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SUPER HAPPY SENTAI HOUR



# SUPER HAPPY SENTAI HOUR-

Roleplaying in the Genre of Super Sentai

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**Dedications:**

This book is dedicated to the memory of Machiko Soga, The true first lady of Sentai may she rest in peace. This book is also dedicated to the fans of Sentai. Those who love thrilling tales of heroism, optimism, spandex, mecha and so many explosions! These fans turned an odd show from 1975 into a science fiction legacy that is still going strong and making new fans today! and lastly I want to dedicate this to my wife, Cheryl who stood by me while I wrote this bad boy and while i did tons of research into the genre. I love you Cheryl.

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# Chapter 1: Introduction

*“Koji jumped into the hordes of screaming lizardmen, their shrill voices sounding their battle cry, his dual blades flashed as countless lizard warriors fell. Koji was a blur of flashing steel and red spandex. Just another typical day really.”* Welcome to Super Happy Sentai Hour, the roleplaying game about the world of Japanese Sentai action. Now some of you may have a few questions like, “What is Sentai?” or “What is a roleplaying game and why should I care?” No problem, this wouldn’t be much of an intro if we didn’t cover the basics now would it?

## What is Sentai?

The literal translation of Sentai is “battle team” and starting back in 1975 with a live action series called *Secret Task Force Goranger*, Japanese audiences thrilled to a show that was one part *Godzilla* movie and one part martial arts / stunt display. The plots of most episodes were pretty predictable. Evil overlord sends minions and a monster to menace the city, the heroes retaliate, and eventually the monster gets really big and our heroes call in the big guns in the form of a mecha, followed by one more big fight where the monster goes down and our heroes relish a bit of victory. This formula has gone on for several decades after *Goranger*, including most notably here in the USA a series known as *Zyuranger* in 1992, which was translated and called the “Mighty Morphin’ Power Rangers.” While the show was radically modified, and was re-cast keeping only the action sequences from the original and the villains to make a more Hollywood production, it was also relatively cheap as all the huge city sets and big effects were already paid for in the Japanese production. The show was phenomenally popular with kids, and despite the many changes between the shows (*Zyuranger* only lasted 1 season, but *Power Rangers* would last far more, not to mention that the infamous “green ranger” was killed in *Zyuranger* necessitating them to recycle a very small bit of footage to keep the popular character in the American version) the show was a hit spawning it to continue along using each new Sentai series as a continuation of the singular story line. Sentai has been very popular all over the world, not just in it’s homeland, due to its basic plots, high action and cool robots. Emulating those things that make Sentai cool is what this game is all about!

## A quick Sentai list

Sentai has a long and storied history dating back to the era of bell bottoms and disco, and is still going strong today. It has fans worldwide (and heck some people don’t even know they are fans of it!) While this list is far from a comprehensive list of Sentai series out there, it is a list of the myriad of series that you as players and game masters can draw upon for your own campaigns. This list is broken into a few sections to give you an idea of the varied forms and options you may wish to explore.

### The “True” Sentais-

**Goranger (1975)** The first and in many ways an instant classic. Five different heroes tied together by being the lone survivors of criminal attacks, are recruited by the paramilitary organization E.A.G.L.E. It was the genesis of so many of the conventions of Sentai, but no mecha/gestalts.

**J.A.K.Q. (1976)** The follow up to Goranger (heck they even did a crossover movie!), J.A.K.Q. is the story of a group of cops converted to cyborgs to fight C.R.I.M.E. Playing heavily on a playing card theme, the team is the initials of the face cards (jack, ace, king, queen) and they later added a break out character in the foppish “Big One”.

**Dynaman (1983)** This is the first Sentai that really turned on the author to the Sentai milieu. It was also redubbed into English for the USA channel’s TV series Night Flight as a parody to the Sentai tradition, complete with American pop music in the background and hilarious wordplay redubbing the series. You can (at least of this writing) still find the “Night Flight” version on YouTube. Check it out for a more tongue in cheek version of the Sentai experience.

**Bioman (1984)** In feudal times, Bio Robo came to our world spreading “Bio Particles” over a small group of people whose descendants would be ready to pilot the massive “Bio Robo” should evil arise from the New Gear Empire. It was a very fun series, and huge in France, so much so that the next two Sentai were marketed there as “Bioman2”, and “Bioman3”. Even the much vaunted Power Rangers was called Bioman USA.

**Flashman (1986)** Five infants stolen from earth by the “alien hunters” return to stop an invasion of their birthworld from the evil Mess Empire. Taking the time to search for their origins on this world that they have seen for a lifetime.

**Liveman (1988)** One of the darker storylines, Liveman focuses on three students of Academy Island whose friends were killed in a struggle that saw three of their classmates join an evil alien empire known as Volt. The former classmates are the main Lieutenants and this makes for some interesting drama beyond the normal, black and white good and bad dynamic.

**Zyuranger (1992)** Though wildly different than its Americanized version, the Mighty Morphin’ Power Rangers, Zyuranger is still most well known for being the Japanese show that spawned widespread American fascination with Sentai, due to the reformatting as Power Rangers. In the original version the five heroes of the ancient human tribes are put in suspended animation to protect the earth should the evil Bandora ever escape her prison on the planet Nemesis (which she of course does). It was very different than the US version, even down to the gender of the yellow ranger (who was a younger boy in this version).

**VERY SENTAI LIKE-** The next series are very much in the same vein as Sentai but are for one reason or another not really thought of as officially Sentai.

**Science Ninja Team Gatchaman-** Also known under the US redubbed names of Battle of the Planets, or G-Force. It is the story of five genetically enhanced teens with an avian/bird of prey theme. The color schemes may not match traditional Sentai, but all other elements are very close. The mecha are a bit different as they all fit inside one vehicle which is ultimately their “gestalt” type mecha. They face off against the evil forces of Bergu Kattse (or Galactor or Zoltar depending on which US dub you watch). There was also a big budget live action film released in Japan in 2013.

**Pretty Soldier Sailor Moon-** Another variant of Sentai, this popular series combines the Sentai hero aspect with another Japanese popular genre, called Magic Girl. That combined mysticism and a more girl friendly theme with evil empires, color coordinated teams and fighting monsters that appear once and never show up again. A good example of taking the game in a different and decidedly no mecha concept. They have a theme (planets), fight an evil empire (queen Berryl) and each have a different identity based on their color. It is also an insanely popular series. Besides the anime and manga, (both of which are available in the US), it also has a live action series (Pretty Guardian Sailor Moon) and there is even an official English language RPG (produced by the now defunct Guardians of Order).

**I CAN'T BELIEVE IT'S NOT SENTAI!** This last section talks about other series around the world that fit in the same mold, or are at least very close, but are not from Japan, and may not have even been trying to emulate the genre (but most were).

**Thunderbirds-** Gerry Anderson's often lauded series about a family of heroes in giant machines who use them on a worldwide mission of peace, and may have been as big an influence on Sentai as anything. It was wildly popular in Japan, and Anderson's clever use of models, and miniature animation was not far off what the Japanese were doing in series like Goranger. While their mecha don't combine, or even fight, it shares quite a few similarities.

**Captain Scarlet VS the Mysterons-** Anderson's follow up to Thunderbirds seems even more Sentai like, with spectral colored agents (even being led by a man in red) and fighting a ghost like evil alien force that we accidentally attacked in the name of progress. Fighter planes and cool cars, but no true mecha/gestalts.

**Terrahawks-** In some ways even closer to Sentai than Thunderbirds, Terrahawks features a far more cartoony evil empire (led by the space witch Zelda), more mecha like vehicles and even had mooks (a Sentai trope we'll get into later) on

both sides of the fight (zeroids for the heroes and cubes for the enemy), and even a few monsters for good measure.

**France Five-** A French fan series based very heavily on Sentai; the theme is French culture. They are led by Red Fromage, and have other heroes like Yellow Baguette, and Blue Accordion. A somewhat tongue in cheek series that places France in a battle against an evil force that was until recently kept at bay by the Eiffel tower (it is a projector for a defensive shield). Much like this game, France Five is a loving tribute to the genre of Sentai.

**Mighty Morphin' Power Rangers-** Though the author is not a fan, it would be criminal to not at least mention this series here. While it started as a redub of Zyuranger, it is not just a redub, but an entirely different show. All shots of the original Sentai heroes in their non battle-suited forms were removed. Even their Mentor Barza, an old man who guides the heroes is changed into an alien named Zordon, and his goofy robot sidekick Alpha. American actors were recast as the heroes in their alter egos as "teenagers with attitudes" from Angel Grove California, who now fight the evil Rita Repulsa (not the witch Bandora, but an amazing similarity) who was trapped by Zordon on the moon, along with her evil army.

This is an entirely different show using the Sentai mostly for its special effect shots. It spawned multiple movies as well as quite a few different series (using later Sentai to provide much of the effect shots the same way the original did). It has become a phenomenon in the U.S. and is still popular with kids and fans today.

*Also if you are on the web check out the Super Sentai time capsule at [www.superentai.com](http://www.superentai.com). They were an invaluable fount of knowledge and led to many of these fine shows (well that and youtube!)*

## **What is a Roleplaying Game?**

Roleplaying games, often abbreviated RPGs by enthusiasts of the hobby, are a somewhat more advanced form of the make-believe games you played as a kid. Ever pretend you were a power ranger, or a superhero? You were roleplaying! Now at this point you may ask why you need a set of rules then to do what you used to do as a kid without all these manuals and dice. Well, it's simple. The rules help to create structure and focus for the game. As a kid playing these games I bet you often said, "I shot you!" and your target yelled back, "uh uh, I got a forcefield!" or "Nope, you missed!" RPG rules make this a matter of chances and conditions rather than just the automatic arguing over what each person wants to happen. In a traditional roleplaying game all players but one create a player character or PC for short. The PC is a collection of abilities and statistics that give everyone a solid basis of what a player can or can't reasonably do in game. One player takes the role of the Game Master (or GM for short). It is his job to tell the story and to referee the rules. He will also be playing any other

characters the story may have such as your Sentai team's Mentor, and all those minions and monsters that run amok. Any character that is not controlled by a player is referred to as a non-player character or NPC. The GM will control all of their actions both supporting and opposing the player characters who will take center stage in the game. Unlike a traditional game there are no real winning or losing conditions. The goal of the game is for everyone to enjoy themselves as they create action packed stories and interact in this fictional world.

### **What we will need to play.**

You may notice that this book did not come included in a box with board, dice, playing pieces, fake money or any of that. For the most part, this book is the most important thing you will need to play the game, but even more important is some people to play with you. You will probably want about 2-6 other players besides the GM. Less than that, and you really aren't a "battle team." Any more than that and it gets rather tough to focus in on play. Besides this you will need a collection of six-sided dice which are the kind you find in most traditional board games. These dice (often referred to as d6) will be used to add a random element. You will need enough so that each player has 2, and for this game color is important. Each player should have one white die, and one of what ever color his character is tied to in the character creation process (more on that later!) You will also need a few pencils or other writing utensils, some copies of the handy dandy character sheet to keep track of your character on (you will find a copy in the back of the book, you have permission to print more for your personal use. You will also want some tokens (preferably in theme) for power tokens (more on this later as well!) Extra note paper is also handy. Beyond that you can add more to the game to draw the players in, such as maps, models of the mecha your characters use (if anyone in your team is crafty enough to make scratch built models), even miniatures that can be used as playing pieces to better get a handle of positions on the battlefield. Some GMs like to go all out and even create custom play lists and theatrics to make their games come to life. It is all a matter of what you are comfortable with, and what works for you and your group's play style.

# Chapter 2- Character Creation

*“There’s a whole passel of lizards over there, and they got big guns!” Cowboy, Dynaman (US Version)*

Before you can begin to play Super Happy Sentai Hour, you will need a character (unless you are the GM, then you should probably read this section just so that you can help the players make their characters, and look as if you know the rules.) Many RPGs allow players to build their characters independently of the group, getting a bit of input from the GM, to hopefully make their character integrate well with the rest of the party. In Super Happy Sentai Hour, you are encouraged to build characters as a team. This will help you to build a successful battle team and make sure your Sentai heroes are really able to complement each other. But before you make a character you should think about building your team.

## Theme

Unlike American super heroes, the Sentai tradition is built around a central theme. Zyuranger/Power Rangers for example, had a dinosaur theme. Hence their uniforms and mecha each reflected different prehistoric creatures in their design. The Red Ranger had a T-Rex mecha, and a T-Rex design to his helmet. So too, should you come up with a central theme. This can really be about anything that ties the team together. How much the theme prevails in game play is up to you and your fellow players. The sidebar has a list of suggested themes, but it is important that you pick something you can all agree upon. This theme may also help determine if you wish to play the game in a more serious mission style or more toward the wacky and zany adventure.

*Example: George, Doug, Louise, and Phil are building their first team, and decide on the theme of music. Doug plans to be the leader and envisions himself as a kind of guitar playing charismatic front man alá David Lee Roth or Freddy Mercury, while Louise will be a bubble gum pop princess alá Brittany Spears or Avril Lavigne. George decides to go good ole boy country and western cowboy in costume, while Phil is going full gangsta rap. Now they have an idea of their identities, and personalities. They could possibly be the members of a music band as their normal identities.*

### Suggested Themes-

While this list is by no means exhaustive, it gives you an idea of possible themes you can use if you can’t come up with one on your own-

*The Greek Pantheon  
Sports (specific or general)*

*Music*

*Animals (modern)*

*Animals (Prehistoric)*

*Cars*

*Aircraft*

*Pirates*

*Ninjas*

*The Wild West*

*The Cthulhu mythos*

*Medival Fantasy*

*Samurai*

*Roman Centurions*

*Science Fiction*

*Horror / Monsters*

*Fashion*

*Food*

*Ancient Egypt*

*Military*

## Color

In Sentai, heroes are identified by their uniform color, which is unique to each character. Color is used to define their role in the team, as well as distinguish each character. In *Super Happy Sentai Hour*, choosing your color is a very important step. It defines your character's personality, as well as their capabilities on the team. There are a couple of rules when choosing color:

One player **MUST** choose red. Red is the color of the leader, and a battle team must have a leader.

Each color choice is unique, there is only one member for each color.

**A Note on color and gender-** While it may have seemed like we simply assumed gender based on color (especially with the pink being the girl and red pushing a somewhat macho mentality) but this is simply the character's persona regardless of gender, following the tropes of the various series. Nothing is stopping you from building a male character who is pink, or being a female character of any color. In fact, if you prefer you can use the alternate skills system built for henshin heroes, later in these rules in lieu of the single special skill each color normally gets. This can afford more customization and options at the cost of some simplicity and thematic feel. Ultimately, like any roleplaying game this is a toolkit for you to share your adventures in however you like.

The following is the list of the main colors, and an explanation of each. Some rule terms may seem odd but will be further explained in this book.



**RED-** You are a born leader, a good-looking guy who embodies the best of Japan. You can be a bit headstrong, and even rash, but only when there is a lot on the line. You value your teammates, and will do anything for them. You have a dynamic and charismatic job, such as racing motocross, or racing cars. When you aren't being incredibly awesome and macho, you are leading your team to victory!

Heroes attuned to red often are the kinds of heroes with an innate sense of right and wrong. They can come off as self righteous, and sometimes a bit arrogant, but they are also the first to put themselves on the line. Reds tend

to get along with almost all colors, especially Pinks, as they see them as little sisters, and Golds who share similar philosophies, less so with Greens and Purples who tend to contest them most often.

**Special Skills- LEADER!** You gain a +3 to any action that is befitting a leader of the team. This includes combat checks, riding motorcycles, and piloting jets (for some reasons leaders always seem to ride motorcycles, and/or fly jets!) You also have a +3 to attack when using the following weapons-

**Weapons of Choice** – Sword, Laser pistol

**BLUE-** In a word, clever. Your family is highly educated and it has rubbed off on you. You are a brain and a tech head. You have forgotten more about thermodynamics and astrophysics than most people will ever know. You can come off as aloof or geeky but when the chips are down it's your grey matter that helps bring the team to victory with superior science.

Blue heroes tend to hold back in combat, hoping to coordinate attacks with other heroes, or set up a much more effective attack such as the mega blaster, or mecha strikes. They also tend to be the first person to look into repair or maintenance of mecha and gestalts. Normally Blues get along with most Sentai heroes, especially Yellows and



Reds, sometimes having issues with Silvers or Blacks who's more mystical construct of the universe may be at odds with a purely scientific construct of the universe.

**Special Skills- SCIENCE!** You gain a +3 to any action that is applied with science, whether it is fixing mecha, or blasting alien craft with your newly built quantum meson blaster! You also get a +3 to attack when using the following weapons.

**Weapons of Choice-** Axe, Laser pistol



**YELLOW-** You are a worker. Now, some may take that as a bad label, but it is upon your industrious back that this great nation was built. You are less interested in the finery of life and prefer the simple things. You are the workhorse of the team, the big guy/tough gal who gets things done with the sweat of your brow.

Yellows are often gregarious, taking charge of their own destiny, and love to do it "themselves". That means being independent, but not the exclusion of the team. Yellows often get along well with Blues as both have similar goals, but not so well with Greens as they often disrupt the harmony of the team.

**Special Skills- WORKER!** You gain a +3 to actions that involve getting your hands dirty - from mechanical skills like rebuilding an engine, to being a gunsmith, to digging ditches, if it involves manual labor, you get a bonus! You also get a +3 to attack when using the following weapons.

**Weapons of Choice-** Mace, Laser rifle

**PINK-** Girls like pink, and you are very much a girl. You represent the very flower of femininity. Yes you can kick butt, but you do so in the girliest ways possible. You are (often) the token girl, and as such you inject a healthy dose of "girl power" to the team. *Disclaimer: We didn't create the values*



*represented here, we merely emulate 'em!*

Pink heroes are more than just a porcelain doll, they often are overlooked, and underestimated. Pinks favor attacks with precision and finesse, vs. the brute force we see sometimes with Yellows or Reds. Pink heroes often get along with all colors, normally especially favoring Red (for their heroic deeds) or Green (hey, who doesn't love the bad boy?)

**Special Skills- GIRL!** You gain a +3 to any skills or actions that have a feminine bent. Cooking? Flower Arranging? Rhythmic gymnastics? Yup! You are skilled in all of them. You also get a +3 to attack when using the following weapons.

**Weapons of Choice-** Rapier, Bow



**BLACK-** Like your ancestors before you, you are Ninja! You were raised in the backwoods of Japan fighting bears and learning to not to be seen or heard. You are a master of all weapons, actual and improvised, and can climb tall trees in a single bound! Master of stealth and weapons, you are a shadow, you, sir or madam, are ninja!

While more accepting of technology than say the Silver Sentai heroes, black heroes often prefer communing with nature and mysticism, being one with their environments to better use the environment against their foes. Often (but not always) black Sentai are people of few words, but their actions are what count. While seemingly antisocial, black Sentai normally get along with most colors of the team, favoring Silver and Yellow heroes, but often at odds with Green due to their perception of a lack of discipline required to work as a team.

**Special Skills- NINJA!** As the name implies you gain a +3 to any tasks befitting a ninja: stealth, hiding, and parkour throwing eggshell bombs are all yours to command. You also get a +3 to attack with the following weapons.

**Weapons of Choice-** Nunchaku (nunchuck), Shuriken

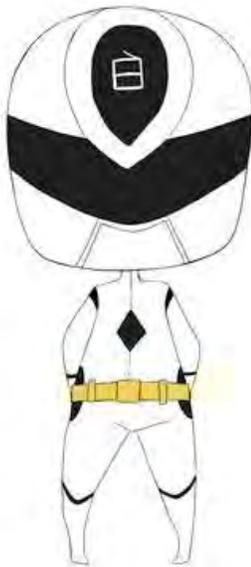
**GREEN-** There's one on every team. Even in Sentai teams, where the focus is teamwork and working together, there has to be a rebel. An iconoclast, who is there to tell the team (especially that smarmy red guy who thinks he's in charge!) "to hell with that", and "I'm going my own way!" Some call it being independent, others call it being the antihero, but for whatever reason, you refuse to follow the pack!

Green Sentai often get a bad rap for being “against the team” but the truth is they represent the “devil’s advocate” When a red hero can get the green Sentai on their side on an issue, it is a good indicator that he/she is on the right path. To that end, the green Sentai often come off as brash, or even antisocial, but will always defend the team when the chips are down. Greens often get along with Pinks (it’s that whole “bad boy” thing again, and are unsurprisingly at odds with Reds and Golds, often voicing a contrary viewpoint to theirs.



**Special Skills- JERK!** While all other heroes focus on team tactics you do the opposite, and as such you gain a +3 to any actions that go against the grain of the party. For any time you oppose the status quo. You also get a +3 to attack with the following weapons.

**Weapons of Choice-** Staff, Laser Pistol



**WHITE-** Unlike the others you are hard to pin down. You are an X-file, wrapped in a conspiracy, deep fried in a wonton, and covered in secret sauce. You sir, are an Enigma, a question, unknown to all save perhaps yourself.

White Sentai are often as outside of the team as Greens, as most team mates are unsure of their motives or personas. Often they may even be separate from the rest of the team, appearing at the last minute to help the team, possibly not even allowing the rest of the Sentai to know their identity. They often are less likely part of the team, but an ally, piloting an add-on mecha that adds to the gestalt’s power.

