the last man to suggest utilizing super science was found in a tuna net with his tongue cut out. The Tomobiki family owns several Pachinko parlors; a few love motels and run a few less than legal rackets on the side. Their estate, which is a rich and provincial home that is very much a testament to the traditional ideals the family has since embraced, even standing in the courtyard makes you feel like you are in the Edo era.

Typical Yakuza Enforcer (Tomobiki Family)-

STR-3 END-3 NIN-3 TEN-4 AGI-3 INT-3

Special Skill-CRIME! DR-11, Health- 5

Armed with- Pistol DF+1

Akuri Tomobiki (Current Head of the Tomobiki Family of Yakuza)-

STR-3 END-4 NIN-5 TEN-5 AGI-3 INT-5

Special Skill-CRIME! DR-12, Health- 6

Armed with- Pistol DF+1, Katana DF+2

Tengoku Pachinko Parlor (4)- One of the Tomobiki clans more well known holdings, the Tengoku parlor, is like many pachinko parlors, lined with rows and rows of machines, full of bright lights and seemingly lucrative payouts for those who have the luck or the perseverance to gamble until they “strike it rich” while it is illegal to gamble for money, there are many subtle ways around that law such as offering high dollar value prizes that are easily converted to cash or, even backdoor offerings, and few know how to sidestep this like the Tomobiki family. The parlor has been in the family since 1948 and has been one of their staple businesses. During Ataru’s reign and the rise of the Iron Hand army, one of the monsters that they unleashed on Cyranger was King blaster, a pachinko themed monster built from forbidden kaiju tech, and spare pachinko parts. Full of bright lights and spraying waves of ball bearings like a shotgun blast, King Blaster was defeated by Cyranger in June of 1974 by Cyranger who lured the monster into a powerplant and fried him with a conductive electrical trap, overloading the monster.

Listed below are the stats for King Blaster for Historical purposes.

KING BLASTER (Pachinko machine monster)

STR-4 END-4 NIN-6 TEN-4 AGI-4 INT-5

Special Skill: SWIPE! (+3 to steal items) DR-12, Health- 8, AR-2

Special Ability- Ball Blaster Df=2 damage to 1d6 targets but with a rather low range (approx 4 meters.)

Amaribuchi Heavy Manufacturing Concern (5)-

One of the biggest heavy factory/foundries in the Meiwaku district, Amaribuchi HMC was instrumental in fabricating many of the parts that would go into the mecha of Metaman. While they did not have all the schematics, most of the raw parts (such as armor plating, hydraulics, and powerplants) came through Amaribuchi making them a potential target for alien attack during the second Kaiju wars, but luckily the Zenki did not have a high enough opinion of their foes to attempt more subtle sabotage or espionage. Amaribuchi has since been a source of pride for Japan building industrial drives for some of the most impressive bullet trains running in Tokyo today. They also excel at material fabrication, and alloy smelting. Amaribuchi HMC has since been a quite successful company parlaying its profits into other businesses and owning banks, tech ventures and controlling interest in a booming company that is known for its popular brand of laundry detergent, a venture they co own with a well known Ryoshi Bay fishworks.

Ryoshi Bay (6)-

The Ryoshi bay is more than the closest waterway to the rift, but has been a major waterway in and out of the Meiwaku district since long before that moniker stuck. It is home to the Tatsumura Fishworks, as well as several shipping companies including a special facility held by S.T.A.R.T for the import and transit of any alien artifacts found at the site of the rift. It is a high security complex that has around the clock security. Often sending armored cars from the facility to S.T.A.R.T. Headquarters (some of which are empty just to keep potential thieves and hijackers guessing) the empty cars normally transport security teams to and from the site thus adding an additional nasty surprise for any would be hijackers.

NuTokyo International Airport Haneda (7)- One of two major airports in the NuTokyo metropolitan area, Haneda boasts one of the most high tech air traffic control systems on the planet. As a veteran of the Kaiju wars and a vital transit hub during the War it was in S.T.A.R.T.'s best interest to keep this hub up and running thus it has had a hand in installing and implementing advanced sensors, motion tracking systems and even a few high altitude relays that could detect above orbit traffic over NuTokyo. The airport itself is a shining beacon of the new technologies in NuTokyo and it is often a test bed for showing off many such achievements to the visiting world.

GESTALT RECORD SHEET



Name : _____

Theme : _____

Protection: _____ Offensive: _____ Wheels: _____

MECHA-1 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

(0) ☐

Damaged ☐

(-2) ☐

MECHA-2 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

(0) ☐

Damaged ☐

(-2) ☐

MECHA-3 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

(0) ☐

Damaged ☐

(-2) ☐

MECHA-4 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

(0) ☐

Damaged ☐

(-2) ☐

MECHA-5 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

(0) ☐

Damaged ☐

(-2) ☐

MECHA-6 ()

Mecha Name : _____

Protection: _____ Offensive: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐

Jet ☐ VTOL (Helicopter) ☐

Structure

Normal ☐

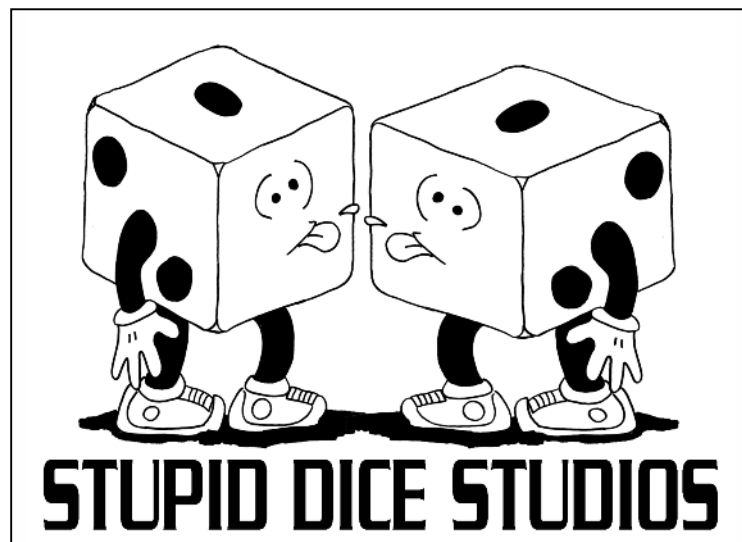
(0) ☐

Damaged ☐

(-2) ☐

Gestalt hit location chart

1. Head
2. Torso
3. Left Arm
4. Right Arm
5. Left Leg
6. Right Leg



COMING SOON!

Angel's Cove Sourcebook- Looking for Sentai action with a more “American” flavor? The Angel's Cove sourcebook, contains a southern California suburb ripe for a more American feel of Sentai action. History, localles, Maps and stats for important personas in this slice of Americana along with a new alien menace ready to conquer the Earth!

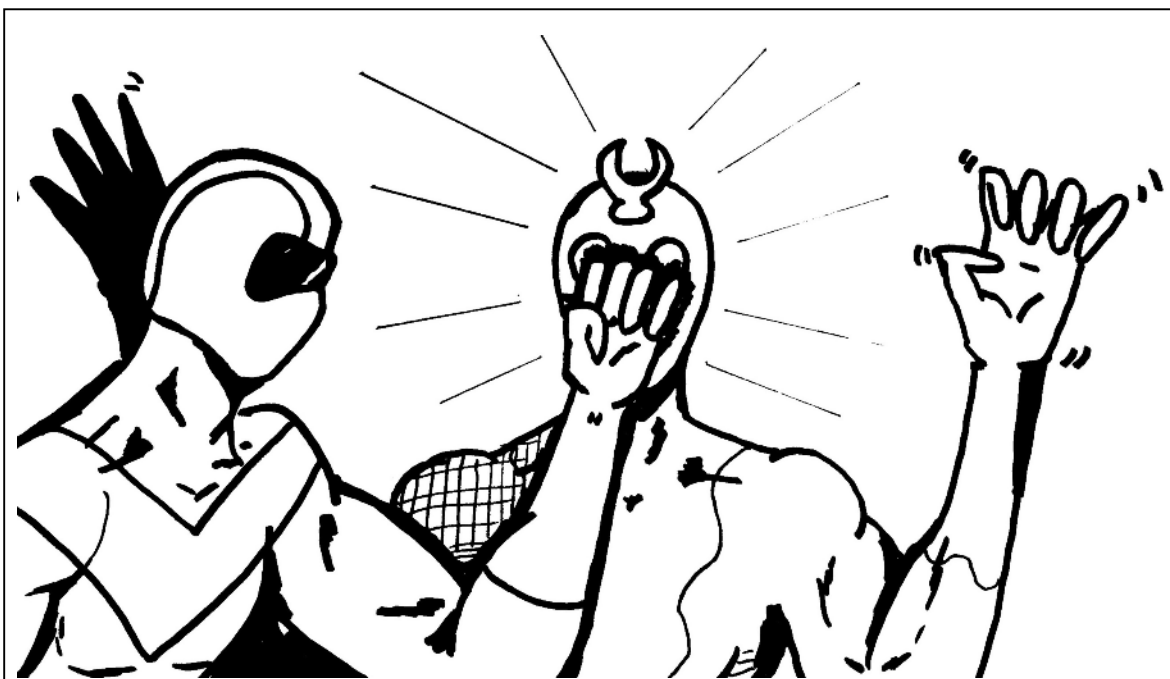
Mokado's Guide to Mecha- Looking for a bit more meat to your Mecha rules? Then let Dr. Tenshi Mokado, former blue Cyranger and current head researcher at S.T.A.R.T. Give you a catalogue of Mecha designs as well as new Mecha design and combat rules. Along with this, Monster Du Jours will also get an Upgrade, making Mecha Combat into an experience unto itself!

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The first supplement for the Super Happy Sentai Hour Roleplaying game is here! In this companion volume, you will find many new options to liven up your Super Happy Sentai Hour game!

Included in this Volume-

- **NEW COLORS!-** Purple, Orange, Gold and Silver. With new skills and abilities to round out your team!
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- **HENSHIN HEROES-** Great for one shot heroes, or Sentai type games for one the Henshin heroes have thier own skills and options to add to your game!
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