**Special Skills- NONE!** Your character does not have any special skills, but you are different in the respect that as is explained later, all other players get two dice to make tests (one is white and the other is their “color die”). However, as you are white, both dice are your color dice, and both dice “explode” (don’t worry that’s a good thing, and it will be explained later!) This also means as an enigma,

you don't get a +3 to anything. You can use any weapons unskilled, but your Mentor can assign 1 weapon of his choosing in which you do have a +3 in (melee or ranged, at the GM's discretion).

**ORANGE-** You like to help. No real reason, maybe you are just a good person. You were most likely spending your childhood helping the elderly cross the street. You are just an all around good guy or gal. 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.

It's no surprise that the orange Sentai gets along with everyone (or at least tries their darnedest to). They often have a special connection to green Sentai (seeing past their attitudes to the heart of where their attitude comes from).

**Special Skill- HELPER!** You gain a +3 to any action that will help another player 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 background, it's not a question of what have you done, but 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 of any color 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, it's 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 devout of a spiritual calling, be it Shinto, Celtic, Nordic, Wiccan, or your own special brand.

You keep to yourself pretty much, but can get along with most in the group as you know they must act as is their nature.

**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 half 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 its place. As a force for good you represent the virtue of a well regulated 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)!

You tend to get along well with Reds, as you always respect a leader. Pinks are also a good chance for you to be a valiant protector, whether they feel they need protecting or not. Yellows, with their wayward ways, you can barely bring yourself to acknowledge.

**Special Skill- LAW!** Much like a cosmic version of a policeman, your character gains a +3 to any actions that involve enforcement of and upholding the law. This includes giving chase to perps, interrogating witnesses, as well as knowing all local laws and civil codes.

## Statistics

Now that you and your fellow players have come up with a theme, and know which color your character is, you will need to figure out your character's statistics (or stats). These determine how good your character is at doing things in a broad sense. There are six stats in *Super Happy Sentai Hour*, each rated from 1 to 6, and the higher the number the better you are in this stat. The following is a list of the statistics, and what they mean.

**Strength-** Your character's physical prowess and power. How much force is your character able to put behind a punch? How easily can he lift that weight? All of this is answered by the strength statistic. A character with a strength of 1 is a puny weakling, while a character with a strength of 6 is Mr. Universe material.

**Endurance-** How much punishment you can take and keep going. When you get hit do you cry in pain for hours or do you man up and power through? A character with an endurance of 1 is extremely frail and fragile, while a character with an endurance of 6 is tougher than nails.

**Ninten-** Try to the best of your abilities and let the heavens determine the outcome! This is a measure of how charmed you are, and how lucky. A character with a ninten of 1 is cursed with horrible luck and probably has black cats crossing his path daily. A character with a ninten of 6 walks out of the house in a storm just as the clouds part and the sun shines, every time.

**Tenacity-** Tenacity is a measure of your character's personal willpower and strength of character. It is your character's guts as well as their personality. A character with a tenacity of 1 is extremely timid and shy. A character with a tenacity of 6 has an unflappable air of cool, and can stare down death with a smile.

**Agility-** Agility is a measure of your character's dexterity and prowess. The higher this stat is, the more accurate you are and the more keenly honed your reflexes are. A character with an agility of 1 is a total klutz, and will trip over his own shoelaces while wearing boots! A character with an agility of 6 is a super ninja.

**Intellect-** Your character's brainpower, education and common sense. The higher it is, the smarter your character. A character with an intellect of 1 has a hard time remembering the recipe for ice cubes, while a character with an intellect of 6 can rattle off *pi* to 20 places while working on equations for cold fusion.

To determine what your statistics are, simply roll 1d6 six times for six score. You may then choose which stats to assign which scores.

*Example: George rolls the die six times and gets 4, 2, 4, 3, 5 and 5. Being leader, he wants a high tenacity and agility so he places a 5 in **tenacity**, and another 5 in **agility**. He also thinks it is important to be lucky, placing a 4 in **ninten**, and another in **endurance** to make sure he can last in a fight. He then puts 3 in **strength** to make sure he can dish out a little damage, leaving a 2 for his **intellect**. He may not be the smartest leader, but he is plenty charismatic and lucky so he'll make it work!*

### Additional Scores

These scores are derived from the statistics above and represent important ratings we will need to track for your Sentai hero.

**Defensive Rating:** Defensive rating is a special kind of stat that is derived from other stats to determine the difficulty for someone to hit your character. To determine your Defensive Rating or DR, simply add your character's agility stat, and tenacity stat, adding 5 to the total. This should give you a number between 7 and 19.

**Determining Health-** Another big part of this game is (obviously) combat. Of course it helps to know how much punishment you can take and keep fighting, and (of course) posing. This is what health is for. Health is shown on the character sheet as 2 sections of 12 boxes each. The first section represents you in an unwounded or Healthy state, and the second in a damaged or Wounded state.

Health is equal to **endurance + tenacity** for 2 to 12 total spaces per both sections.

As you take damage you lose points in the Healthy section first.

Once it is all gone, move on to the Wounded section.

Once you lose 1 or more points in the Wounded section all actions are at a -2 to perform.

Once you have lost all points, you have been incapacitated which means you can do nothing but lie around and wait for help.

Once you have chosen your color, rolled your stats and determined your health levels, you may think you are done. To be fair that is the meat and potatoes of the character creation process, but you must also take some time to come up with a name and most importantly a personality. Sure your character is a spandex clad techno ninja type with vehicles, teammates and probably a giant robot at his beck and call, but that is no reason not to flesh out his character, background and motivations. What makes him or her tick? What are their goals and aspirations beyond saving Tokyo from the Monster Du Jour? This is where writing a history and back story can be important to turn this collection of stats and skills into a persona, and a far more interesting part of the game as a whole.

### **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 in this context as a catch all for all live action solo heroes on Japanese T.V. Henshin heroes range from Spectreman, to Ultraman, and the popular series Kamen Rider, which is probably one of the most well known Henshin series. In the 1970s even the American superhero Spiderman, had been re-imagined as a Henshin hero, and the popularity of his 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 player who may only be able to join 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 (this is the case of Spiderman, no not Peter Parker, but motocross racer Yamashiro Takuya). Origin as well as theme can be something that the player and game master 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 three of those dice rolls. Meaning that 3 of the stats now will range from 2 to 7!

*Justin has decided on a theme of being a cyborg built by the government to stave off alien attacks, rolling his 6 dice as normal, 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. Making 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 you may ask how we determine special skills. Well, unlike Sentai heroes, Henshin heroes have 9 points to distribute on a skills list. No more than 3 points may be put 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.*

*Skills-*  
*This is a basic list of the skills available to the player, the GM may wish to add a few, that is as always up to them.*

- Acrobatics
- Climb
- Drive
- Riding
- Computer program
- Repair
- Stealth
- Charm
- Swimming
- Notice
- Tracking
- Boating
- Pilot
- Guts
- Intimidate
- Weapon Skills\*

# Chapter 3- Equipment

*“Hmm, Check this out!”- Doctor Ho. (Dynamaman U.S. version)*

Unlike western superheroes, Sentai heroes are very much attached to their gadgets and weapons as a source of power. None of this weird getting bit by radioactive insects, or bathing oneself in cosmic rays, no sir. This section will go over most of the important pieces of gear your heroes will need when combating the forces of evil.

**Standard items-** For the most part, when you are in your secret identity, as an average good looking teenager, you can be assumed to be carrying many common items. We aren't going to worry about the costs and encumbrance factors of say your wallet, or a pack of gum. Even more useful items like a smartphone, or laptop, are not out of the realm of possibility. Having said that, it is rare that in your secret identity that you would happen to be carrying spelunking gear or a chainsaw. These kinds of things just aren't practical in normal city life and would be too bizarre (or even dangerous) to carry in public. That being said, any items you would normally have on you at work or school can be taken for granted. Everything else documented here is common equipment for Sentai teams, but would normally only be carried in your “hero” identities. The following equipment would be issued to your team by the team's Mentor, (the super scientist, wizard, or alien force that put your team together, and sends them on missions)!

**Battlesuit:** Your battle suit is an important piece of gear, a skintight nanopolymer armor that gives you an AR of 1 (explained later in the combat section), and hides your true identity from the world. It is also the same color as your chosen color and makes you look cool.

**Weapons:** Your Mentor will arm you as well with 2 weapons: 1 melee, and 1 ranged from the list below. You can choose any 2 weapons you want, but once you have chosen you cannot change weapons every time at a whim.

| Melee Weapons                             | Damage Factor (DF) |
|-------------------------------------------|--------------------|
| None (hand to hand)                       | 0                  |
| Dagger, Improved Staff                    | +1                 |
| Axe, Ninja-To, Rapier, Mace, Spear,       | +2                 |
| Sword, Katana, Warhammer, Nunchaku, Lance | +3                 |
| Maul                                      | +4                 |

| Ranged Weapons                             | Damage Factor (DF) |
|--------------------------------------------|--------------------|
| Boomerang                                  | 0                  |
| Slingshot, Short bow, Shuriken             | +1                 |
| Laser Pistol, Handgun, Submachine Gun, Bow | +2                 |
| Laser Rifle, Machine Gun, Sniper Rifle     | +3                 |
| Rocket Launcher                            | +4                 |

**Transmorph device:** A transmorph device is a handheld device that allows you to change from your normal identity into your Sentai hero identity in a matter of seconds. These devices take all sorts of shapes, from belt buckles, to oversized watches, and even jewelery. It takes a single action in combat to use the transmorph device, at which point you would be wearing your Sentai battlesuit, and carrying any weapons you would normally have.

**Optional Items-** Occasionally, when the mission calls for it your Mentor may have additional items to issue the team, or to issue specific members. These items are only available if your Mentor assigns them to your characters and only last the duration of the mission at hand.

**Motorcycle-** These are all terrain motocross quality combat bikes for missions where you need to arrive in style. With a front wheel mounted rocket launcher (with 3 shots only), and off road suspension, these bikes require an agility roll to pilot, or do fancy jumps/tricks on. They can take 12 points of damage before they are destroyed, and if they are used to ram the enemy take 2 points damage to the bike and do a DF of +3

**Super Battlesuit-** A revolutionary new battlesuit that is far more powerful than your standard design. Using cutting edge super science, this suit is a vast improvement over the old, but is still in the experimental stages. This battle suit has an armor rating of 2, and add +1 to the damage of any attack you make while wearing it.

**ALD (Alien Life Detector)-** A useful hand held device that can be used to determine if a person has alien DNA, and is handy

### Alter nate Tran smo rph Dev ices

While the Transmorph device is a standard fare some GMs may want to offer some variants to the standard device here are a few examples of optional Transmorph devices :

**Palette Swapping TMD-** Just like the normal TMD, but it allows you the option to swap your color with another player by trading an element of the device with another player gaining that player's skill AND weapons. but they retain their normal stats.

**Archive TMD:**

This one allows you to use the powers of previous sentai groups (if the GM allows and has them created in the game history) you simply choose the hero and use the other sentai sheet, once you take enough wounds to be wounded, you return to normal

for finding an alien in a crowd. A successful intellect (plus SCIENCE!) test, can determine if there is an alien within the device's path, (*NOTE: a counter device made by a pine cone attached to a transistor radio can give a false positive reading.*)

**Mega Blaster:** This is a high powered, large scale weapon, used only once per game on the battlefield. It requires all the players to come together to use it. (i.e. all players must be next to each other and agree to spend their turn to fire the mega blaster. When fired, the Mega Blaster does damage just like using an action token. Each color die is rolled, and can explode. The total is the amount of damage points done to a target.

**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) and each successful hit rolls its 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-** A simple weapon, they may be hand held or embedded into an armor, and have a DF of +2

**Smokebomb-** 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. On the turn it is used, you 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 you either to inside his mecha/gestalt, the mecha carrier, or the teams home base (the GM will know where the teleporter will go to and should let you know before issuing you this item).

## Chapter 4- Tasks and Combat



*“When I got up this morning, I didn’t know I would be fighting on these rocks, luckily I wore my comfortable shoes!”- Lucy, Niece of Bernie Tanaka.  
(Dynaman, US version)*

In Super Happy Sentai Hour, just as in many RPGs, the action starts with the game master (or GM) setting the scene. Once this is done, it is up to the players to make choices on how to react, and normally it is during this point that the GM will require you to roll to determine if you are capable of succeeding at the action you have decided to take. For the most part this will follow a very simple set of rules, First the GM will set up a difficulty rating from 5-30. This is a base number of how difficult the task is and the higher the number the more difficult the task. A difficulty rating of 5 is fairly easy, while a 30 is near impossible. Once you are asked to roll you will roll 2 six-sided dice (or 2d6) adding the appropriate attribute, and if applicable any special skills or weapon skills. If the total of the dice is equal

to or higher than the difficulty, then you succeed, and if it is less you fail. The GM will then describe results of the actions based on your success or failure.

You can also use the simple formula below for reference.

## **If Stat + any applicable skills + 2d6 = difficulty (5-30) or higher: Success**

*Example: Phil. Who is the black Sentai of his team, is trying to sneak past a guard, and needs to make a stealth check. The GM decides the difficulty is 15 as the guards are on alert. As stealth is considered a test of agility, Phil starts with a base of 5. On top of that, Phil is the Black Sentai, who gets NINJA! Skill and this would add a +3 to his stealth check, as stealth is clearly a ninja type skill. Phil picks up his 2 six-sided dice and rolls a 5 and a 2 for a total of 7, thus stat (5)+skill (3) plus total roll (7) = 15, meaning Phil's character slips past the guards.*

**Color dice and “Exploding”** – As stated earlier in the game, players should have dice with 2 colors, one white and one that shares the color of their character, if possible. The reason for this is that the color die has the potential to “explode.” If during a test, your color die should roll a six, it “explodes,” which means you may roll the color die again and add it to your running total. If you roll another six it explodes again and you must roll again adding further to the total until such point as your roll any other number besides six.

### **Which Stat to use?**

In many games there is often confusion about which stat to roll to get which effect. For the most part the GM will let you know what kind of task roll it is, using the stat definitions as a rough guide. Feel free to suggest, debate and cajole the GM as to which stats will work, as well as how your special skills may apply. Ultimately, however, it is the GM's decision.

*Example: Louise is being attacked by a monster and decides to use a gymnastic roll to dodge out of the way, in hopes of getting her +3 for her GIRL! Skill. The GM Agrees and gives her a difficulty of 12, her agility is only 3 but the +3 for her GIRL! Skill will mean she starts with a 6. Rolling both dice, her white die only gets a 2 but her pink die gets a 6, mean-*

*ing it explodes. She rolls the pink die again and luckily gets another 6, meaning it explodes again. She rolls the pink die a third time and*

### **What Difficulty to use?**

The Difficulty rating goes from 5 to 30, but what do these numbers mean? Here are a few real world examples to give you a feel for what difficulties to use when determining how hard a task should be:

- 0 (Too Easy)** Breathing, walking (honestly no point in rolling!)
- 5 (Easy)** Climbing a ladder, making a paper airplane
- 10 (Basic)** Making it to work on time during rush hour.
- 15 (Standard)** Beating your kid brother at Halo.
- 20 (Tough)** solving a Rubik's Cube for the first time.
- 25 (Daunting)** climbing a sheer cliff face
- 30 (Difficult)** Herding cats (if you don't believe me try it some time!)
- 35 (Very Difficult)** Beating a Mr. Universe at arm wrestling, using only your pinky.

*gets a 1. adding the dice together she gets 2 on the white and a whopping 13 on the pink die due to it exploding twice. Added to her stat+skill of 6 she has a total of 19, and dodges the attack with ease.*

**A Note about special skills-** One thing that players may find odd about using the Sentai special skills rather than the Henshin skills which are way more specific, is you may find them a bit too “limiting”. After all, customizing skills seems like a better way to go right? But the benefit of special skills is the player can haggle special skills as they are extremely broad. For example, if the GM has tasked someone with scaling a wall, Black may seem obvious, (using ninja skills to scale a wall seems like a no brainer), Red, however insisting to lead the way, might gain the bonus from sheer force of will. The blue player can claim to use science and physics to find the easiest way up the incline. Pink might even use her “girl” skill implying building a human pyramid like cheerleaders do, or dancing in an almost parkour style up the wall. And of course if any player attempts a task, then Purple gets a chance, as long as you can come up with a feasible argument to use a skill, and the GM is okay with it, you are good to go.

**Special success-** Sometimes, a check is so good that it goes above and beyond the normal concept of success. In these cases, your character gets a bonus to the effect. Perhaps it is an attack that does double damage, or in making an intelligence roll to see if you notice anything, you get more in-depth information than you would have normally. In Super Happy Sentai Hour, any time you make a difficulty rating at 5 more than the set difficulty it is a special success and should be awarded an extra level of success. What that looks like is up to the GM, but it should always be in your favor.

*Example: In our previous scenario, Louise rolled a total of 19, and only needed a 12. She made the difficulty and was over by 7, as that is more than 5 more than the difficulty of 12, she gets a special success. In this case the GM rules that she dodges out of the way so acrobatically that she could parlay the dodge into a counter attack on the monster, and allows her to roll for a free attack.*

**Taking 5-** Sometimes you have a lot of time to do a task and even have a decent margin of error, such as doing research, or picking a simple lock. In these cases the GM may allow you to assume that the white die rolled a 5, and allow you to only roll the color die +5. The color die can still explode, and even have a special success. But this is only usable when you can do a task at your leisure. It cannot be used in combat, or when failure or success is vital (such as defusing a bomb, or disarming a trap).

**Contested Tests-** Rarely, you may have to make a test against a fellow player, or more often against an NPC (a Non Player character that the GM controls). When doing this you both roll as normal, and the higher total wins. Ties go to the person initiating the test.

**Action Tokens-** Once in a while during the game, the GM may give the party an action token. This is normally for doing something that improves the spirit of game play, and the how and when to give them out will be further explained in the GM Section. Once you get one your party can use them to perform a synchronized action. To do this all players must be in agreement to participate. One player is chosen to perform the action, however this action is backed up by the whole team and as a result instead of rolling his normal 2 dice, he rolls the color dice for all heroes at the table. Of course, all dice can indeed explode. As the white Sentais have no specific color dice they will add BOTH of their white dice which as they normally would as a white Sentai, can both explode. This can be quite an amazing display of power and should be saved for epic feats.

### **Combat, a special kind of task.**

*“AI-YA!!”-Almost every Sentai character during a battle.*

Some RPGs lend themselves to drama and characterization, making the game a social experience where plot and political maneuvering create a multi-layered drama. Super Happy Sentai Hour is not one of those games. This game is all about high-octane action and plenty of combat. Those monsters don't fight themselves you know.

In many ways combat works very similarly to other tests, with the addition of a bit more structure, and rules for taking and dishing out damage. Unlike other parts of roleplaying, in a combat sequence it is important to keep better track of what you can do in a combat situation, as well as who gets to go when. This is done through initiative and actions. Determining who goes when is a function of who has initiative. In many games this is done by rolling dice. In Super Happy Sentai hour however, this is done by the GM determining if the heroes go first or if the villains do. Normally this defaults to the heroes but if there is ever any doubt the GM should roll a die. On even numbers the heroes go, and on odd numbers, it's the villains. Of course to determine which individual hero goes first is determined by the general consent of the players, unless there is reason to argue, at which point the GM will tell you who goes in what order. On your turn, you may perform 2 actions, which are explained below. Common activities like yelling “look out!” to a team mate, or retorting to a villain with some witty banter, are not considered actions and may be done freely. The following are options for actions you may take.

**Move:** Sometimes it is important to change position on the battlefield. A full out run can be considered an action. You may use both your actions to move twice as far in a turn. The average hero moves 6 meters (or 3” if you are using a traditional 1 inch hex map or 28mm miniatures on a table).

**Attack:** This is the act of pummeling your foes into submission. If you devote both of your actions to attacks, your second attack will be at a penalty of -5 to

the dice roll, as your second attack would have to be done with your off hand and would not be as accurate.

**Transform:** If you are in your “secret identity when the fight starts, you may want to take a second to transform into your battle uniform. This will take one action, and gives some benefits described later.

**Pose:** This takes all actions from all players in your team. You each stand up and perform a martial arts kata and catchphrase, sacrificing your entire turn. In return you gain an action token which can be used on a future action, including a massive attack. Feel free to prepare your killer catchphrases in advance.

**Call Mecha:** When the tide of battle turns against you, or when a monster becomes gigantic, you will need to call forth your mecha. Mecha will be explained in the mecha and gestalts chapter.

**Form Gestalt:** Once you have your mecha you will need to form a gestalt to bring forth your team’s heaviest guns. Again this will be explained in the mecha and gestalts chapter. This is considered a free action and does not take any actions to perform.

**Support:** Players can use their special skill to give the bonus to another player if they can explain how their actions will allow the skill to work. This gives the other player an additional +3 (just like a normal special skill) added to what ever action they are performing.

**Defensive Posture:** If your character takes a defensive posture it will take both of his actions, but he will convey a –5 penalty to any foe attempting to hit him this turn.

### **Hitting Your Foe (attack actions)**

Attacks are handled a bit differently than normal tasks. Firstly, the difficulty is always based on your target’s defensive rating (or DR). So if your foe has a DR of 14, you will need to roll a 14 or better on 2d6 plus the applicable stat and any applicable weapon skills. This brings up another point. Special skills are not used for attacks, but instead you use your applicable weapon skills. If you have no weapons, or are attacking hand to hand, you have no additional skills to add if you wish to apply damage to your foes.

For doing a ranged attack, agility will be the attribute you will use, added to your ranged weapon skill, and 2d6 versus your opponent’s DR. If you are doing a melee attack, you will use your strength attribute added to your melee weapon skill plus 2d6 versus your opponent’s DR.

*Example- Paul's red Sentai uses one of his attack actions to hit Mr. Wondermus, a giant mutant bat with a defensive rating of 15. Paul's red Sentai has a strength of 5, and plans to use his sword to slash at his foe. With his weapon skill of 2 added to 5, this gives him a total of 7, meaning he will need an 8 or better to hit Mr. Wondermus. Rolling a 2 on the white die and a 6 on his red die, means he has an 8, but since the red die rolled a 6 it explodes. Paul rolls it again, getting a 3 for a total of 11. Which means he successfully struck the mutant bat with a mighty blow.*

**Damage-** Once we know that you have hit your target (or been hit yourself) we need to know how much damage is applied. Damage is a very simple formula. Roll a white 1d6, and add the weapon's damage factor. The result is the amount of damage delivered to the target. Once the character has no more points in the normal section he/she is wounded and takes a -2 penalty to any action until healed. Once he/she has lost all points in the wounded section, then the character is out of action and will be unable to act for the rest of the current session. If you are attacking a foe hand-to-hand you have a damage factor of 0. Thus, a punch does 1d6+0 to a foe. Damage Factors or DF for weapons will be listed with each weapon under the equipment section.

**To summarize-** All damage is rolled on 1d6, and you add any DF that a weapon has, then subtract any Armor Rating the target has, to determine the total amount of damage.

**Armor-** Some characters have protection from damage, in the form of an Armor Rating or AR. The AR is subtracted from the total damage done to a target wearing the armor, and can reduce the total damage down to 0.

*Example: Doug takes 4 points from an attack, his battlesuit has a AR of 1, meaning he only takes 3 points damage.*

## Chapter 5- Mecha and Gestalts

Super Happy Sentai Hour is more than a game of martial arts action with heroes in brightly colored costumes. It is a game with giant freakin' robots as well. Pilot driven robots or "mecha" as they are called in Japan, and indeed in the rest of

the world, are a popular part of many storylines and different series from Robotech/Macross to Gundam. This goes the same for the world of Sentai, where they are an integral part of much of the action. In game terms “mecha” refers to any large vehicles that are assigned to each team member to pilot into combat. They need not be humanoid walkers per se. Each player has a mecha as part of being a member of the team. The exact design and theme of the mecha is left to the players’ imagination. These mecha do have one other important trait, which is the ability to combine to form a kick-ass fighting robot called a gestalt.

Gestalt is a German word meaning shape, but is often used to describe a creation that is greater than the sum of its parts. In this case, a bunch of smaller mecha combining to become a massive fighting machine. This section will talk about how to create a mecha for your character, and as a team, use those mecha to build the team’s gestalt.

**Building your Mecha:** Mecha use stats just like player characters. These stats give the basic abilities of the mecha in broad terms and give you a high level overview of what your mecha is capable of. Specific details such as armaments, handling capabilities and overall layout are left to your imagination (within reason of course). The statistics are as follows:

**Protection-** This is a rating of the mecha’s durability and structural soundness. It also works the same way that armor rating works for characters. Every point of protection lowers the damage dealt to the vehicle by 1 point. To determine your vehicle’s Protection, take the character building the mecha’s Endurance plus Ninten divided by 2 round up, giving a number between 1 and 6.

**Offensive-** This is an overall rating of how much damage your mecha can dish out. The particulars of how your vehicle delivers this damage are up to you (laser cannons, missile racks, massive ramming plate, etc.) This stat is in effect the damage factor of an attack from your mecha and is added to 1d6 when dealing damage. To determine your mecha’s Offensive, add your character’s Strength and Tenacity together and divide by 2 round up, giving you a number between 1 and 6.

**Wheels-** While your mecha may move via legs, treads, wings propellers, jets or even actual wheels, it uses the Wheels stat to determine how easily it can evade. The Wheels stat is the same as your character’s Defensive Factor, while in his mecha. Normally this will mean he is easier to hit by normal sized foes because, after all, a mecha is a much larger target. To determine your mecha’s Wheels

***What if we don’t want to use mecha?***

First off are you crazy? Mecha are super cool, and cause massive battles to be even more massive! Having said that, there are rare examples of Sentai without giant robots (grumble grumble). Players and the GM may elect to play mecha-less adventures (ala Sailor Moon, Goranger or Jakq) by simply disregarding this section. In this case, GMs should give the players 1 free action token for facing evil without the aid of mecha, and monster they are fighting will not “go big”, but rather, simply regenerate to its full health once it has lost all its health points.

stat, add your character's Agility and Intellect together, giving you a Wheels rating between 2 and 12. This is the difficulty to hit your mecha with an attack.

Beyond these 3 stats, every mecha has two other statistics worth noting, listed below.

**Structure-** Just like your character's health points, your vehicle has 2 sets of structure points. The levels of which are equal to your character's health points times 2. So if your character has 9 health points per level your mecha will have 18 points per level. Just as with health, there are 2 levels of structure, Working and Damaged. After you lose all of the points in working, you take points from the damaged section at which point any actions you take in your mecha are at a -2 to perform.

**Movement Types-** As the mecha's designer you may choose 2 forms of movement that your mecha is capable of. This determines how your mecha can move. Can it burrow in the ground? Swim like a fish or submarine? Fly like a jet? Choose the two movement types your mecha is capable from the list on the mecha section of the character sheet and check off the appropriate 2 boxes.

**Gestalts and building a Gestalt-** A gestalt's stats are, as one would assume, based on its component mecha. There are six locations in a gestalt: Head, Torso, Left Arm, Right Arm, Left Leg, and Right Leg. Each mecha must fill at least one of these positions when it forms a gestalt. You can form more than one part especially if you have a smaller team. So one player's mecha may be the torso and both arms if they wish, but this is a decision that the players make in the design process. A gestalt's abilities are the same as a mecha's, (Protection, Offensive, and Wheels) but they are derived differently.

**Protection** is determined by adding the Protection stat of the Head and Torso together.

**Offensive** is determined by adding the offensive stats of both arms together.

**Wheels** is determined by adding the Wheels stats of both legs and dividing by 2 round up. This means that a Gestalt is even easier to hit than a mecha, which is easier to hit than a normal person (which makes sense as a gestalt is a giant building sized robot made up of up to six smaller mecha)!

**Gestalt hit location chart**

1. head
2. torso
3. left arm
4. right arm
5. left leg
6. right leg

*Example: The Sentai Team Terraman, has 3 players and thus 3 mecha, they decide that Terra Red's Mecha Makes up the head only, Terra Blue's Mecha makes up the torso and both arms, While Terra Yello makes up the legs. In this case the Gestalt's Protection stat would be adding the Protection of Terra Red, and Terra Blue's mecha. The Offensive would be in essence the offensive stat of the*

*mecha that makes up both arms (as both arms are made from the same mech, you would simply double the offensive of the mecha as it provides for both arms). Then there is the Wheels stat, which is normally an average, but since only one mecha makes up both parts, the Gestalt's wheels stat is the same as the Wheels stat of Terra Yellow's mecha.*

**Gestalts in combat-**When a gestalt is formed all mecha in the gestalt recover any damage they may have taken in battle before forming the gestalt and are now fresh and ready to fight. In combat, anyone attacking a gestalt must roll to see where they hit and damage comes off of the mecha that forms that body part. Forming a gestalt is a free action (technically it takes a full turn but during the turn the monsters are so mesmerized by the cool transformation effect that they are stymied for the length of one turn, meaning in effect, that both sides lose a turn. So for game purposes we consider it a free turn, but you and I know better).

Once you have the gestalt built as it were, you need to know how to pilot it into battle. With 5 or more people piloting, it can get tough as you can imagine, but your as your Sentai heroes are so in tune that you should be able to make it run like clockwork! Gestalts get 2 actions per turn as a whole group rather than when players are not connected together and have 2 actions apiece. The Red Sentai determines how your gestalt will use his action and the team member who's body part is involved will make the roll. The arms are for punching or melee attacks, the legs are for kicks or charges (choose which leg to favor if 2 different mecha make up this section), the torso can do jumps for a "death from above attack" and the head may fire eye laser. The Red should spread the love around of course, and if you do a combined attack with an action token, the Red will roll this devastating attack!

**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 we can handle this. The first is an 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. 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 fit's in on the part of the old. 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 had 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 where the add-on mecha is located is hit, roll 1d6, on a 1-3 the usual body part is hit 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, we look at Doug's offensive which is 5, and divides this in half (rounding up for a +3) which is added to the gestalt's 4 for a whopping 7 offense! Whenever an attack hits the gestalt, roll 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 becomes the torso when the original gestalt had a mecha making up the head and Torso. This is as simple as writing up the new reconfigured gestalt using the rules above 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 actions listed above.

**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 by the following formulas

- **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. Other series that are similar to Sentai such as *Science Ninja Team Gatchaman*, the UK *Thunderbirds*, and *Captain Scarlet* also fall in this non-

mecha category. While they may not have giant robots, 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. Whether this represents vehicles like J.A.K.Q's Sky Ace, Gatchaman's Phoenix, or the fantastic vehicles of the Thunderbirds, these rules will give you a way to build such vehicles.

Super vehicles use the same stats as mecha: Protection, Offensive and Wheels. Generating them is completely different. 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 players 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 a 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. A small swarm of about 12 fighters piloted by the same Mooks that they normally use on the ground. So they will also be subject to the "phone it in" special rule described elsewhere.

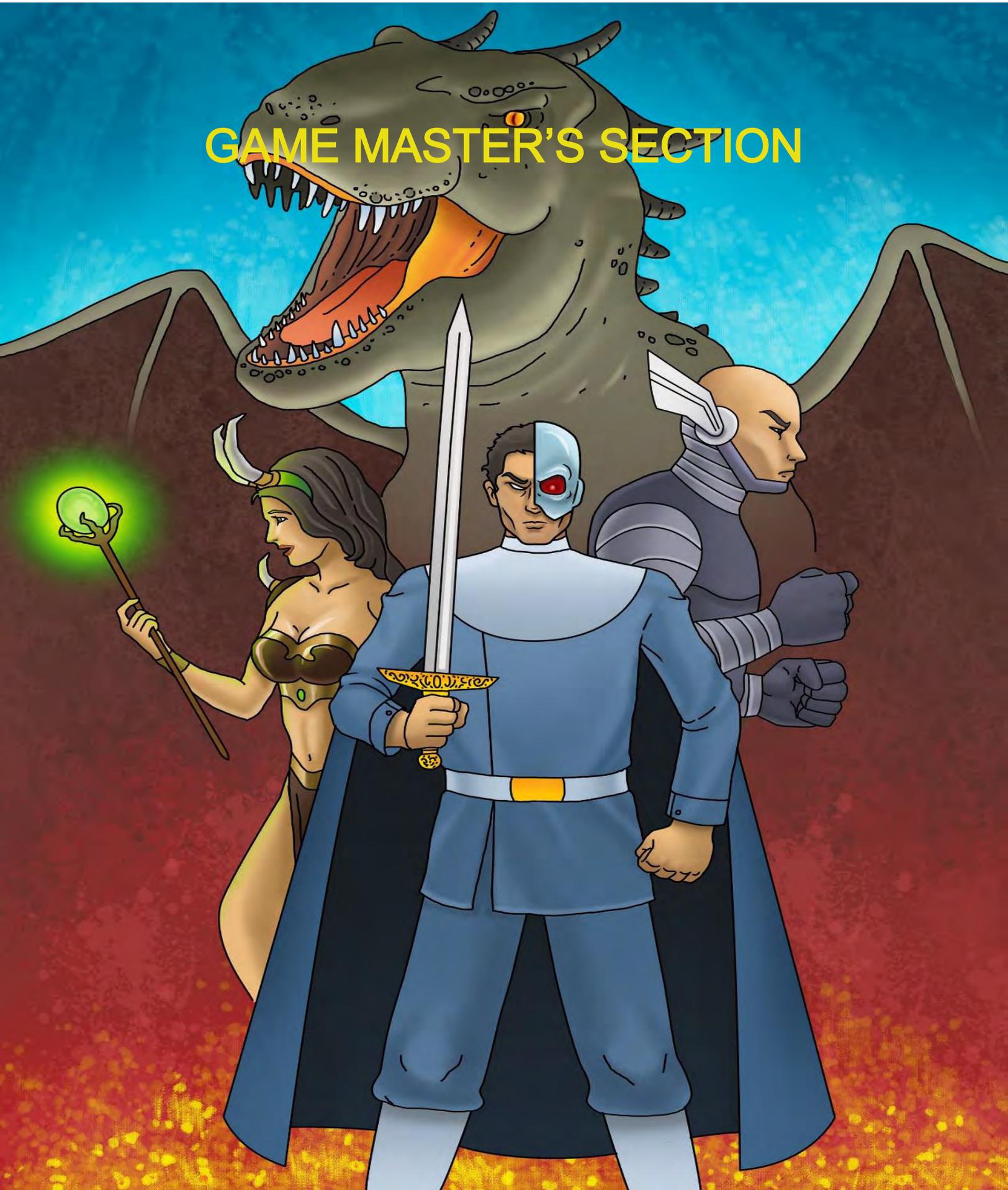
**Mook Fighter-**

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

**Structure** □□□□□

**Special Rules:** *Phone it in-* only 1d6 act In one turn.

# GAME MASTER'S SECTION



# Chapter 6- The Game Master Section

**NOTE!** This section is for the GM only. Turn back players, there is nothing for you in this book from here on out! I Mean it! Scoot! Get going! NOW!

Are they gone yet? Good, now on to the Gamemaster's section!

Like all roleplaying games (with very rare exceptions) Super Happy Sentai Hour requires one player (normally the guy who bought this book) to be the game master or GM. It's up to you to create the stories the players will interact in, as well as control all of the non player characters, NPCs, friend or foe that the players may interact with. Ultimately it is your responsibility to make sure the game runs smoothly and that the players enjoy it. This can sound like a daunting task, but it is also an extremely rewarding one. GMs get to wear a lot of hats during a gaming session: Referee and authority on the rules, bad guys, support staff, and more. So it may seem overwhelming but there are some simple rules that will help to make the job easier.

**1-Don't Panic!** Douglas Adam's said it in his book the *Hitchhiker's Guide to the Galaxy*, and never were truer words spoken. As roleplaying games are not designed to be a competition, the attitude of the GM and players should be more relaxed. Did you forget about the -5 penalty to make two attacks per turn? It's alright as long as the players are having fun. These rules exist as a framework, not as a set of etched in stone commandments. Don't like a rule? Change it, ignore it or add other rules that you think work to add to the fun. As long as your players are having a good time, then you are doing it right.

**2- Play to the crowd.** Judging by the fact that you have gotten this far in this book, this means you are probably a fan of Sentai, and the idea of playing a game in that same genre appeals to you, and hopefully your friends feel the same way. But beyond that, as an author that's about all I can surmise. However, chances are your players are friends of yours, which means you have a good idea of how they think and what they like. That will come in very handy when making adventures. You can make villains that will play on their hate, allies that can play to their strengths and to what they want to see in a story.

**3- Description is key.** Roleplaying is at its heart a game of telling stories. And if you have ever heard someone tell a good story, you know that they are able to make you feel like you were there. Maybe they change their voice to reflect a certain character talking. Maybe they evoke interesting details that draw you in. It's that kind of emotion added to the story that makes it interesting. Watch your favorite comedian tell a story, then ask the most boring person you know "how was your day" and see the difference. This is true with GMing as well. If you de-

scribe a Monster Du Jour as “a man sized mutant rabbit” it’s somewhat descriptive, but bit pedestrian. However, if you say, *“as the smoke begins to clear, you see a humanoid form coming into sharper focus, roughly man sized and fidgeting like a hummingbird that has just downed a couple of red bulls. His long ears and matted fur combined with his wild eyes, only make him look more insane, like the the white rabbit was mutated into a battle armored sociopath. His bloodshot eyes, focus in on you and he says, “Ehh, What’s up Schmuck!”* Never be afraid to ham it up, to let the drama geek in you free when explaining things, or when playing NPCs. The same can be said for describing the scene. You should try to evoke the sense of being there. This is more important than simple measurements, and exposition. These are the things that will draw your players into the environment.

**4- Keep it interactive.** Players love to be in control of their own destinies. Sometimes they will make mistakes, go the way you absolutely did not expect or want them to. It’s up to you to get them on course while at the same time making it feel like they made the choice (good or bad). Players would rather get beaten up a bit, then to be simply railroaded into a proper course of action. A common rule of improv groups is to never say no, instead say yes. Meaning that while you may allow the players to make their choices, but once you allow it then you add to it to make it work. This mindset will make your game run more smoothly and allow you to flex your creativity when things don’t go as planned.

### **Setting up your game:**

So how do you write an adventure for Super Happy Sentai Hour, or indeed for any roleplaying game? Well there are many theories on how to do this best. Some GMs plan out everything, rolling up stats for every possible NPC, writing copious notes for every location, and every action. Others just wing it. Most are probably somewhere in between. The plot to most Sentai adventures can be pretty similar, as they follow a basic formula.

1. The Mastermind formulates another scheme to further his evil goals, and sends out a Lieutenant or two, plenty of Mooks, and a newly minted Monster Du Jour to earth to carry out his nefarious scheme.
2. The heroes catch wind of said evil scheme, whether they are simply sent to investigate by their Mentor, and they find out by an intricate mystery that the heroes have to unravel, or they just bump into the Lieutenants and Mooks, and realise that their mere presence is proof that something rotten is afoot.
3. The heroes bring the fight to the Lieutenants, and Mooks which will no doubt escalate into bringing out the Monster Du Jour, mecha, and end with our heroes taking on the giant version of the MDJ.

While this simple formula for Sentai stories may seem a bit one dimensional, it has served Sentai writers and fans for over 40 years, and is open to a lot of different variations. And as this is your game, you can do anything you want to shake

up the formula. Maybe start the adventure after the villains have had a massive success, and put the players on the defensive. Or introduce a threat that is great enough to make your players have to join forces with the agents of the evil empire to stop a threat to both parties. In short, it's up to you.

### **The Genre of Sentai:**

With a rich and storied history, starting with Goranger, Sentai is in many ways in parallel to the American super hero team genre. Both wear spandex, and save the world from evil using fabulous powers and amazing gadgets. But as much as there are similarities, there are some important differences that are important to point out to the uninitiated. And while most American fans will be familiar with series such as *Power Rangers*, it is in many ways a modified version of the Sentai genre. In this section we are going to discuss several important facets that are integral to Sentai and even compare them to American comic heroes.

**Morality:** In most modern American comics, even the most noble example of heroism may have the occasional dark part of his personality. And just as often we are given reason to feel sympathy for the villain. A case in point, Green Lantern, overcome with grief, became the evil Parallax and killed many members of the Green Lantern Corps. On the villain side, Mr. Freeze's evil started as a way to try to save his wife who was in suspended animation. By comparison Sentai heroes and villains are exceptionally black and white. Heroes fight the good fight, to the end, and represent the best of humanity (or at least Japan), and villains are simply evil, especially Masterminds and Mooks. Once in a while you may see a Lieutenant or Monster Du Jour with a scrap of good in them, but it's the exception not the rule. More often villains are singlemindedly evil, and heroes are ultimately a force of good.

**Unity:** American comic titles, like the Avengers, or Justice League, started when publishers realized that putting more heroes in a single book looked like a greater value to readers who may not have the cash to keep up with each hero individually. Thus if they are all in one book, that book can capitalize on the popularity of each of these heroes. Which is why normally American comic teams look so mismatched. Each hero was designed to stand on his own, and while he/she has seen the logic of joining with his fellow heroes to fight greater injustice, each still can (and often does) step out on their own to have their own adventures. This is not the case in Sentai. The hero teams are themed and normally have origins that link the heroes inexorably. In Goranger, the heroes were all part of the same paramilitary organization (Eagle) and were the lone survivors of concentrated terrorist attacks on them. In Flashman, the heroes were all kidnapped from earth as children and raised on alien worlds coming together to save their former homeworld. This unity means the teams are less prone to just going their own ways. It also means that their origins and powers are far more tied to one another and balanced.

**Quantification of powers:** This is a big one. In American comics powers vary from hero to hero, and heroes are often defined by their powers. A guy who's skin is made of unbreakable metals is not the same as a girl who can shrink down to the size of a mouse. The result is most heroes are defined by their power set or how unique their powers are. For most fans of American comics the first thing you think about when describing your favorite heroes is their powers. Whereas Sentai heroes powers are rarely so varied, or unbalanced. Most of the time Sentai groups are simply known for their martial prowess, special weapons/gadgets, and of course mecha. Other powers displayed in most series are far more incidental (Such as Red1 in *Bioman* having the ability to talk to animals). Such powers are more plot points than game changing combat abilities. The main focus in Sentai heroes is the mecha and gadgets, unlike their American counterparts.

**Death of Heroes:** Most Sentai series run for only fifty episodes or so, and are shown in the course of one year. By comparison most successful comic series can last decades. Thus when big names in US comics die, they almost always come back through some other means. But when Sentai heroes die, they go out in a blaze of glory, and are honestly dead. While the rules for Super Happy Sentai hour don't officially have rules to kill characters (characters who lose all their healths are out for the rest of the session but come back next game), you can stage a character's death, by simply agreeing that 0 health = dead. But death should be a big deal with heroes going out in a blaze of glory. Of course nothing stops you from adding a new hero back to the mix, and it is often quite doable, as long as you maintain a balance. For example, just as during initial character creation you cannot add a duplicate color Sentai that the team already has.

### **Common Non Player Characters (NPCs):**

In this section we are going to discuss the many common NPCs your player will most likely interact with. Beyond the villains (as they were already discussed in the previous chapter) there are plenty of other roles you will need to assume. Here are a few of the big ones.

**The Mentor:** Every team has one, from Zordon and Alpha from *Mighty Morphin' Power Rangers*, to Peebo from *Bioman*. This is the being that manages the mecha, and diligently monitors the globe for trouble. Just like Masterminds, we have a handy dandy chart to generate your Mentor. Also just like Masterminds you probably don't need to actually have a full set of stats for them.

| 1d6 | Our Mentor is a(n).. | heroic..                | who..                                                      |
|-----|----------------------|-------------------------|------------------------------------------------------------|
| 1   | immortal             | super scientist         | dreams of a better future.                                 |
| 2   | kind-hearted         | wizard                  | was sent to protect the earth.                             |
| 3   | wizened              | android                 | fights for justice.                                        |
| 4   | alien                | guardian                | is trying to right an ancient tragedy                      |
| 5   | reanimated           | agent                   | is the guardian of ancient secrets.                        |
| 6   | government appointed | artificial intelligence | is locked in a cosmic chess game with our evil Mastermind. |

**Local Police/Security forces:** Of course, just like any industrial country with a dense urban population, Japan has its share of local police to serve and protect. Just as many companies have private security forces to patrol their factories and installations, ever vigilant against hooligans and possible shenanigans. They are good for both trying to stop an alien incursion or as possible hostages!

**Local Police/Security forces** (they are the law, or at least the ordinance.)

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

**Special Skills-** LAW! Police have a +3 for actions where police authority would matter (ticketing motorists, setting up barricades, etc.)

**Equipment :** Pistol, +2DF

**Defensive rating:** 10

**Health:** 5

**Kids:** Adorable moppets, and endearing children are a staple of Sentai. Whether they are there to cheer on the hero, be held hostage by the villains or be tempted by evil they are often the crux of some moral dilemma, so please won't someone please think of the children?!

**Kids** (adorable hostages and targets)

**Strength: 1 Endurance: 2 Ninten: 3 Tenacity:5 Agility:4 Intellect: 2**

**Special Skills-** CUTE! Children have a +3 to melt your heart with saccharine sayings and cute pouts.

**Equipment:** heavily leafed through manga, some candy and about 12 yen.

**Defensive rating:** 12

**Health: 3**

**Average Citizen:** This represents the bulk of the community, the average folk on the street, Joe Salaryman, or Jane Workingmom. These are the very people your Sentai heroes are protecting.

|                                                       |                     |                  |                   |                  |
|-------------------------------------------------------|---------------------|------------------|-------------------|------------------|
| <b>Average People</b> (the people in your prefecture) |                     |                  |                   |                  |
| <b>Strength: 2</b>                                    | <b>Endurance: 2</b> | <b>Ninten: 2</b> | <b>Tenacity:2</b> | <b>Agility:2</b> |
| <b>Intellect: 2</b>                                   |                     |                  |                   |                  |
| <b>Special Skills-</b> none.                          |                     |                  |                   |                  |
| <b>Equipment:</b> smartphone, wallet/purse, keys,     |                     |                  |                   |                  |
| <b>Defensive rating:</b> 10                           |                     |                  |                   |                  |
| <b>Health: 5</b>                                      |                     |                  |                   |                  |

This gives you some basic elements for GMing adventures in *Super Happy Sentai Hour*. However there is one last piece of information to impart: naming your team. It may seem easy but many players have issues with naming. So here is a quick chart to help.

**Sentai Team naming convention chart**

Sentai teams (in fact most Japanese TV series) normally have incredibly long names attached to them in comparison to US heroes (Yes the Uncanny X-Men is kind of long, but it is often just shortened to X-men. Series like Mighty Morphin' Power Rangers, Taiyo Sentai Sun Vulcan, or Super Electron Bio Man don't get shortened. To that, end this handy chart can help you name your Sentai team.

| 1D6 | Honorific 1 | Honorific 2 | (INSERT THEME) | Title   |
|-----|-------------|-------------|----------------|---------|
| 1   | Brave       | Soldier     | (INSERT THEME) | Rangers |
| 2   | Powerful    | Warrior     | (INSERT THEME) | Man     |
| 3   | Mighty      | Hero        | (INSERT THEME) | Force   |
| 4   | Cyber       | Protector   | (INSERT THEME) | Team    |
| 5   | Fateful     | Victor      | (INSERT THEME) | Rangers |
| 6   | Alien       | Defender    | (INSERT THEME) | Man     |

**THE MASCOT**

While we have spent large sections talking about options for villians, there is another PC that can set the players on edge, and causes them to cringe. I speak of course of the cartoony Mascot s that often support the Mentor s 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 see 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 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 weewy cute, mystical cweature who is super friendly and 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.*

# Chapter 7- The Build a Foe Workshop

*NOTE! This section is also for the GM only. Turn back players, there is nothing for you in this book from here on out! I Mean it! Scoot! Get going! NOW!*

Now that we have gotten rid of them meddling players it is time to talk to you, the brave soul who intends to be the Game Master or GM for your friends and take on the task of using the rules to Super Happy Sentai Hour to create memorable Sentai action stories for your friends to enjoy. First off let me compliment you on your good taste in choosing Super Happy Sentai Hour for all your Sentai based roleplaying needs. Saying that, it cannot have escaped your keen mind that the first thing we need to make a good Sentai story is a good army of evil forces to throw at your players like a madman with a box of grenades. This chapter is devoted to showing you how to build your own empire of evil to tyrannize and threaten your players with for games to come. There are four levels of villainy to discuss, as well as their roles in the game and what you need to do as a GM to build these villains to populate your evil empire with. The levels of your evil organization are as follows:

- **Masterminds-** These are the driving forces of your evil empire. The leaders and major plotters and schemers of your evil empire, from the likes of Bernie Tanaka, to Rita Repulsa and Lord Zed. The Mastermind is the being who is at the heart of your heroes never ending quest to vanquish evil.
- **Lieutenants-** Lieutenants are the direct underlings of the empire you are building, and they are the most like the player characters statistically speaking. They often escort the Monster Du Jour into battle, and represent the Mastermind as his feet on the ground. They are just as capable to fight as any Sentai warrior, but with one big difference. They cheat! These characters return again and again.
- **Mooks-** These are the ground soldiers of your evil empire. They are as expendable as imperial stormtroopers or red shirts from Star Trek, but decidedly more pathetic. The Mook's main job is to be a human shield to buy time for the Monster Du Jour and the Lieutenants to wreak havoc. They may attack en masse but don't worry; they die in droves!
- **Monster Du Jour-** This is the major threat of every Sentai hero. A one use living weapon with the one goal of crushing the Sentai heroes into fine powder; or die trying! These creatures are a big threat, but often last only one game, and will be the creatures you will spend most of the time generating for each game. You will normally have about one new monster a session.

A NOTE ON VILLAINS AND DICE – unless stated otherwise in the rules, all villains and other Non Player Characters (or NPCs) use 2 white dice, and these dice do not explode. This would also be true of most friendly NPCs that are normal people. Reflecting the dice used, and their role in the game, no color need be chosen for them either.

## The Mastermind-

Now that you know the classes of villains, let's start by building your evil force from the top. The Mastermind is arguably the most important, and also easiest villain to create of the four classes. Since he will spend most if not all of his time behind the scenes, there is little need to create stats for him. If you insist on wanting to fully stat him or her out, simply use the rules below for Lieutenants. Otherwise all you should need is a quick origin for your Mastermind. The chart below will allow you to randomly generate a quick origin and motivation for your Mastermind by rolling three times. You will most likely want to fill in some more details such as a name and history.

| 1d6 | An evil..       | and mania-cal.. | who wants to..                       |
|-----|-----------------|-----------------|--------------------------------------|
| 1   | Alien           | conqueror       | revenge on your Mentor.              |
| 2   | Mutant          | scientist       | reshape humanity in his image.       |
| 3   | Cyborg          | invader         | pillage Earth's resources.           |
| 4   | Demon           | wizard / witch  | to enslave humanity.                 |
| 5   | superhuman      | warlord         | destroy the earth and everyone on it |
| 6   | pan-dimensional | criminal        | just be a colossal jerk!             |

*Example: Doug rolls on the Mastermind chart and gets a 3, then a 1, then a 6. meaning that his Mastermind is an evil cyborg and maniacal conqueror who wants to be just a colossal jerk! Thinking for a moment, Doug decides to shape this simple sentence into a history for Lord Galactron, Warlord of the 31st century Cyberwars who lost his bid to enslave humanity. As the decendants of the Sentai heroes will thwart him in the future, he decides to go back to destroy the ancestors of those who bested him (man he really is a jerk). He uses his cadre of cybersoldiers, and his trusted Lieutenants, along with a genoforge he stole when he escaped to his past. He now intends to use his tech to change his own timeline, kill the Sentai heroes, and conquer the earth now. This gives you plenty of plot points to work with and a good idea where to take your game from there.*

## The Lieutenants-

Once you have your Mastermind built it is time to look at your Lieutenants. Most Masterminds have a small cadre of Lieutenants who face your heroes on a regular basis. As these foes are the personalities that your heroes will face most often, you will definitely want to give them a personality and probably even a spe-

cific voice to identify them when they are trading witty banter with the Sentai heroes. What's more, Lieutenants are notorious cowards and will leave the battlefield once they take enough health points to be considered wounded.

A note about staffing Lieutenants: You should probably make about 3-5 Lieutenants for your evil empire. You may make more or less if you desire, but less will get monotonous, and more than five tends to take away from the players' ability to get familiar with their rogues gallery.

Building a Lieutenant is very easy stat-wise. They are built just like a player character Sentai hero, including having an AR of 1, just like a Sentai in their battlesuit. Beyond this there are two differences.

First, instead of choosing a color, they automatically get the skill: **EVIL!** This gives them a +2 bonus to any evil action they are performing, including attack roles. While normally special skills cannot be used for combat, keep in mind they cheat. This is why they only get a +2; cheaters never prosper.

Secondly, unlike Sentai heroes, Lieutenants don't have any real equipment as the Sentais do, though optionally you may give them one weapon from the standard equipment section. In place of Sentai-styled equipment every Lieutenant has one special attack. To determine their type of special attack roll 2d6 and refer to the chart to the right. Each Lieutenant gets only one roll on the table. The following is a list of the different Lieutenant attacks, and what they mean in game terms:

**Bombs-** Lieutenant has a small satchel of high explosives each doing +1DF. Roll 1d6 and this is how many attacks he/she gets with the bombs in a turn. He may double up bombs on one target but no more than 2 a target.

**Hypnosis-** Rolls against one target player in a test of Tenacity vs Tenacity, if he/she wins, then he control that player's actions for one turn.

**Death Scythe-** Wields this rare and thoroughly evil weapon doing a whopping DF +4, and it cannot be removed from the original wielder.

**Tail-** Has a tail, whether it be a long bladed scorpion tail, or shaped like a muffin, it allows

| 2D6 | Attack           |
|-----|------------------|
| 2   | bombs            |
| 3   | hypnosis         |
| 4   | Death Scythe     |
| 5   | Tail             |
| 6   | claws            |
| 7   | Body Blades      |
| 8   | Super Strong     |
| 9   | Dark Fate        |
| 10  | Flamethrower     |
| 11  | Telekinesis      |
| 12  | Bio Energy Blast |

him/her to get an additional attack in combat without penalty, as the tail counts as his "off hand".

**Claws-** Has bladed fingernails, or even Wolverine-style "claws", that are a deadly weapon doing a +2 DF and cannot be taken away as they are part of his/her body.

**Body Blades-** Has sharp protrusions similar to claws, but all over, the body. They do DF+1, and if he/she is struck by a melee or hand to hand attack the attacking player takes one point of damage for getting too close!

**Super Strong-** Can lift severely heavy objects, (add+3 to his/her Strength stat) and he does DF+2 in damage whenever he strikes hand to hand.

**Dark Fate-** Is surrounded by evil mystical forces allowing him/her to roll 2 black dice instead of 2 white dice. Both black dice can explode, making him a deadlier foe in a fight.

**Flame Thrower-** Can unleash a jet of flames that do damage over 2 rounds. The first round they do +1 DF, the second round they do a DF +0 to the same target, as the flames continue to burn!

**Telekenesis-** Can attack with his mind, as a normal to hit roll, but use his/her Intellect stat (instead of Agility+Skill+1d6). A hit throws a character up to 10 meters (5 inches if you use miniatures!) and the character takes damage of +1DF as he hits the ground.

**Bio Energy Blast-** Can project this deadly blast of energy from his/her eyes, mouth, or hands if you prefer. It causes DF +4 to a target as he fires it. This attack is devastating, and should be used sparingly.

### 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 bring down a reign of terror onto those pathetic humans mwa ha ha ha!

Of course handled with the same rules as above.

In games that are based on playing the other side of the coin - the evil empire, the story 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 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 em-



peror 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 stage whispers 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 one of your villains steps 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.

| <b>2d6</b> | <b>Effect</b>                                                                                                                                                                                                                                                |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.                                                                                                                      |

## Mooks-

Next we shall look at the Mooks. Mooks come in all shapes, sizes, and origins. They may be robots, lizardmen, clay golems, or just thugs in spandex outfits. Having said this, in terms of game mechanics, they are all pretty much the same. As such, the template below is the stats for any and all Mooks. Please note, that the only thing you need to do as a GM is come up with a theme and design for

**Mook-** (Be he/she/it reptile or cyborg or whatever)  
**Strength:** 3 **Endurance:** 2 **Ninten:** 1 **Tenacity:**2 **Agility:**3  
**Intellect:** 2

**Special Skills-** None:

**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, they all have swords.

**Defensive rating:** 10

**Health:** 1 (*Mooks die in droves, when you do damage to a group of Mooks the total amount of damage you do is how many Mooks you take out, not how much damage you do to a single Mook. For example, if you do 7 points of damage 7 Mooks surrounding you are taken out of commission.*)

**Special Rule- Phoning it in!** - *Due to their special mix of cowardice and uncanny ability to stand around stupefied, not all Mooks will gather up the wherewithal to attack the Sentai at the same time. Each turn the Mooks act as 1 with only 1d6 actual Mooks doing anything (attacks or getting into position, etc.) The rest of the Mooks kind of just sit on the sidelines moving as if they are actually engaged in the combat when they are not really doing anything. I am sure anyone who has watched a Sentai adventure or even a martial arts flick has seen this kind of Mook behavior in action.*

your Mooks. A note about staffing Mooks: They are all about the numbers, you should probably field about 30 to 60 in total. Yeah that sounds like a lot but they drop like flies and will be more of a nuisance than a major threat.

**Mook Commanders-** In many Sentai adventures, there are a few Mooks that stand out. They are 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 have included the Mook commander template. You get one Mook commander for about every 10 normal Mooks. Their stats are detailed below.

### 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 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 down considerably. Note: the templates show what you add to normal Mooks, thus the stats are shown as modifiers to the template above.

### 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.

**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 (Mooks in disguise!)**

**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).

**Demon Mooks (supernatural Mooks)**

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

**Equipment** Magic bolt DF+1 (ranged)

**Defensive Rating:** +2

**Special Abilities:** *Teleport!* Ninten toll (difficulty 10) the demon may teleport within line of sight, rather than doing a normal move.

This is the big hitter in the game, and the one thing that you will likely need to keep generating per session. The Monster Du Jour, is simply the monster of the

day. The Monster Du Jour (or MDJ to shorten the term) is a simple way for the GM to theme an episode or strategy around a single NPC that will be present for one session and likely be never seen again (again if you follow Sentai series tropes). Much like Lieutenants, the basics of making an MJD start like making a character. Simply roll 1d6 for each of the six stats (Strength, Endurance, Ninten, Tenacity, Agility, and Intellect) placing the scores where you prefer them. Add Agility and Tenacity +5 to get the defensive rating, and Endurance + Tenacity to get their health. He (or she?) also get's a super tough skin with an AR of 2 (plus any modifiers he gets on the templates below). Once you have this proto-form of the monster, you then must add the monster's theme which gives him his skill and power. The charts for determining an MDJ are a bit more complex as you will be rolling to determine which chart to use and then applying the template to your monster. Of course if you wish you may simply pick a chart rather than rolling especially if one specific template will work well for your current game. If you feel comfortable doing so, you may also make your own custom templates to build more original MJDs. For the first few games you should stick with our main set until you get the hang of it. After the charts there will be some more hints on how to build your own custom templates.

So here is how the templates work. First roll 1D6 to determine which of the 3 core sets or "tracks" you will use. On a 1-2, use the A track monster templates, on a 3-4, use the B track monster templates, and on a 5-6 use the C track monster templates. Once you have rolled for the track you are using, then you simply roll 1d6, for the exact category in that track, and then roll one more die for the exact template in that category. Once you have the exact template, simply apply it to the MDJ, and voila, your monster is complete.

**Track-A** Beasts, (this track contains examples of animals and a few mythic beasts as a general whole)

**Track-B** Mystic forces (this track is more spiritual creatures or nightmarish beasts)

**Track-C** Miscellaneous (in short, anything that doesn't fall under track A or B)

**TRACK A, Beasts Category 1- Mutant Animals  
- (Roll 1d6 for Template)**

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <p><b>Bat:</b> A flying monster with evil intent? Fabulous! Normally bats are a bit misunderstood as many folks get the willies at the notion of a flying rodent, but once they have been turned into monsters by your Mastermind they can definitely live up to the fear factor. As a template the bat gains +1 Agility, due to it's ability to fly, and the special skill, SONAR! (+3 to hear anything) Bats also have a ranged attack with their wings with a DF+2</p> |
| 2 | <p><b>Rhino:</b> A large mammal normally found in Africa, a Rhino is known for it's savage charge, tough hide and singular horn. When mutated the rhino gains AR of 2 due to the hide and a +1 endurance. It also gets the special skill of RAMPAGE! (+3 to attack.) Also the rhino has a ram attack at DF+3 but if he misses he loses a turn, getting his horn stuck in the next available target.</p>                                                                   |
| 3 | <p><b>Crab:</b> An aquatic creature that has a hardened exoskeleton and large pincers. It may be harmless (and tasty to some) at first, but once mutated it can be quite devastating! Crabs are well armored, gaining an AR of 2, and +1 to their Strength. Also has the skill CLIMB! (+3 to climb anything) and a claw attack with DF+2.</p>                                                                                                                             |
| 4 | <p><b>Dolphin:</b> Did you know the military has employed dolphins? Sometimes they flip out and go rogue! Yup, you may think Flipper is a kind creature of the sea but don't assume anything once it has been mutated into a monster! The Dolphin has a +1 Intellect, and the special skill SWIM! (+3 to move in water) They also have a spray attack that does DF +0 but throws your opponent back 12 meters!</p>                                                        |
| 5 | <p><b>Toad:</b>Toads are the leathery less pretty version of the frog, with larger bulging eyes. Once mutated this horrid little thing can be quite nasty. The toad gets a +1 Ninten, and the special skill of LEAP! (+3 to Jump) He can also Tongue lash with a DF+1, or can roll strength to entangle a foe (Strength roll, difficulty 13 to escape)</p>                                                                                                                |
| 6 | <p><b>Squid</b> An alien looking creature that comes out of the sea. Between its sucker laden tentacles, and its inkjet it can be both fascinating and creepy. This is only magnified after the mutation process! The Squid gets a +1 Tenacity, and the special skill of SWIM! (+3 to move in water) as well as an ink spray attack that does a DF+1 and players must spend a turn cleaning up or take a -5 penalty to all actions, as they are blinded and slippery.</p> |

**TRACK A, Beasts Category 2- Down Under  
- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Kangaroo</b> One of the most well known native animals in Australia, the Kangaroo is known for hopping and it's pouch, elements that are put to well use as a mutated monster. The Kangaroo gains a +1 agility as well as the Special Skill: HOP! +3 to move via jumping. It also gains a +2 to it's DR due to it's speed, and a powerful Kick doing a DF+3.                                                                    |
| <b>2</b> | <b>Koala</b> One of Australia's most adorable creatures, the Koala is known for it's love of eucalyptus and sleeping, but don't let it fool you as a mutant beast it can be quite evil! The Koala gains a +1 Ninten, and the special skill of 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).                                                              |
| <b>3</b> | <b>Echidna</b> A spiny critter who prefers going solo on missions. Looks similar to a hedgehog, but way tougher, the Echidna as a mutant monster gains a +1 to endurance, and the special skill: ROLL! +3 to move by curling up into a ball and Claws that do DF+2 damage. Also due to it's spiky coat of quills the Echidna does DF+0 damage to any attacker that successfully hits the Echidna with a melee attack.              |
| <b>4</b> | <b>Emu</b> A large, flightless bird creature that is often mistaken for an ostrich. It is quite large and once mutated into a monster is quite evil, despite it's inability to walk backwards. The Emu gains a +1 Intelligence, and the special skill of RUN! +3 for land movement to make up for his flightlessness. The Emu can also make 1 extra attack until he "gets large". As an attack, the Emu has a kick that does DF+2. |
| <b>5</b> | <b>Shark</b> A shark is not the smartest creature in the deep blue sea but it doesn't have to be when it is as savage and strong. Mutant monsters Sharks are quite a threat and gain a +1 Strength. They also have the special skill: BITE! +3 to use his teeth! This does DF+3 damage. They also gain a +2 to DR as they are quite quick and a +1 AR due to their tough hide!                                                     |
| <b>6</b> | <b>Platypus</b> One of the oddest creatures on Earth, with a duck bill and a beaver-like tail. For some reason, when it mutates seems to go a bit James Bond, sporting a fedora, and cunning demeanor. The Platypus gains a +1 to tenacity and the special skill: SPY! Which gives it a +3 to sneak and use gadgets. Also has a dart gun with a DF+2 damage.                                                                       |

**TRACK A, Beasts Category 3- Aquatic creatures  
- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Manta Ray</b> A flat bottom feeder that can be quite dangerous in the deep. Once mutated into a monster in service of a Mastermind it can be quite a foe to face! The Manta Ray gains a +1 Agility due to it's speed and agility, and the special skill of SURF! Giving it a +3 to actions in the water, It also has a stinger that delivers a DF+2 damage.                                                                                                                   |
| <b>2</b> | <b>Jellyfish</b> another hazard of the deep the Jellyfish is a pretty simple creature but is also a poisoned trap of the sea. It looks harmless enough but DO NOT TOUCH! This is a trait only magnified in its mutant version. It gains a +1 intelligence, owing to it's squishy brain like structure and the special skill GROPE! +3 to grab. Once a grabbed it can do a sting attack for DF+3.                                                                                 |
| <b>3</b> | <b>Blowfish</b> A small fish that puffs itself up in times of stress or danger to about twice it's size with protruding spines. It is also quite poisonous making it quite an undesirable catch. When mutated into a monster, the Blowfish gains a +1 Ninten, and the special skill SCARE! Which is a +3 to intimidate or shock due to growing larger and spiner. It also has a bite for DF+1, and when puffed, any melee attack done to it, does a DF+1 damage to the attacker. |
| <b>4</b> | <b>Killer Whale</b> Imposingly large and powerful the Killer Whale is both powerful and intelligent, known as an apex predator of the briney deep. A Killer Whale gains a +1 Strength due to it's massive size and predatory nature, it also gains the special skill POUND! +3 to ram or punch with it's massive fists (yes it has fists) that do DF+2 damage. The Killer Whale also gains a layer of armor worth AR 1.                                                          |
| <b>5</b> | <b>Piranha</b> The piranha is not the largest fish in the world, but it makes up for it with its jaws and ravenous bite. Preferring to attack in packs a group of them can become a lethal cloud of teeth and muscle. The mutated Piranha gains a +1 to the tenacity score, and a special skill called PACK! +3 to attack any target that an allied unit attacked. It also has a lethal bite at DF+3!                                                                            |
| <b>6</b> | <b>Clown Fish</b> A deceptively cute and funny creature, the clown fish may look cute with it's bright orange and white colors but it can withstand anemone stings and nests in the tops of these stinging creatures. A mutated Clown Fish gains a +1 to the endurance score, and has an armor of AR 3. It also gains the skill TRICK, +3 to feint, or trick an opponent, even taking off with a foe's weapons! It has a simple punch for a DF of +1                             |

**TRACK A, Beasts Category 4- Insects**  
**- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <p><b>Cockroach</b> Filthy insectoids known mostly for their ability to survive harsh conditions, and thought to be able to survive nuclear winter. A mutated Cockroach gains a +1 to Endurance, and a special skill GROSS OUT +3 to any action that will force the heroes to make a ninten check not to lose their lunch. It also has an armor of AR2, and a mean pincer doing DF+2.</p>                                                                                                                                         |
| <b>2</b> | <p><b>Flea</b> Fast and jittery, the Flea is a nimble little parasite that loves attacking dogs and other mammals. Due to it's jumping and size, a mutated Flea gains a +1 to its agility score, as well as the special skill LEAP +3 to jump. It also has an itching pollen it can spray causing DF+1 damage.</p>                                                                                                                                                                                                                |
| <b>3</b> | <p><b>Scorpion</b> a deadly insect known for it's large pincers, and it's stinging tail that it uses to poison it's prey once it has grabbed them. A mutated Scorpion is not a foe to be taken lightly, gaining a +1 strength attribute and the special skill GRAB +3 to attacks that pin a foe (a hero can try to break free with a contested strength roll) It also has a deadly poison attack doing DF+3 and is armored with a rating of AR 2.</p>                                                                             |
| <b>4</b> | <p><b>Centipede</b> With a bunch of limbs, the centipede is often seen as one of the more freaky insects, like an armor plated worm carried along on a large quantity of legs. It is no wonder they are one of the more dislikeable bugs out there. A mutated Centipede gains a +1 to it's Ninten score and the special skill CLIMB +3 to any climbing check (with that many legs it should come as no surprise). It's punch attack only does a DF+1 but it can make 1d6 attacks per round hitting anyone within melee range.</p> |
| <b>5</b> | <p><b>Mantis</b> While it's pincerd arms almost look to be at prayer, this bug is too cold and calculating to be religious; heck it even eat's it's own mate while mating! A mutated creature of this kind gains a +1 to it's intellect and has the special skill, DISGUISE, +3 to attempt to fool a foe into believing it is a friend. It's bite attack is rather dangerous doing a DF+2 damage.</p>                                                                                                                             |
| <b>6</b> | <p><b>Wasp</b> Unlike its gentler cousin, the honeybee, which pollinates plants and gives us honey, the wasp is just a large nasty stinging bug that can continue to sting meaning it is far more willing to use it's attack. The mutated Wasp gains a +1 to its tenacity score and the special skill DIVEBOMB +3 to attack from above. The Wasp also has a sting that does DF+2 in melee combat.</p>                                                                                                                             |

**TRACK A, Beasts Category 5- Dinosaurs**  
**- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Tyrannosaurus</b> The Tyrannosaurus Rex, with its big jaws and small hands, can be quite a major disaster. When a monster is mutated from the T-Rex, it gains +1 to it's Strength score , and the special skill, BITE! +3 to attack with it's massive jaws. It's main attack, the bite does DF+2 in damage.                                                                                                                                                      |
| <b>2</b> | <b>Raptor</b> While the T-rex may be the king, this little guy is not to be trifled with! He is fast and Agile. The Raptor claws his prey with savage accuracy. A mutated Raptor gains a +1 to it's agility score and the special skill CLAW! (+3 to do a claw attack). His claws do DF+1 but he can attack twice.                                                                                                                                                  |
| <b>3</b> | <b>Stegosaurus</b> An armored beast with two brains, one in his head and one in his butt for good measure. With a massive body and spines this creature is a herbivore, but that does not mean that he is a pushover! The Stegosaurus gains a +1 Intellect score, and gets an AR of 1, as well as the special skill SLAM (+3 to attempt to body slam) and a tail whip that does DF+2 in damage.                                                                     |
| <b>4</b> | <b>Pterodactyl</b> It is believed that birds of today evolved from the dinosaurs of yesterday, and the Pterodactyl may be some pretty good proof of that as it is a flying dinosaur. These winged hunters once dominated the ancient skies. The Pterodactyl gains a +1 his Ninten score, and has the skill SWOOP! (+3 to do an aerial attack) and claws on his feet that do DF+2 Damage.                                                                            |
| <b>5</b> | <b>Triceratops</b> The Triceratops is a large dinosaur with a frilled bone ridge and three facial horns, focusing on a ram attack using it's hard bony head and horns. It should be noted it also dislikes bombs for some reason. The mutated Triceratops gains +1 Endurance, and the special skill CHARGE! (+3 to do a slam attack) and his horns do DF+2 damage.                                                                                                  |
| <b>6</b> | <b>Mastodon</b> While not technically a dinosaur, the mastodon fits here better than anywhere else on the chart. It is a large wooly creature related to the elephant, and with it's massive size and huge tusks it can be quite a threat. The mutated mastadon Mastodon gains a +1 to it's Tenacity score , and the special skill TRAMPLE (+3 to run people over) and his tusks can do DF +2 damage. The Mastadon also has an armor at AR 2 due to it's thick hide |

**TRACK A, Beasts Category 6- Mythical Creatures  
- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Unicorn</b> The Unicorn is a mythical creature that resembles a horse with a single horn on it's head. It symbolizes purity and grace. However an evil Mastermind can twist it into something evil, as they often do. The Unicorn gains a +1 Ninten score and the special skill: HEAL! Roll 1d6 and he can heal that many points of damage or up to 1d6 worth of Mooks.                                                                                                                                                      |
| <b>2</b> | <b>Minotaur</b> A large humanoid with the head of a bull, and a mountain of muscles. Common in Greek mythology, Minotaurs love to stalk their prey in cavernous mazes. A Minotaur gains a +1 Endurance, and the special skill SEARCH! +3 to search for hidden foes, and a club doing +3 DF and they have an AR of 2.                                                                                                                                                                                                            |
| <b>3</b> | <b>Troll</b> Commonly trolls are large creatures known for living under bridges and eating people. They also have wild manes of hair that normally stand up on end as well as a bejeweled stomach. Trolls gain a +1 their Intelligence score and the special skill SCARE! (+3 to intimidate or force foes to cower) Trolls also have a ranged laser pulse from the torso jewel doing a +2 DF.                                                                                                                                   |
| <b>4</b> | <b>Dragon</b> The dragon is the apex predator of any fantasy world, a large fire breathing lizard that flies. They are known for hoarding gold as well as decimating the countryside with their flaming breath and snacking on adventurers who dare to try to get at their hoard. A Dragon gains a +1 Tenacity as well as the special skill ROAST! +3 to use his flaming breath which does a DF +1 damage to 1d6 targets. Dragon skin is damage resistant giving a dragon an AR of +2 and Dragons also has they ability to fly. |
| <b>5</b> | <b>Ogre</b> An ogre is a monster of a humanoid form with large tusk-like lower teeth, leathery skin as hard as iron and massive muscles that cover the beast from head to toe. The ogre gains a +1 Strength and the special skill MUSCLE! +3 to do any feat of strength. Also his fists can attack doing a DF+2 damage. And his skin has an AR of +1                                                                                                                                                                            |
| <b>6</b> | <b>Pegasus</b> A pegasus is mostly known for it's wings that allow the creature to fly through the skies. Less known for purity than the unicorn, but far more useful for one who is looking for a mount to get them from point A to point B. The Pegasus mutant gains a +1 Agility due to it's grace and the special skill FLY! +3 to move in aerial actions, and a hooves doing a DF+2.                                                                                                                                       |

**TRACK B, Mystic Forces Category 1- Classic Horror**  
**- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Werewolf:</b> Half man, half wolf, the werewolf is a terrifying beast whose powers are tied to the lunar cycle and a beast that will lash out with feral fury. A mutant Werewolf gains a +1 to its Strength score, and the special skill TRACK! (+3 to hunt a specific target) and claws and fangs can do DF+2.                                                                                                       |
| <b>2</b> | <b>Mummy:</b> While originally a prepared body for the afterlife of ancient Egypt, the fabled curse of the Mummy turns this corpse into a bandaged engine of pure destruction. The Mummy gains a +1 to Tenacity, and the special skill STEALTH! (+3 to move without sound) as well ability to launch a swarm of beetles doing a DF+1 attack to up to 3 targets.                                                          |
| <b>3</b> | <b>Vampire:</b> An eternally young undead creature vampires are known for drinking the blood of the living to stay young, and despite some opinions, definitely does not sparkle. A Vampire mutant gains a +1 to their Agility score, and the special skill SEDUCE! (+3 to mesmerize the opposite gender) and a bite attack that does DF+0 but any damage done can be recovered in any health the vampire loses.         |
| <b>4</b> | <b>Swamp Monster:</b> He is a bit of an enigma; hard to spot, harder to capture. These creatures often hang out in lagoons, the darker the better. The Swamp Monster gains a +1 to their ninten ability the special skill SWIM! Which gives a +3 to maneuver in water. On top of this the Swamp Monster gains a AR of 1 and has a smothering wet bear hug attack capable of doing DF+1 damage to any foes.               |
| <b>5</b> | <b>Frankenstein:</b> A mish mash of living parts brought together originally by a mad scientist this kind of reanimated life form is very tough but does not like to be anywhere near fire. The Frankenstein gains a +1 to their endurance stat, and the special skill THROW! (+3 to pick up and throw things/people) and also has a devastating punch that does DF+1 damage and a tough hide for an AR of 1.            |
| <b>6</b> | <b>Zombie:</b> Unlike the Frankenstein above, this is a single corpse that has been brought back together is a still decompsing state. It often is a less than bright, a shambling mass that demands "Brains!" The Zombie gains, a +1 to their Tenacity statistic, and special Skill SCARE! (+3 to attempts to frighten others) He also has hungry jaws that do a DF of +2. It's tough leathery skin also has an AR of 2 |

**TRACK B, Mystic Forces Category 2- Nightmares**  
**- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Eye Monster:</b> A large creature covered in large orb-like eyes, this creature can see in multiple directions and has no issues seeing in the dark or other light spectrums. The mutant eye monster gains a +1 Intellect. The eye monster also has the special Skill SEE! (+3 on all perception checks). Also the creature can focus energy through his eye's lenses creating optical blasts with a DF of +3.                                                                                   |
| <b>2</b> | <b>Hentai Beast:</b> This creature is a mass of slimy, green tentacles, and despite the fact that it is a different species it has an odd obsession for young teenage girls. The Hentai Beast Gains a +1 to its strength score. It also gains the special skill GROPE! (+3 to grab females and hold them) and tentacles that can stretch for about 4 meters and do a DF of +1.                                                                                                                      |
| <b>3</b> | <b>The Gibbering Maw:</b> This creature is a large mass with a massive mouth laden with teeth and a massive tongue capable of reaching out and grabbing food. The Gibbering Maw gains a +1 its endurance stat. And due to its preoccupation with food it gains the skill EAT! (+3 to grab and devour inanimate objects smaller than one-half its size). Its mouth can bite for a DF of +1.                                                                                                          |
| <b>4</b> | <b>The Mirror Man:</b> This creature is an enigma; what does it look like? It may change its shape, but its normal form is pretty hideous. The Mirror Man gains +1 to its Ninten score (in normal form). The Mirror Man also has the special Skill MIMIC! which confers a +3 to look and sound like anyone. Alternately he can become a mirror image of any character copying all of their stats                                                                                                    |
| <b>5</b> | <b>Death's Head:</b> The death's head is a skeletal creature wrapped in robes and armor resembling something that looks like it belongs on the cover of a Molly Hatchet album (look that reference up kids). The Death's Head gains +1 to its Tenacity score. It also has the special skill SCARE! (+3 to attempts to frighten others). He also has a ranged "death breath" firing a toxic cloud made of the funk of 40,000 years at DF+2.                                                          |
| <b>6</b> | <b>Killer Clown:</b> While Clowns are intended to be jolly and innocent fun, the Clown can also be a source of great terror twisted and evil. This is a reason many people see them as creepy as all get out. The Killer Clown (from outer space?) gains a +1 to its agility score. The Killer Clown also has the special Skill FOOL! (+3 to do anything foolish or to prank heroes). He has a Joy Buzzer Attack with a DF+1, anyone hit must make an endurance check or spend one turn convulsing. |

**TRACK B, Mystic Forces Category 3- Japanese folklore  
- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Kappa:</b> The Kappa is a Japanese tortoise-like goblin most recognized by the odd concave shape on the top of their skull. The concave shape holds water from the pond it spawned from and it is weakened if that water is spilled. The Kappa Gains +1 it's endurance score, and the skill BALANCE! (+3 to not fall when hit or tripped). AR of 3 for the turtle shell, as well as a spit attack that does a DF of +2                                                  |
| <b>2</b> | <b>Oni:</b> The Oni is the Japanese version of a "demon" a mass of muscles with bulging eyes, small horns, and a wicked grin. The Oni Gains +1 to it's Strength score, and the special skill GRAPPLE! (conferring a +3 to grab or wrestle a foe). His massive bear hug can do a DF of +3 and he has a AR of 2 due to his sheer bulk.                                                                                                                                       |
| <b>3</b> | <b>Penanggalan:</b> The Penanggalan is a curious parasite that rides in a humanoid body. The creature looks like a human head with a set of flying internal organs. The Penanggalan gains a +1 to it's Agility score, and the skill SCARE! (+3 to attempt to scare). Also the Penanggalan has the power to life leach, each time attacking at DF +0, but any damage done can be recovered in any health the vampire loses.                                                 |
| <b>4</b> | <b>Tengu:</b> The wise yet wiley raven creatures called Tengu are quick, resourceful and often love to attack from cover, allowing them to stay hidden until the time is right. The Tengu gains +1 to it's Ninten score, and the special skill HIDE!(+3 to avoid being seen on the battlefield). On top of this the Tengu is gifted with the ability to fly. Tengu often carry weapons doing a DF+2 and they often wear light armor for an AR of 1.                        |
| <b>5</b> | <b>Kitsune:</b> A nine tailed fox creature that can shapeshift both to look like anyone or anything (within it's rough mass). They are known for liking to toy with foes before a frontal assault. Such as appearing as one character to insult another. The Kitsune gains a +1 to it's Intellect and special Skill MIMIC! (+3 to look and sound like anyone). Also has a nine tails attack that can attack 1d6 times at DF+0.                                             |
| <b>6</b> | <b>Bog Hag:</b> A grotesque female form that lives in the swamp. It's greedy eyes glimmering as it's teeth click awaiting unsuspecting prey. The Bog Hag Gains a +1 it's to Tenacity score, and the special skill, SWIM! (+3 to move in water) and the power MESMERIZE!; roll against a target's Tenacity, if roll is higher, that person is under the Hag's control for one turn. The creature also has a bite for a DF+1 and a slime covered body that gives an AR of 1. |

**TRACK B, Mystic Forces Category 4- Holiday Creatures  
- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Pumpkin Jack</b> The Pumpkin Jack is a creature dressed like an eighteenth century highwayman with a flaming jack-o-lantern instead of a head. The Pumpkin Jack gains +1 to its Tenacity score, and the Special skill, FEAR! +3 to intimidate or scare. The Pumpkin Jack also has fireballs that attack the area rather than the person so the attack is against an automatic defense of 6, DF +2 .                                                                                                                                               |
| <b>2</b> | <b>Tooth Fairy</b> A winged creature with an odd fixation on dental work, the Tooth Fairy flies in and hunt's teeth. The mutant Tooth Fairy gains a +1 to it's strength score, +1 and the special skill: ROOT CANAL! +3 to any tasks that involve dental work, Special attack: Whirlwind, DF+2 and all opponents lose one action next turn picking themselves up.                                                                                                                                                                                    |
| <b>3</b> | <b>Leprechaun</b> A wee beastie of the emerald isle who covets his pot o' gold! The Leprechaun gains a +1 to it's intelligence score, and has a +2 DR (due to small size) The Leprechaun also has the special skill TRAP! +3 to set traps that can lie in wait for our heroes. Special skill: drunk attack, 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.                                                                          |
| <b>4</b> | <b>Cupid</b> An evil cherub ready to bring the love! The cupid has a +1 to it's Ninten score, and the Special skill: KAWAII! +3 to actions to appear cute and harmless, or to charm. Special attack: Love's arrow. Target 2 characters, PC or NPC; the 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). |
| <b>5</b> | <b>Jack Frost</b> A frozen creature that is known for giving his foes the cold shoulder. This mutant gains a +1 to it's endurance, and the special skill: SKATE! +3 to move by sliding on ice. The Jack Frost also has a special attack, an ice staff with a DF +2, if hit an opponent is frozen in ice, strength roll difficulty 12 to break free on player's next available turn. His icy skin also has an AR of 2.                                                                                                                                |
| <b>6</b> | <b>Easter Bunny</b> Normally a cute creature that is known for hiding eggs during a holiday, the mutated version is unsurprisingly twisted and evil. The mutant Easter Bunny gains a +1 to its Agility stat, and the special skill: LEAP! +3 to leap/jump checks. It also has a vicious bite, that does a DF+3 damage and it's downy fur has an AR of 1.                                                                                                                                                                                             |

**TRACK B, Mystic Forces Category 5- Elementals**  
**- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Fire</b> A flaming beast that's flaming torrents creating walls of fire and burning all who oppose him. The Fire elemental gains a +1 to its strength. The Fire elemental also gains the special skill FIRE! +3 to set and light fires, and a flame blast for DF+2 to up to 1d6 targets. Its flames also protect it with an AR of 1.                                                                                                                                                                                                               |
| <b>2</b> | <b>Earth</b> A walking wall of rock and turf the earth elemental rains down mounds of earth burying its foes. The mutant earth elemental gains a +1 Endurance, and the special skill PLANT! +3 to cultivate and grow plant barriers. The Earth elemental can smash with its fists for DF+2, also has ground pound for 1d6 targets at DF +0 agility roll vs difficulty 10, to move underground, and.                                                                                                                                                   |
| <b>3</b> | <b>Air</b> Something as simple as the wind may not seem that powerful, but with a powerful enough torrent it can move mountains and blast through anything. A mutant Air elemental gains a +1 to its Agility score and the special skill BLAST! which confers a +3 to push foes with the force of wind. The air elemental also does a DF+0 ranged attack throwing his foe 2d6 feet away in the direction the elemental chooses. The elemental can also fly.                                                                                           |
| <b>4</b> | <b>Water</b> While it is formless and shapeless, water can erode the mountains and hit with unimaginable force. A Water elemental has the graceful agility of its fluid form and the raw power of a tsunami! The mutant Water elemental gains a +1 to its Tenacity score and the special skill DRENCH! +3 to force surround your foe with a torrent of water forcing them to make an agility check to stand OR an endurance check (both diff 14) not to take +2 DF damage in drowning. The Water elemental also has a +2 to its target to hit number. |
| <b>5</b> | <b>Void</b> Of all the elemental forms, the Void is the hardest to explain. It is literally nothing. The absence of anything. A true force of the anti-matter the Void elemental gains a +1 its Ninten score and it also gains the special skill VACUUM! a +3 to target with an attempt to absorb a foe into the nothingness. If hit a player must make a contested Ninten check to not be sent to a limbo plane. Requiring a difficulty 12 Ninten check to return from. This also does DF +0 damage.                                                 |
| <b>6</b> | <b>Toxic</b> This is essentially a toxic mess that can be turned into an elemental like creature. The mutant Toxic sludge beast gains a +1 to its Intelligence score and the special skill SLIME! +3 to escape capture by oozing into the earth or crevices of any structure. The toxic monster does +2 DF attacks spraying toxic goo at its foes and has an AR of 2 due to its slimy exterior.                                                                                                                                                       |

**TRACK B, Mystic Forces Category 6- Sci Fi monsters  
- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Bug Eyed Monster-</b> A large hulking beast that resembles a monster from a 1950s sci fi film with bulging eyes and wearing what appears to be a space suit. The Bug Eyed Monster gets a +1 to it's strength score and the special skill GROPE! +3 to grab a female (or a male if it's absolutely necessary). It also is equipped with a laser ray gun that does DF+2.                                                   |
| <b>2</b> | <b>Alien Brain-</b> A cold and calculating alien intelligence with an enlarged cerebral cortex either seen under glass, or just bulging from it's skull. The Alien Brain gains a +1 to its intellect score, and the special skill SCIENCE! (+3 for any application of tech or science). He also has a probe that does DF+3                                                                                                  |
| <b>3</b> | <b>Xenomorph-</b> The perfect killing machine. A biological terror with incredible reflexes, and an armored carapace. In space no one will hear you scream, good chance you won't hear this coming up behind you either. The Xenomorph gains a +2 to it's Agility score, and AR of 2 thanks to it's hardened exoskeleton. It also has the special skill KILL! (+3 to attack and harm non-xenomorphs) and claws that do DF+1 |
| <b>4</b> | <b>Cyborg-</b> A merging of living tissue with mechanical or robotic parts. This life form is neither man or machine, being a patchwork of both; improving on both forms, and also using the gifts of both in the service of evil. The Cyborg gains a +1 it's to endurance score and has an AR of 1. He also gets the special skill HACK! (+3 to affect computer networks) and an arm blaster that does DF+2                |
| <b>5</b> | <b>Android-</b> A replication of humanity in a technological form. Pneumatic musculatures, a computerized brain, and state of the art optics make the android a deadly machine to fight. The Android gains a +2 to all of its stats and has no special skill to balance this. The Android also has an AR of 2 and powered fists that do a DF+2                                                                              |
| <b>6</b> | <b>Bounty Hunter-</b> While not human, the alien Bounty Hunter is built for the hunt. Whether this is a product of evolution or genetic/cybernetic upgrades remains to be seen. The Bounty Hunter lives for the hunt and it gains a +1 it's Tenacity score. A Bounty Hunter also has armor with an AR of 1, and the special skill TRACK! (+3 to track down or hunt a specific target) and a laser pike that has a DF+2.     |

**TRACK C, Miscellaneous Category 1 Technology**  
**- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Boom box:</b> A tower of bass speakers this is a loud monster who can drop the bass on those pitiful Sentai. The boombox mutant gains a +1 strength score and the special skill: BOOGIE! +3 to move with the music, and special attack: <i>Sonic boom</i> DF +2 to 1d6 targets.                                                                                                                                            |
| <b>2</b> | <b>Video Game Console:</b> Powered by blast processing, this creature looks like a cross between a high tech ninja and a Sega Genesis. The video game mutant gains a +1 ninten score and the special skill: NINJA! + 3 to all ninja skills just like the black sentai. it is also armed with a zapper at DF +3.                                                                                                               |
| <b>3</b> | <b>Cellphone:</b> LOL, OMG this mutant may be too busy texting to talk but when it talks, it never shuts up! This beast gains +1 it's tenacity score and the special skill: FASTTALK! +3 to talk or convince. Special attack: Blackout, make a contested ninten roll if you win, the target cannot talk for 1d6 turns it is also armored for an AR of +2.                                                                     |
| <b>4</b> | <b>Computer:</b> A metal humanoid covered in cables and casings cold and logical to a fault, this creature gains a +1 to it's intelligence score and the special skill: HACK! +3 to control any computer. Special attack: TROJAN, 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 be devastating! |
| <b>5</b> | <b>Charger:</b> Covered in cables and capacitors, this creature is full of juice and ready to light it up. It gains a +1 to it's Agility score and the special skill: CHARGE! +3 for any tech based repairs. Special attack: Supervolt, DF +2 ranged attack, which arcs to nearest opponent and does another DF +2 damage with no to hit roll needed.                                                                         |
| <b>6</b> | <b>Motorhead:</b> All Torque and and steel, this monster is built like an American muscle car and gains a +1 to it's endurance score. It also has the special skill SPRINT! +3 to movement based maneuvers. Special attack: Charge, DF +4, target must spend next turn picking self up. This mutant also gets an armor at a AR2 due to it's all steel construction.,                                                          |

**TRACK C, Miscellaneous Category 2 World Warriors  
- (Roll 1d6 for Template)**

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|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Russian Cossack</b> Cold Warrior of the slavic northern wastes, wearing a furry hat. Gains to it's+1 Endurance score, and AR+2. It also has the 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.                                                                                              |
| <b>2</b> | <b>Samurai</b> Ancient honorable soldier wearing the traditional armor and face mask of the samurai, This mutant gains a +1 it's Ninten score, AR of 2 and theSpecial skill HONOR! +3 to any actions demanded by honor. It is also armed with a Katana doing a DF+3, can make a Ninten roll difficulty 12 to destroy his opponent's melee weapon.                                                                     |
| <b>3</b> | <b>Roman Centurian</b> "In Victoria!" This Bronze armored warrior with a spear and noble bearing. The centurian mutant gains a +1 to it's Strength score and AR of 2. it also has the 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.                                                                                    |
| <b>4</b> | <b>Viking</b> Noted scouts sailors and merciless raiders the Mutant viking warrior stands with his horned helmet ready to pillage your sentai. This mutant gains a +1 to it's tenacity score and AR of 2 due to it's horned helmet. It also gains the special skill: TRACK! +3 to track or spot hidden things or people. It also has a special attack of Berserker rage, which does a DF +2 and can make 1d6 attacks. |
| <b>5</b> | <b>Persian immortal</b> Robed desert warriors of the god king. The mutant immortal gains a +1 to it's intelligence as well as an AR of 2, due to it's thick robes. It also gains the special skill RIDE! +3 to ride any mounts. Special attack: Hail of arrows, DF +1, roll 1d6 for total attacks on one target.                                                                                                      |
| <b>6</b> | <b>Apache Warrior</b> INEKCHUK! The Apache is a cunning warrior without parallel, stealthy and agile it gains a +1to it's agility score as well as the special skill: TRACK! +3 to track or spot hidden things or people. Special attack: Tomahawk, DF +2 makes 2 attacks. He can go giant, just like other MJD, but he is the only one who belts out INEK-CHUK! when he does.                                        |

**TRACK C, Miscellaneous Category 3- Sports  
- (Roll 1d6 for Template)**

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| <b>1</b> | <b>Football</b> Fast on their feet and ready to score the football (or Soccer if you are American) mutant gains a +1 to it's agility score, and the special skill GOAL! which infers a +3 to kicking projectiles at a target. He also has an array of "bomb balls" that do DF+3 damage.                                                                                                                                                                                                                                 |
| <b>2</b> | <b>Baseball</b> An athletic creature that knows how to swing for the fences, +1 armed with cleats and a cap the baseball themed mutant gains a +1 to it's nin score, and the special skill HEY BATTER BATTER! which adds a +3 to throwing or batting, he also has a Bat that does a DF+2, and a ranged speedball that does a DF+1                                                                                                                                                                                       |
| <b>3</b> | <b>Basketball</b> A tall and lanky mutant with a penchant for showing up in march (march madness yo!) fond of dribbling up and down the court he has the skillz to pay the billz. The basketball mutant gains a +1 Te-nacity, and the special Skill SHOOT! which gives a +3 to throw balls, he also has "bomb balls" capable of a DF+3 damage.                                                                                                                                                                          |
| <b>4</b> | <b>American Football</b> Repellently jockish and meat headed, the Football mutant loves to call his foes "stick boy" or "Loser" He also love to body check his foes and show off hist massive muscles. The football mutant gains a +1 to it's Strength score and the special skill BLITZ! which confers both a +3 to tackle a foe, and a +3 to do any grandstanding dance. He also has a Bomb Ball that he can throw for a DF+2 and a helmet and shoulder pads that give him an AR1.                                    |
| <b>5</b> | <b>Hockey</b> Always ready to hit the ice, the mutant hockey warrior is armored and fast but not above getting the kind of fouls that put it in the penalty box, the touch hockey warrior gains a +1 to it's endurance score along with the special skill HIGHSTICK! giving it a +3 to attack with it's hockey stick and to skate on ice. His hockey stick does a DF+2 and his armor gives him a +2 AR.                                                                                                                 |
| <b>6</b> | <b>Golf</b> dressed in possibly the ugliest pants in the known galaxy the Golf mutant is a bit more laid back than the others, but knows plenty of techniques to do the maximum damage in the lowest amount of strokes. The Golf mutant gains a +1 intellect, and the special skill, FORE! allowing him a+3 to hit a DF+2 "bomb ball" even if he does not have line of sight on a foe, however he must fire at the end of the turn and say "FORE!" he also has a Caddy, a special mook commander who carries his clubs. |

**TRACK C, Miscellaneous Category 4, Food**  
**- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Broccoli</b> <i>It is a large green mass of gross smelling evil, the Broccoli monster gains a +1 to it's intellect score, along with the special skill GROSS OUT! Giving a +3 to any attempts to disgust or creep out a foe. it also carries a club like stalk capable of doing a DF+2 in damage.</i>                                                                                                                                                  |
| <b>2</b> | <b>Ramen Monster</b> a large soupy mass of noodles that is vaguely humanoid shaped, the noodles are surprisingly springy and can flow almost like water. The ramen mutant gains a +1 to it's agility score, and the special skill GRAPPLE! which gives a +3 to any attempt to grapple or grab, it also can use it's noodles like a whip to do DF+2 damage                                                                                                 |
| <b>3</b> | <b>Ice Cream</b> I scream, you scream we all scream when the ice cream monster is around! This frozen lactose beast gains a +1 to it's ninten score and has the special skill BRAIN FREEZE: +3 to deliver an attack that will force a target to make a tenacity difficulty 12 roll or be out of action for 1d6 turns, it also gains the ability to shoot sprinkles that doe DF+1                                                                          |
| <b>4</b> | <b>Gummi Bear</b> Colorful and fruity the gummy bear mutant may seem like a cute and happy soul but it is a rainbow color death machine. The gummy mutant monster gains a +1 to it's Tenacity score, and has the special skill BEAR HUG! which is a +3 to a grapple attack forcing the foe to do a contested strength test to escape it's sweet and sticky clutches he can also do a DF+2 attack to the stuck foe, and has a gooey coat that has an AR 2. |
| <b>5</b> | <b>Fruitcake</b> No one likes the fruitcake and it knows it! as such it is a burning cauldron of hate and rage , being passed around has allowed the fruitcake mutant to gain a +1 to it's endurance score, and the special skill FEAR! plus +3 to scare others with it's mere presence, it also can use the hard jelly like bits in it's massive fists to do a hand to hand attack for a DF+2                                                            |
| <b>6</b> | <b>Pizza</b> A large gooey mess of cheese, tomato sauce and toppings, may sound like no big deal, until the pizza sends out for YOU! the Pizza beast gains a +1 to it's strength score, and has the special skill BURN! giving a +3 to burn you with a concoction of molten chese, sauce and toppings that does a DF of 3 , every round roll 1d6, on a 6, the DF is lowered by one as the cheese slowly cools, down to a minimum of DF+0.                 |

**TRACK C, Miscellaneous Category 5 Obscure Videogame characters  
- (Roll 1d6 for Template)**

|   |                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <p><b>Hedgehog</b> full of attitude and mock cool, this quick spiny mammal in red tennis shoes zips around it's competition, making clever phrases. The mutant hedgehog gains a +1 to it's agility score, and has the special skill ATTITUDE! +3 to taunt or irritate his foes. he can do a devastating spin attack for a DF+2</p>                                                                                    |
| 2 | <p><b>Caveman</b> Large bodied behemoth, who hunts mammoth and loves to smash things with it's club, or even it's forehead! The mutant caveman gains a +1 to it's strength score, the special skill BONK! +3 to attack with club or head butt. the head butt does DF+4 damage but stuns the caveman for one round, he can use his club for a DF+2 if he prefers. He also has hides that give him an armor of 1AR.</p> |
| 3 | <p><b>Earthworm</b> A large invertebrate that can dig into the dirt and avoiding birds, the mutant Earthworm is enhanced giving it a +1 to it's ninten, as well as a whipping attack doing a DF+2 damage, the Mutant worm also gains the special skill BURROW! allowing it a +3 to move underground. And while it does not have armor it can roll 1d6 and on a 6 it will regenerate 4 points of damage.</p>           |
| 4 | <p><b>Bobcat</b> This mutant is more obscure than some but with good reason. It is a loud and even more annoyingly extreme creature than the mutant hedgehog, the Bobcat gains a +1 to it's tenacity skill and gains the special skill FRACKAS! which infers a +3 to attack a foe, it also has claws that do a DF+2</p>                                                                                               |
| 5 | <p><b>Great Ape</b> This large mutant tie wearing ape with a penchant for throwing barrels and kidnapping girls. The mutant great ape gains a +1 to it's endurance score. and the special skill THROW! giving it a +3 to throw things. It often throws items that do DF+2 damage and has an AR 1 protection due to it's thick skin.</p>                                                                               |
| 6 | <p><b>Penguin</b> slow and cute waddling creatures the mutant version of the penguin is often armed with a large sledge hammer. The mutant penguin gains a +1 to it's Intellect score and has the special skill SWIM! gaining a +3 to move in the water. It is also often armed with a large hammer that can do DF+2 damage.</p>                                                                                      |

**TRACK C, Miscellaneous Category 6 The Toybox  
- (Roll 1d6 for Template)**

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>Toy Soldier</b> Be it the classic tin soldier, or of the “Yo Joe” variety, or a replica of Napoleon’s Armee du Nord. The mutant soldier gains a +1 to it’s tenacity and the 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.                                                                                                        |
| <b>2</b> | <b>Stuffed Bear</b> Big Fluffy and loves to hug, the stuffed mutant gains a +1 to it’s strength and the Special Skill: GROPE! +3 to grab someone forcing them to make a contested strength roll to escape and does DF+2 damage to the grabbed target.                                                                                                                                                                             |
| <b>3</b> | <b>Spinning Top</b> A dizzy and fast spinning creature, that can sometimes be as much a hinderance to his allies as a help. The mutant spinning top gains a +1 agility and the special skill: SPIN! +3 to attack with a DF+2. But roll 1d6 when attacking, on a 1 haphazardly hits a Mook, and on a 6 hits a Lieutenant.                                                                                                          |
| <b>4</b> | <b>Building Blocks</b> Not one entity but actually a A gestalt entity made of hundreds of little blocks, and able to assume many forms. The building blocks gain a+1 to it’s intelligence as well as gaining the special skill of DISGUISE! giving it a +3 to hide in plain sight, and a spray of little blocks to be used as caltrops affecting 1d6 attacks at DF+0.                                                             |
| <b>5</b> | <b>Rocking Horse</b> A wooden equine on rockers, The rocking horse may look cute but looks can be deceiving however never look it in the mouth! The mutant rocking horse gains a +1 to it’s endurance skill. SIt also gains the special skill. TROJAN! +3 to trick or deceive others, also +3 to disguise, also carries a sword with a DF+2.                                                                                      |
| <b>6</b> | <b>Living Doll</b> A fashionable hottie who is fantastic and made of plastic. It may look just like a human female from a distance but when close up the plastic sheen is unmistakable the mutant doll gains a +1 to it’s ninten score, and the special skillGIRL! +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. |

(EXAMPLE: The GM needs a monster du jour for his campaign, so he rolls out the stats and gets Strength 6, Endurance 3, Ninten 1, Tenacity 4, Agility 4, and intellect 6, not half bad, he then rolls 1d6 to determine the track to use and rolls a 6, (C track, looking at the C track he rolls again and gets a 5, which puts him in the obscure video game characters track rolling once more he gets a 3 which makes the monster a giant mutant earthworm. this increases his Ninten to 2, and gives him an whipping attack doing DF 2. and the skill DIGGING at+3 and while he gets no bonus to his armor he still generates a DF of 13, from his stats and a health of 7. it should also be noted that at the end of the turn he can roll 1d6 and on a 4 regenerates 4 points of damage every turn. having figured out the scores for this monstrosity the GM is ready to release King Sluggor on his unsuspecting sentai heroes!)

### **EVIL SENTAI GROUPS:**

Up until now we have made the assumption of Sentai as heroic groups, however there have been rare occasions of evil Sentai who unite just like our heroes but for far more nefarious reasons. groups like the Nezirangers, that faced off against Denji Sentai Megaranger, and the evil Kunoichi Team faced by Kakuranger, not to mention lone green dragon ranger that Zyuranger/power rangers fought. be it a potential corrupted "sixth member" of the team, or a group of evil clone sentai, the evil sentai are another villain option that while not as common as the rest, are worth noting.

Evil Sentai can be built using the traditional rules found in the core game with a few simple tweaks. The main one being the rolls, instead of rolling one white die and one color die, instead just like the white sentai you roll both dice of your assigned color and either die can explode, but just like a white sentai, and your skills give no bonus. However you may if your action is heroic and goes against your evil inclination. you may opt to use your skills normally in rolling both dices that explode however in doing so you gain one point of conscience, for every point of conscience you gain, you roll 1d6 if you roll

under the amount of conscience you currently have you are redeemed. Your humanity is restored, and you will now work against any evil forces as a normal sentai hero. and of course you have the ire of any mastermind you may have worked for. While evil white sentai do not have a skill to deploy they may use the normal +3 for any action, which will trigger the same bonus and point of redemption. This makes it easier for white sentai to become redeemed, and some colors such as gold may have a harder time. an alternate rule can require that after going these redemptions they would morph into an MDJ as their true form which must be stopped by the players. but that is up to the individual GMs.

## Chapter 8- Worlds and Scenarios

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 to help those 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. We also include a smaller example of an evil empire that you may use (the Gamillion Empire) along with a few scenarios to get you started. These can be combined into one world, or used independantly of one another. They can also provide you with plenty of fodder for ideas for your own campaign world or scenarios, enjoy!

### **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 5<sup>th</sup> 1964, the first Kaiju (giant monsters ala Godzilla 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. It has been 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 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: GIRI! 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 its 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 bio-monitor 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 5<sup>th</sup> 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 2<sup>nd</sup> 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 propoganda 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 Cy-rangers 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 Cy-ranger, 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 Cy-rangers.

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

Rajnish 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 (Rajesh 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 took place on June 1<sup>st</sup>, 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 Al-teranis. 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 without good 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,**

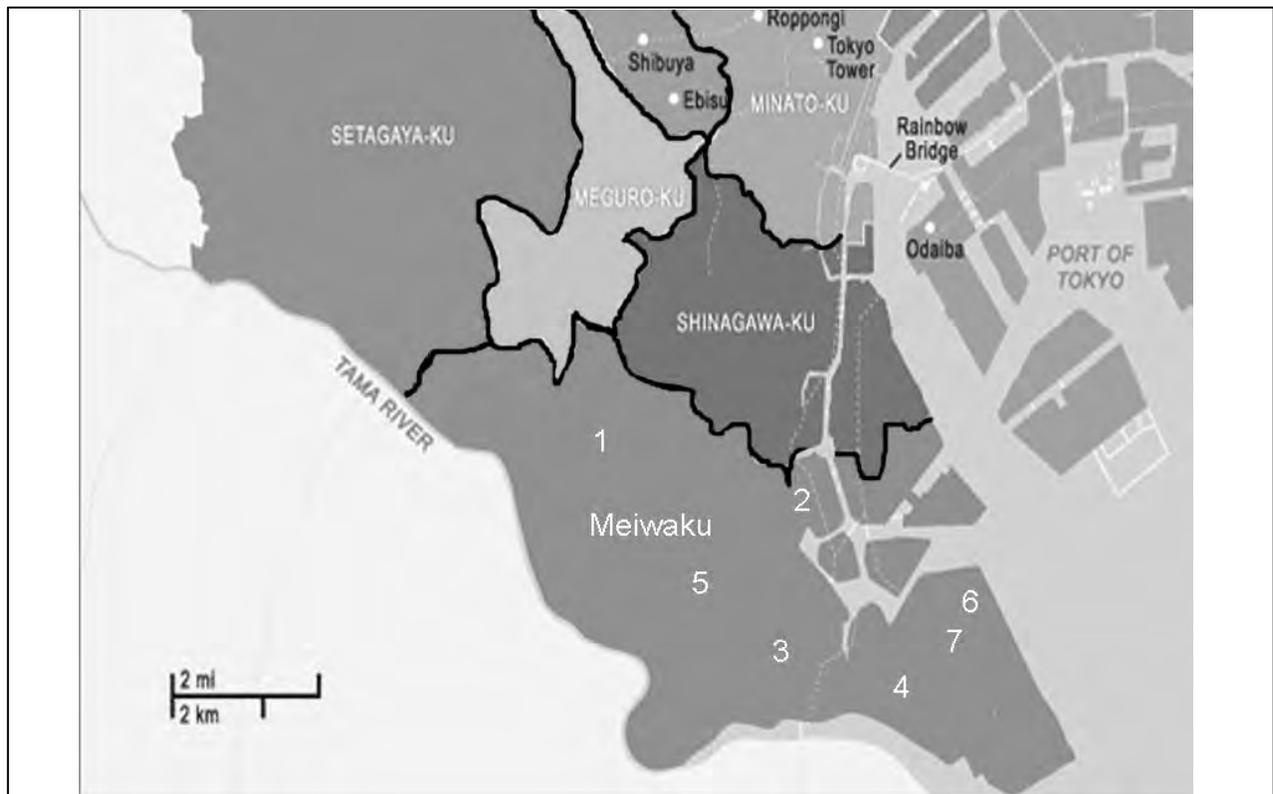
STR-4 END-6 NIN-1 TEN-4 AGI-4 INT-2

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 17<sup>th</sup> 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 2<sup>nd</sup> Kaiju war. There are several transdimensional "weak spots" in the fabric of space around Earth, and as Metaman officially retired on February 2<sup>nd</sup>, 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 Cy-ranger, 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 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 Cyranger, 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 laid 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 its 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 later 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, 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 other backdoor offerings. Few know how to sidestep laws and regulations 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, 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 (about 4 meters.)

**Amaribuchi Heavy Manufacturing Concern (5)**-

One of the biggest heavy factory/foundaries 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 war, 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 a controlling interest in a booming company that is known for its popular brand of laundry detergent. This is a venture they co-own with the well known Ryoshi Bay fishworks.

**Ryoshi Bay (6)**-

Ryoshi Bay is more than the closest waterway to the rift, it 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. Armored cars from the facility are often sent to S.T.A.R.T. Headquarters (some of which are empty just to keep potential thieves and hijackers guessing) these “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.

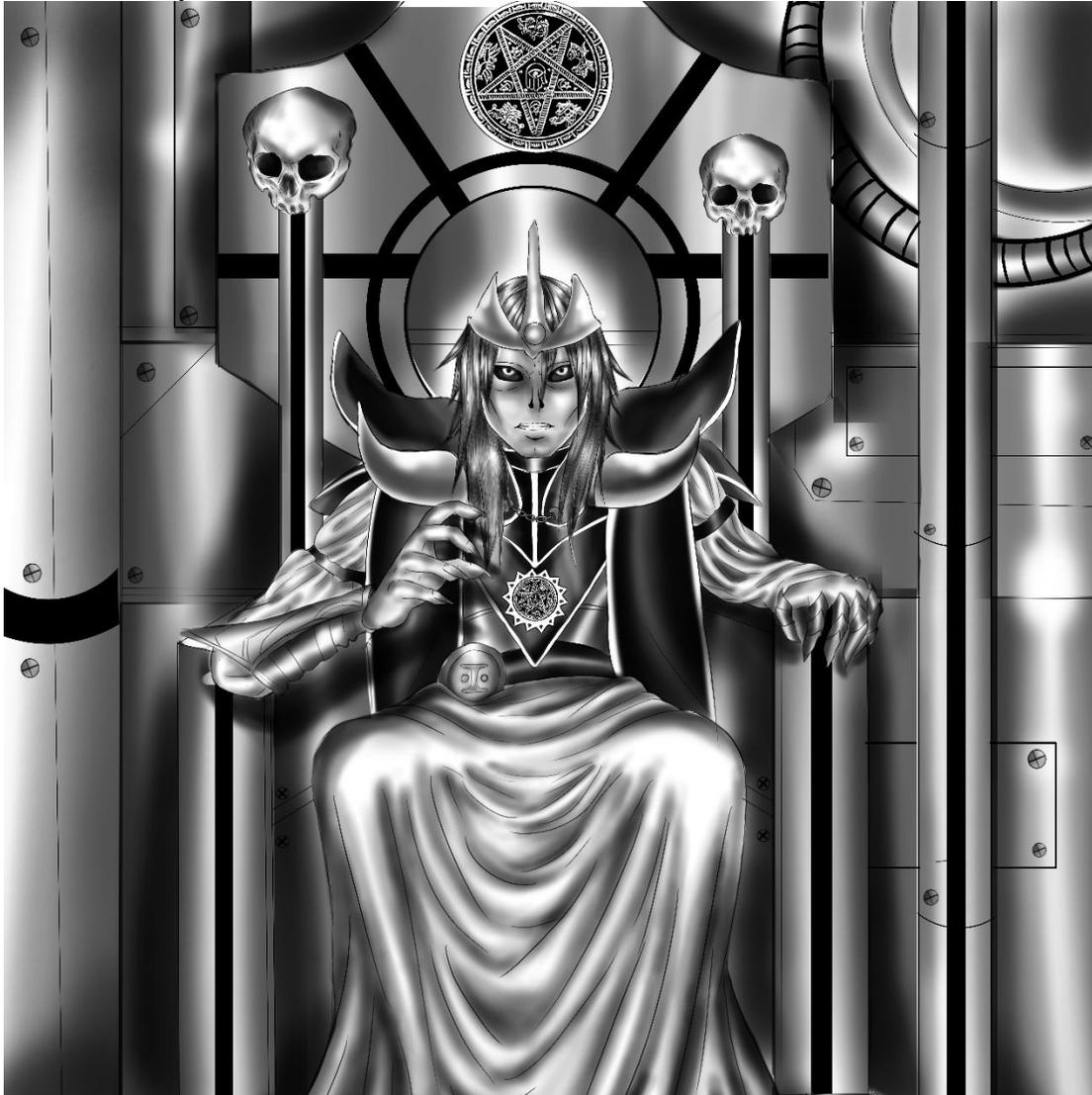
### **The Gamillion Empire- A collection of starter scenarios using a ready made Evil Empire**

The following section gives you, the game master, a collection of scenario ideas based aourd a sample evil empire. Our Empire, called the Gamillion Empire is an evil company who plans to take over the earth to turn it into a pleasure planet. We have included the entire roster for the empire, and four sample adventures to give you an idea of how a series of adventures can play out. You may use this evil empire and these adventures as a launching point for your campaign, or modify them to fit your own empire and campaign. You can even use this empire and set of adventures as written and then continue with this empire, or maybe have a greater evil empire push them out of their bid to conquer the Earth, if you want to flex your creative muscle more.

**Background:** For over 1000 years the greater milky way have turned to the Gamillion group ltd. When it needs a place to relax. The Gamillion group runs some of the greatest and most well known resort worlds in the greater Milky Way, with some inroads into nearby galaxies. Gamillion resort worlds can be found throughout the Tau Ceti Alliance. As a company working under the Tau Ceti Alliance, it’s shareholders, board of directors, and even CEO must follow alliance law. One of these laws deals with colonization/habitation of planetary real estate. It states that a planet may not be colonized or developed if it has a living civilization currently living there. However, there is a loophole that allows for conquerors of a world to colonize (presumably from the Alliance’s early period of expansion.) So the Gamillion Group Inc. have developed a paramilitary wing. This wing is who actually conquers the worlds operating under the moniker of the Gamillion Empire. Once they have done their job, then selling, processing and development rights to the Gamillion Group. This little enterprise has turned about 58 backwater worlds into highly profitable and high profile resort worlds that have turned one of their customer relations execs, Reelmax Galixor, into the CEO/Emperor of the mighty “Gamillion Empire.” Recently the sector head of the

Alpha Centauri planning council has approached The Gamillion Group about developing a small body in the S/K system. Gralixor, had considered terraforming Mars into a ski resort, but the gravitational strength of the planet was a bit low to certify the planet as a certified for the sport. Earth on the other hand could make a decent resort, with a little work. And so, Lord Gralixor, and his fleet of warships have set up camp on the dark side of the moon to launch attacks in the ultimate goal of acquiring full control of the small blue planet.

This is where your Mentor, and Sentai heroes come in.



**The Evil Emperor, Lord Gralixor:** The being known as Lord Gralixor started his career with the Empire as a desk clerk for the main resort on the planet Klaatu, Gamillion's first "budget line" planet. Possessing a shrewd mind for business and an unprecedented skill for underhanded tactics, he was promoted to desk manager within a month, and was literally running the planet by the end of the fiscal

year. It wasn't long before he brought his considerable skills to the board of directors, where he languished for a few years as one of many board members until he found the loophole in the galactic code that would allow him to wage war under the banner of the Gamillion Empire and to ascend to the seat of the CEO (well that and some incriminating photos of the previous CEO, and a 400 year old asexual slug beast that was not his wife). Soon Gralixor would become both conqueror and face of the Gamillion Group.

**Playing Gralixor-** Be grandios, a cross between Cobra Commander, and Donald Trump. Be both demanding, ruthless but ever promoting the planet as the next "big thing." "It's gonna be huge!"

QUOTE- *"Bring me the head of these so-called heroes, I shall place it on display as a warning to all who defy me! And it will serve as part of the signage toward the waterpark. We plan to place in the area these humans call California, It's going to be massive, a real triumph over our last waterpark, on Kalistari."*

### The Lieutenants.

**Monsuir (Lieutenant)**  
**Str-4 End-4 Nin-5 Ten-5 Agi-3 Int-5**

**Special Skill-** EVIL!  
**Power-** Dark Fate

**Defensive Rating:** 13  
**Health:** 9/9



**Monsuir-** Having started his career with the Gamillion as a waiter in the pleasure planet on Sirius, Monsuir studied under the masters, Altorak, Lorgase, and Prodomax. He was sous chef for gorthos the ill-tempered, a being that makes Gordon Ramsey look like a pussycat. Between his talent, his training, and his near legendary snootyness it didn't take long for Monsuir to catch Gralixor's eye. And while no one would argue that Mansuir's Arakeen Sandworm bolonaise is sublime, it was Gralixor who turned his talents toward the chemistry of the Genoforge, the device used to create mutant super soldiers that the Gamillion use in their bids for conquest. As a master chef the chemical artistry of the genoforge was no sweat. Building deadly monsters to lead Gammillion forces with the artistry one uses to make an amazing tieramisu.

**Playing Monsuir-** Be snooty, snotty even. Dismissive of your foes, after all they are the kind of bland food tubes who would prefer to gorge themselves on disgusting fast food than understand the artistry of crafting true quality cuisine.

QUOTE *“What we have preped for your doom, is an amazing free range mutant hosenfeffar, using only the finest in genetic mutagens, he has been evloved into a one mutant killing machine with steroid enhanced jumping legs. I think you will agree, it is quite superb.”*

**Princess Kai-Teh (lieutenant)**  
**Str-3 End-4 Nin-2 Ten-5 Agi-5 Int-2**

**Special Skill- EVIL!**  
**Power- Claws (+2 DF)**

**Defensive Rating: 15**  
**Health: 9/9**



**Princess Kai-teh-** The woman who would become princes Kai-teh, began her career in the Empire after a disciplinary hearing. While working as a water aerobics instructor on Ryloth, the beach resort pleasure planet, Kai Teh (pronounced Kai tay) orchestrated a coup to get her manager, and the head of the resort fired along with several other staff falsely doctoring evidence of theft, sexual harassment and that greatest of all corporate crimes, giving deep discounts with no business strategy to recoup the loss/profit from it. Gralixor was on the disciplinary board, and it was he who handed down a sentence of being barred from Ryloth, and forced to take a job in the corporate mail room. Once he had her at corporate, he explained to her that her real crime was doing a poor job of hiding her tracks, and getting caught. Since then he has been grooming Kai Teh for a position on the board. She currently is the head of the planit Algorix, where she is seen as an attractive and compassionate woman by the guests and an evil inhuman monster by the staff. She loves to play up her feminine charms, but has been known to fly into a murderous rage when her name is mispronounced (she's a bit of a grammer nazi, I guess) When referred to as "kitty" or Kitten, or any other cat based revision to her name, she will fly off the handle and into a rage to kill the offending person, maybe not imdeiatly but sooner or later she will come for you Mr. *“ew ew my name is princess kitty! Ew ew!”* YOU WILL DIE!!!!

**Playing Princess Kai-Teh-** You're sexy and you know it, you are the bad fem fatale from any Sentai, comic book, or pulp magazine. You slink into a room laugh at the pitiful heroes and only go for physical violence when absolutely needed. That is unless someone mispronounces your name, THEY MUST DIE!!! DO YOU HEAR ME DIE, DIE, DIE!!!!

QUOTE- *“Ohh, poor little children, did you fall into my trap? That’s a shame, and to think of the embarasment of going back to your team, and having to tell them you were bested by little ole me.”*



### **Servuloids:**

Servuloids are the Mooks of the Gamillion Empire, they are an army of beings that have been in the service of the gamillion empire for quite some time, blue skinned humanoids who are quite attractive but not overly bright, cunning or wise. They are clones of a genetic stck of a planet held for several thousand years by the Gamillion group Inc. and they make perfect cheap labor, as waiters/waitresses, maids, bellhops, cabana boys, and so on. In short the kind of jobs that require little skill or initiative but are often in demand by the hospitality industry. Their natural subservience and wel toned bodies make them perfect for millitary parade type duties to show of the might of the empire,they just aren’t particularly great as soliders, warriors or any combat role that requires killer insticts or determination so often prized in skilled warriors.

Servuloids are armed with a small rifle (+1DF) or a truncheon (+1 DF) otherwise use the Mook template for their stats on page 24.

### **Adventures against the Gamillion Empire-**

This next section includes six mini adventures featuring your heroes against the might of the gamillion empire. As you know what your Sentai’s theme is and how the Gamillions work from above, these mini adventures are a quick way to get you started playing. You may run them as is or modify them to fit your own game and an evil empire of your design.

## ADVENTURE No.1- The New Sky Initiative:

In preparing the planet for terraforming and of course invasion the Gamillion Empire has decided to repurpose the air by converting the atmosphere into a higher mix of carbon monoxide. To make the air suitable for certain species that will be the primary users of the new planet. The Gamillion Empire has selected the Yamashida Motor Works factory to infiltrate, take over and build the massive machinery they need. The players begin to hear rumblings from the former employees of Motor works that their rapid firing made no sense and was part of foul play which will eventually lead our heroes into the factory which has been taken over by forces of the Gamillion Empire, and is currently being overseen by both Lieutenants, and their new Monster Du Jour, Mr. Stampy, a mutant Rabbit, with a foul attitude.

**Mr. Stampy (Monster Du Jour)**  
**Str-4 End-4 Nin-5 Ten-3 Agi-6 Int-1**

**Special Skill- LEAP!** (+3 to Jump)  
**Power-** Bite +3DF

**Defensive Rating:** 14  
**Health:** 7/7

**“Big” Defensive rating:** 9  
**“Big” Health:** 21/21  
QUOTE *“Eh... What’s up Schmucks!”*



**ROLEPLAYING MR. STAMPY:** Think Bugs Bunny all hopped up on redbull and coffee, twitch, get impatient, feel free to interrupt the heroes during their floured prose, (Yeah, yeah, yeah, let’s make this quick will ya?)

**Possible variations:** The GM may want to consider some possible variations on the theme to shake this up a bit:

- Perhaps some of your players work at the plant in their secret identities and saw the head of the plan go from one day being a congenial man to an absolute tyrant, which lead to suspicion about the firing of over 90% of the staff.
- The Gamillion Empire may have also made it self well known by taking over the factory by far less covert means. Including spacefighters, bombs and ground troops. Making the player’s goal to save the workers inside as the Gamillion Empire marches on these innocent workers.

## ADVENTURE No. 2- Star Stalk!

A mysterious nightclub opens up in town and all of the B-list celebrities offered gigs there disappear after their performances. What gives? Is the Gamillion empire scouting new talent for the pleasure planet they will build after they conquer the earth? The players will have to infiltrate the club if they intend to stop the Gamillion empire from kidnapping all those moderately talented folk and forcing them to degrade themselves for the amusement of some aliens on holiday. Of course the club is under the watchful eye of Galixor's Lieutenants and their new Monster Du Jour, a mutant bat creature named Mister Subarash.

|                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Mr. Subarash (Monster du Jour)</b><br/><b>Str-3 End-5 Nin-3 Ten-2 Agi-4 Int-3</b></p> <p><b>Special Skill-</b> HEAR! (+3 to all perception checks)<br/><b>Power-</b> Sonar Screech (ranged attack +2DF)</p> <p><b>Defensive Rating:</b> 11<br/><b>Health:</b> 7/7</p> <p><b>“Big” Defensive rating:</b> 6<br/><b>“Big” Health:</b> 21/21<br/>QUOTE “You kids are so multi talented, you really blow me away, you really do!”</p> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



**ROLEPLAYING MISTER SUBARASH-** You may be a mutant bat, but you act like a weasel, a true Hollywood phony. Ham it up, look for the Hollywood angle in any conversation.

**Possible variations:** The GM may want to consider some possible variations on the theme to shake this up a bit:

- This module is a great chance to show off any celebrity impersonations you can do, from William Shatner to Pee Wee Herman. Ham it up and have a good time.
- Mister Subarash may take an interest in one particular Sentai as he sees talent in them, and may even try to kidnap them for his next entertainment project.
- Of course Mr Subarash, may also be kidnapping these people (famous or otherwise) to coordinate a big media production (a film or even a video promoting earth after the Gamillion Empire is done with it).

### ADVENTURE 3: Urban Renewal

As part of the conquest the Gamillion Empire will want to think of the future, setting up their destructive rampage to make landscaping and terraforming the planet easier. If a few hundred thousand pesky humans die in the process then so be it! And that is the current fate of Tokyo. Their current plans call for a massive beach and waterpark in the area currently held by Tokyo bay, but as this is a go big or go home plan, They want the bay to be about twice as big as it currently is, the way to achieve this, put most of Tokyo underwater. Using explosive planted throughout the city, Monsuir plans to level most of downtown Tokyo with a series of earthquakes getting progressively worse. And to help him on his quest, Comes a giant mutant Snail Mr. Slippy. Who is in fact, one big giant Muscle.

**Mr. Slippy (Monster du Jour)**  
**Str-7 End-5 Nin-2 Ten-2 Agi-2 Int-2**

**Special Skill-** MUSCLE! (+3 to all strength based actions)

**Power-** Bear Hug (+3 DF)

**Defensive Rating:** 9

**Health:** 7/7

**“Big” Defensive rating:** 4

**“Big” Health:** 21/21

**QUOTE** “Waddaya want Stick boy!?”



**ROLEPLAYING MR SLIPPY-** You are all muscle, body proud and tough. Think of every negative stereotype of bodybuilders you can think of. Talk about working the pecks, about your protein shakes, and of course how much you can bench bra!

**Possible variations:** The GM may want to consider some possible variations on the theme to shake this up a bit

- In this case “shaking it up may be just the thing” there are a lot of tropes to make this like any good disaster movie, from saving innocents to helping get folks to shelters even before dealing with the Lieutenants and MDJ.
- Of course you can even use a weather changing device to get the quakes, and throw all other fun and freaky weather.
- Use a “Jenga” tower and have each player pull a piece before any action, if the players waffle, pull a piece or two yourself. If the tower falls a big quake happens and causes big negative effects! This will add tension and confusion.

#### ADVENTURE 4: Ah to be young again!

After so many failed attempts to start their takeover bid, and with bankers and other holdups costing the Gammilion millions upon millions of dekacredits. It's time to take the fight to these so-called Sentai heroes. It's time to cut those heroes down to size. Princes Kai-Teh, has been given the task to blast the Sentai heroes with an anti-chroniton beam, regressing them to 9 year old kids and then kidnapping them to assure their Mentor will not have heroes to pilot their mecha/gestalts. Even if they escape the clutches of Princess Kai-teh, and her newly minted MDJ, Spydarr. A redneck mutant spider, they are going to have a hard time intimidating even the weakest servuloid with squeaky high voices and piloting a mech will be much harder when you can't reach your mecha's peddles!

**Spydorr (Monster du Jour)**  
**Str-3 End-5 Nin-1 Ten-3 Agi-6 Int-2**

**Special Skill-** CLIMB! (+3 to climb any surface)

**Power-** Web Caster if hit, you must make a Str roll and beat a 14 to escape.

**Defensive Rating:** 12

**Health:** 8/8

**“Big” Defensive rating:** 7

**“Big” Health:** 24/24

QUOTE: “Boy Git yer but back,here for I tan yer hide!”



ROLEPLAYING SPYDOR- Spydor is in no uncertain terms trailer trash. He

drinks beer, spits webbing like chewing tobacco, and intends to make the Gamilion empire “great again!” play up these stereotypes when playing this creature.

**Possible variations:** The GM may want to consider some possible variations on the theme to shake this up a bit

- To escape Kai teh, the newly de aged heroes may jump into a crowd of kids, this could even include a school field trip forcing the characters to be swept away as the teachers/ tour guides assume you are part of the class, (and also out of school uniform) making surviving elementary school as big of an adventure as fighting giant mecha.
- What happens if the anti chroniton beam is destroyed? Sure the team's Mentor may have a solution to return our heroes to their normal ages, but that could even be a quest in and of itself. You could even allow the Mentor to build battlesuits to let them act as their normal ages in hero form but once they go back to their secret lds they are kids again, turning the whole search for an antidote into a running subplot.

## Chapter 9 Optional Rules Systems

I know we stated before that all the rules are “optional” to some degree, but these rules are not really part of the cannon game. They are added to give the players and GMs more options if they should want it, and to help tailor the game to specific play group’s play styles.

### Rewards and Improvement-

At a standard clip, Sentai series last only 52 episodes, and span about a year. This coupled with the episodic nature of the series means that characters don’t go through real evolution, as you would see in other genres that often have roleplaying games. However there is a group of players who love the idea of getting to see their characters improve over time. So while it is not really part of the genre, we have added a lottery system for improving your character. This may make play more competitive, as players jockey to gain incentives.

**The Lottery system of Experience:** the GM may scatter up to 3 “tickets” throughout the game, goals that if a player meets, he gets and “ticket” at the end of the session, the players roll their color dice, Which explodes. In this one instance white may only roll 1 of his color dice. If they roll 9 or better, thus requiring the dice to explode at least once, they get a roll on the improvement table, and can apply the results immediately. Tickets may be transferred between players for various reasons. So if you want your yellow ranger to try for a better score you can give him one or more of your tickets.

| 2d6 | Improvement                                                                                                                                                                                                               |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2   | <b>A phoenix rises-</b> Your Mecha will crash and burn next session (possibly due to evil forces sabotaging your mecha, but fear not your Mentor will rebuild a new mecha with a +1 to any of the three stats (max of 9)) |
| 3   | <b>Improved weapon-</b> One of your weapons is upgraded to df+1 (maximum of +2 per weapon)                                                                                                                                |
| 4   | <b>Improved battle suit-</b> Gain the super battlesuit as your standard suit. (can only gain once)                                                                                                                        |
| 5   | <b>Work out-</b> +1 Strength (to a maximum of 6)                                                                                                                                                                          |
| 6   | <b>Tough it out-</b> +1 Endurance (to a maximum of 6)                                                                                                                                                                     |
| 7   | <b>The heavens favor you-</b> +1 Ninten (to a maximum of 6)                                                                                                                                                               |
| 8   | <b>Teamwork pays off!</b> Gain an action token.                                                                                                                                                                           |
| 9   | <b>Assert your iron will!</b> +1 Tenacity (to a maximum of 6)                                                                                                                                                             |
| 10  | <b>All that flipping around pays off!</b> +1 Agility (to a maximum of 6)                                                                                                                                                  |

|           |                                                                              |
|-----------|------------------------------------------------------------------------------|
| <b>11</b> | <b>Work toward your degree</b> +1 Intelligence (to a maximum of 6)           |
| <b>12</b> | <b>You are now the master!</b> Your special skill now gives a +1 (max of +6) |

Once you reach a maximum on the chart, you are as high as that ability can go. If you roll that improvement again, you get no improvement.

## 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 miniatures, 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!

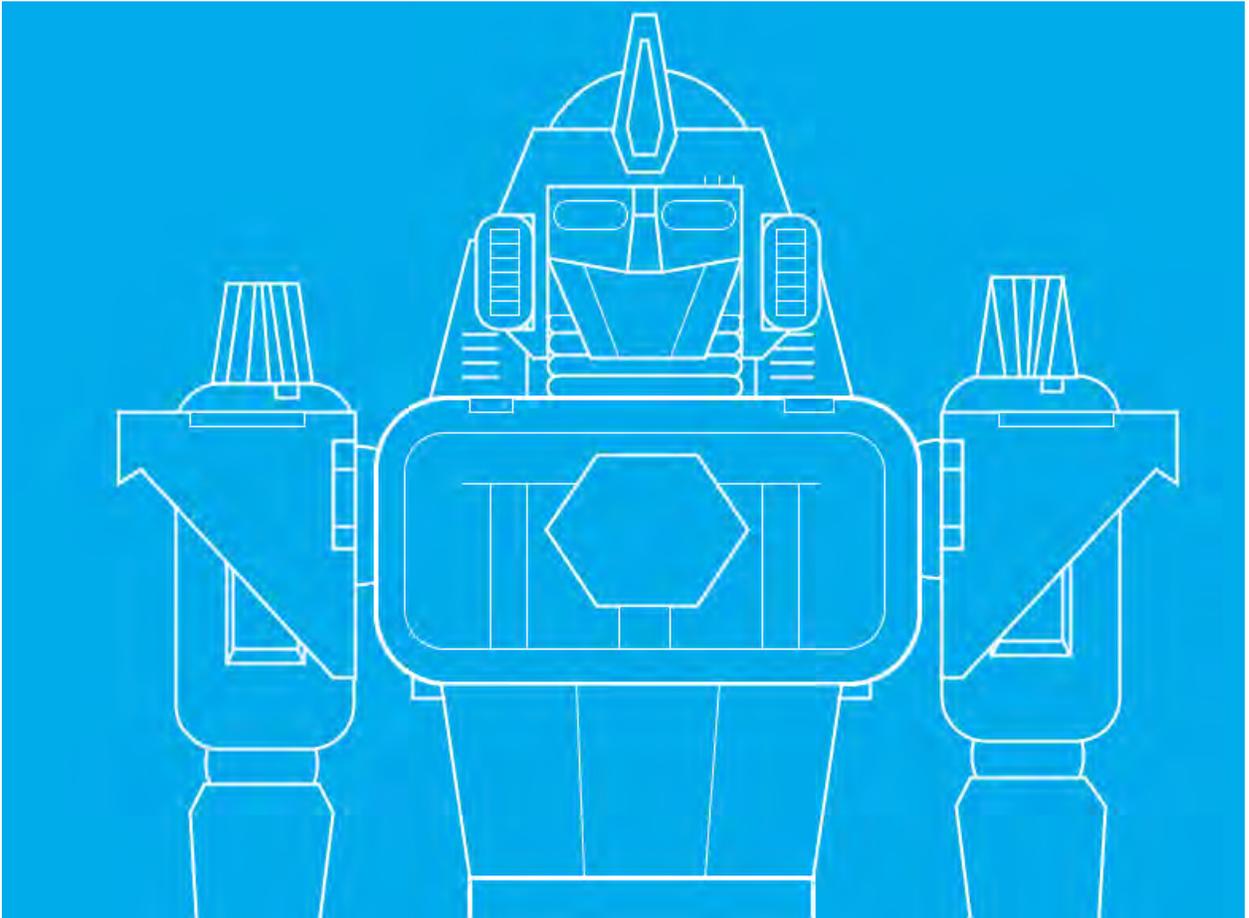
Lieutenants may take a bit more "kit bashing". Kit bashing is a modeling term for putting together parts from different kits to make a new figure. If you have been doing any hobby with miniatures for any length of time you probably have a box or two full of spare parts from different kits, an optional 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!

# TENSHI'S GUIDE TO MECHA



Tenshi Mokado, formerly Beta Blue of Cyranter, became the scientific genius that would bring the Metaman project to fruition as well as pioneering the technology of mecha, and while other teams would come later and other mecha and ge-stalt mecha would appear on the battlefield of earth against the kanji hordes, Tenshi *Mokado's* designs would be the basis for the next generations of mecha going forth from the world of NuTokyo. And his expertise and skill go into these notes on how to make and use Mecha.

## OPTIONAL MECHA RULES

Normally the rules in Super Happy Sentai Hour, are designed to be a more basic affair, allowing players to focus on roleplaying and not worry too much about rule based combats. However these rules offer an alternative that are more tactical and combat focused. One note, unlike the normal rules in Super Happy Sentai Hour, these rules use more than traditional 6 sided dice. to use them you will need a collection of other multi sided dice, much like you would use in most fantasy roleplaying games.

## BUILDING YOUR MECHA

Building your giant mecha is a pretty simple affair. you start with a starting allotment of points (similarly to the way it works in the core book) but rather than making a few choices and a few formulas you will be putting the mech together from a frame adding armor locomotion, and weapons.

### POINTS AND COST:

Starting mecha points are given on a basis of adding all your character's stats together and adding 10. giving us a number between 16 and 46. Alternately the GM can assign an amount of points between 20 and 50, or you can roll 6d6+10 if you want to build the mecha before you build the characters. This is also handy if the gm intends to add a new mecha into the series later. (NOTE: Any unspent points and hard point spaces can be contributed to the gestalt form's weapons, so don't spend all your points on your mecha)

### THEME

Just as before theme is important but it is up to the player to keep his mecha within the theme. luckily this has less to do with new rules and more to do with collaboration with your fellow players or GM.

### FRAMES

The first part of building a mecha is to buy a frame. the frame represents the skeletal structure of the mecha and all of the basic parts the mecha needs (such as controls and motor) this is the first and most important part of the mecha. This can lead to oddly lopsided gestalt forms (that is something for you and your players to determine the best course of action and engineering. ( I would recommend the legs should be the same sized frame and the torso should not be any more than one size class higher, but this is up to you and what you want to do!)

below is a listing of the different frames and their attributes, they may not all make sense at this part of the situation, but it will make sense as we go on.,

- Light Frame : the light frame has 80 structure and a hull 6, It has a starting DR of 15 and can do d6 ram damage it has 10 hard points and cost 5 points.
- Medium Frame :the medium frame has 100 structure and a hull 6, It has a starting DR of 14, and it can do d6 ram damage it has 15 hard points and cost 10 points.
- Heavy Frame : the light frame has 140 structure and a hull 6, it can do d8 ram damage and It has a starting DR of 13 it has 20 hard points and cost 15 points.
- Extra Heavy Frame :the light frame has 180 structure and a hull 6, it can do d8 ram damage and it has a starting DR of 12. It has 25 hard points and cost 20 points.

## LOCOMOTION

one big purchase is options for locomotion how you move and maneuver around the battlefield. (for game terms we will be measuring everything in "inches"- an inch in game scale, equals roughly a 30ft or 10 meter zone. the game is 1/256th scale or 6mm for minis gamers.) each purchase is shown and given with options; for those of you unfamiliar with miniatures gaming this would mean that any to-ken or model you want to use to represent your mecha should be about 1 inch tall and the gestalt about 2 inches tall or so (give or take)

- Walker (Bipedal): This mecha walks like any humanoid, able to walk, and climb on 2 legs. this form has a movement of 6 inches for walking, or 10 inches for charge. it takes 4 hard points, and includes arms for gripping melee weapons and can climb steep inclines.
- Walker (quad): This mecha walks like a four legged animal is able to walk, and climb. this form has a movement of 8 inches for walking, or 12 inches for charge. it takes 4 hard points, however lacks hands and arms to grip melee weapons. Quad walkers can also climb steep inclines.
- Wheels : Wheeled mecha work no differently than any normal wheeled vehicle, and are capable of a whopping 18 inches of movement, this option only takes 2 hard points but lacks any way of carrying or gripping melee weapons and cannot climb steep inclines
- Treads :Much like wheels but with a greater grip and traction, Treads can move about 12 inches at full tilt, and can climb steep inclines, they also only cost 2 hard points and like wheels do not provide hands or arms for gripping melee weapons.
- Jets : The fastest way to travel, Jets move at a full speed of 24" and avoid all terrain, as they are flying high above it. there are of course some drawbacks mainly that you again have no hands to grip weapons, and they take up 5 hard points to apply.
- Submersible: A more specialist way of moving the Submersible can only travel by water and does so at about 10 inches , and also lacks hands for gripping melee weapons. They can avoid terrain issues, in water but can only beach on to land without an additional form of locomotion.

COST- Your mecha gets one form of locomotion for free. You may purchase additional forms of locomotion for a cost of 2 hard points and 10 points each.

## ARMOR

Once you have your frame and at least one form of locomotion, you will also want to consider protecting your mecha, and the best way to do that is to improve your hull rating, the lower the hull rating the less dice of damage an attack. during combat attacks are rated in die types, (d4, d6,d8, d10, d12, etc) and the amount of dice rolled is based on the target mech's hull (so an attack for d8, that hits a hull of 6 does 6d8 damage. To lower your mecha's hull rating (thus lowering the amount of dice an attack can do, consult the chart below for the cost)

| Hull Rating | Cost | Hard Points |
|-------------|------|-------------|
| 5           | 5    | 0           |
| 4           | 15   | 1           |
| 3           | 30   | 2           |

## WEAPONS

Of course what would a mecha be without those amazing weapons to lay waste to your foes with? Weapons are listed below along with their ranges, damage listed in die type as well as their cost in both points and hard points in the mocha. Ranges are listed in meters, this is the effective range, these weapons CAN fire at longer ranges but will face a -2 penalty for firing at twice their listed range and a -4 penalty for firing any further than that. Each weapon is also defined and further explained after the main weapon chart.

| Weapon         | Range             | Damage         | Cost/Hard Points |
|----------------|-------------------|----------------|------------------|
| Melee*         | melee             | d4             | 0/0              |
| Ramming        | melee             | per frame size | 0/0              |
| Power Axe      | melee             | d8             | 5/10             |
| Buster Sword   | melee             | d10            | 10/0             |
| Energy Blaster | 20 Inches         | d6             | 4/2              |
| Missile Pod    | 15 Inches         | d8             | 6/4              |
| Railgun        | 30 Inches         | d10            | 10/5             |
| Flamethrower   | 6 Inches          | d10            | 3/6              |
| Rocket Fists+  | melee / 10 Inches | d8             | 5/5              |
| Mega Sword+    | melee             | d12            | 10/10            |
| Power Shield+  | melee / 10 Inches | d8             | 10/6             |
| Boomerang+     | melee / 15 Inches | d8             | 8/6              |

\* must have hands to use this item.

+ Gestalt weapon only (point and hard point cost can be divided between the mocha in the gestalt form)

**Melee:** This represents the standard hand to hand attack (punching/kicking etc..) while this does not cost you any points to take, or require any hard point spaces,

it DOES require that your mecha has arms (which are included if you take bi-pedal locomotion)

**Ram:** Just because your mecha does not have hands does not mean that you are unable to make melee attacks. Using your mecha as a large missile launching at it's foe, while this does do more damage than an standard attack it does damage to the attacking mecha as well (3d4 points regardless of the armor of the mecha)

**Power Axe:** A large and somewhat unwieldy battle axe that's monomolecular edge is designed to slice through any armor.

**Buster Sword:** A high tech vehicle scaled "katana" that is built for heavy duty combat against large monsters.

**Energy Blaster:** most likely the most primary range weapon for many mecha. this weapon is able to fire a concentrated beam of energy. This may take the form of plasma, lighting, lares or even fire. This is up to the player, but the in game effect is pretty much the same.

**Missile Pod:** unlike a normal missile weapon, which would fire a single missile, the missile pod sprays missiles like a shotgun blast firing a stream of missile giving it a +1 to hit it's target due to the sheer amount of projectiles going toward the foe.

**Railgun:** This is the big one. a huge magnetic array that fires small projectiles at an amazing speed in a focused line. kind of a cross between the energy blaster's focus, with the sheer devastation of being hit multiple times, due to this this weapon also does one more die than it's opponent would normally allow, this an opponent with a hull rating of 5 is now given a hull rating of 6.

**Flamethrower:** Spouting a long gout of flame this weapon may not be the most advanced or high tech weapon, unleashing a white hot gout of flaming death is inarguably effective against monster big or small. It has a relatively lo cost but a high hard point requirement due to the amount of fuel needed to keep it running.

**Rocket Fist:** (GESTALT ONLY)- Unlike the traditional fist of a mecha, the Rocket fist adds additional propulsion, and momentum behind the punch, it also can be fired off of the arm sending the mecha's hand racing toward it's foe for a rocket powered titanium knuckle sandwich! Rocket fists always return to the mecha within a turn.

**Mega Sword:** (GESTALT ONLY)- A much larger sword than the buster Sword this high tech claymore is designed to bring the hurt on the largest of biotechnical terrors that the galaxy can throw at our heroes.

**Power Shield:** (GESTALT ONLY)- A metallic shield designed to both protect your gestalt AND deliver a bashing attack to your foe. This weapon can be used to add protection by forgoing an attack action and going for a defensive maneuver instead. this will lower your hull rating another degree, thus meaning the attack (if it hits) does one less die. so an attack of d6 on a hull rating 5 normally does 5d6 but with a shield in defensive mode it it hits. it only does 4d6 at most.

**Boomerang:** (GESTALT ONLY) this weapon can be used as a melee weapon, or as a ranged attacks covering great distances and always returning to the user. Boomerangs can also provide an extra attack in a turn, meaning you can throw the boomerang AND attack with another weapon!

## ACCESSORIES

So now that we have the mecha's main frame, armor, weapons and modes of locomotion, what else is there? Well there can be quite a bit as there are other options that mecha can employ to give options and abilities beyond monster combat. accessories add other abilities and powers to your mecha to allow you to make a far more custom experience in your mecha building experience. each is listed with a definition as well as it's cost in points and the amount of hard points it takes up a few accessories may give additional hard points or give you points, this is normally due to taking a disadvantage to the way normal mecha work so be sure to understand what you are buying.

**Grappling hook/ Winch:** a diamond tipped grappling harpoon and 100 meter carbon fiber steel mesh cable (10 inches range in game terms), can be used to grapple monsters or for non combative missions such as holding up a bridge, or stopping that bus full of kids from plummeting off a cliff.  
COST 2 points, takes up 1 Hard point.

**Enhanced Sensors:** An enhanced sensor suite gives several benefits including removing any penalties for darkness or night time, as well as giving a +1 to any perception check while inside the mecha.  
COST 1 Point, takes up one hard point.

**Turbo Powerplant:** An increased power plant means an increased ability to push your vehicle's movement even further, and lay on the torque to make you even faster. the improved power plant add 2 inches of movement to your mecha regardless of it's locomotion.  
COST 1 point, Takes up two hard points.

**Flame Suppression System:** An extending arm that can deploy a flame suppressing foam up to 8 inches (or 80 meters in real world terms) this can be used to put out a burning building or give a fire breathing monster a nasty surprise.  
COST 2 points, takes up 3 hard points.

**Manipulator arms:** For non bipedal mecha that do not normally have arm actuators these robotic arms are not strong enough, or agile enough to say wield a weapon, but they can do many other things such as grab items or manipulate small tools for in flight repairs. handy for situations where having the ability to grab or grasp is needed by a non humanoid mecha.  
COST 2 points, takes up 1 Hard point

**Oil Slick:** Particularly handy for wheeled mecha in chases, the mecha can spray out a stream of oil (or some other more ecologically friendly anti friction fluid) forcing a difficulty 20 driving check on anyone giving pursuit to the enemy mecha.  
COST 1 point, takes up 2 hard points

**Smoke Bomb Launcher:** While not a weapon launching explosive pods that can be used to intimidate a foe, or more likely to obscure the mecha making it harder to target an attack in it. while engulfed in a smoke cloud any ranged attack on the mecha suffers an additional -2 penalty as it is harder to get a bead on the mecha in this cloud. the cloud dissipates in 2 turns, and does not move with the mecha. it can also be shot at the target causing both the heroes and target to take a -2 penalty to target each other as the target would be confused by being engulfed in smoke while the mecha would still have a hard time tracking a foe in a cloud of smoke.  
COST 1 Point, and takes up one hard point.

**Independent Mecha:** This mecha does not connect to or attach to any another mecha thus cannot be part of a gestalt. this may be for several reasons but as you are removing parts from the frame to make this conversion, gives the mecha 2 points and two extra hard points to use.  
COST -2 points, and adds 2 hard points to the mecha.

**Gestalt Booster:** This accessory is especially for mecha that are not part of the main gestalt but rather added on later to increase the ability of the existing gestalt unit. Such mecha do not form a limb or body part per say but often add function to the mecha, in this case lowering the mecha's hull rating by 1 (to a minimum of 1) this is beyond the addition of any new weapons the mecha offers.  
COST- 1 point and 2 hard points.

**Mecha Carrier:** Some mecha have been designed with the capacity to hold another (obviously smaller) mecha for transport. To take this function you must have a heavy frame or greater. in combat while carrying another mecha the "carried" mecha is considered to be covered by the carrier mecha which would be the Mecha that would actually take any damage from an incoming attack. a carrier mecha cannot carry a mech of equal or larger frame size.  
COST 3 and takes up 8 hard points

**Transformation Matrix:** This device requires the purchase of an additional form of locomotion. The transformation matrix brings additional transformation options

to your mecha, such as the option to turn your wheeled mecha into an independent walker mecha. (say going from car to robot) while still allowing you to combine with the other mecha to form a gestalt.

COST 3 and takes up 3 hard points

(EXAMPLE MECHA: Ken Hida, Warrior Japan from Metaman has 35 points (25 points from stats +10 to build his mecha Guardian crane. selecting a heavy frame for 15 of these points leave him 20 points and gives him 20 hard points of space. selecting to use Jets as his free locomotion format, He then decides to improve his armor to HR 5 for 5 points, and add a missile pod for a weapon which takes up another 6 points and takes up 4 more hard points leaving him with 9 points and 16 hard points (plenty of space) He also Adds a winch to his mecha for 2 more points and one more hard point. deciding to leave his remaining 8 points and 15 hard points for gestalt weapons.)

### **NEW MECHA RULES**

As you can see by the difference in mecha creation this system will work very differently than the traditional rules we see in the core rules set. instead of 3 scores, and modifying these 3 scores to get a gestalt, this time you are building a mecha from the ground up. and in many ways mecha will work similarly to the way they do in the traditional rulebook. however there are some important differences in how they work that will be discussed in this section.

**CALLING MECHA-** Calling forth a mecha works exactly as it does in the core rules, taking a turn to appear and pausing the action due to the awe of the giant mecha appearing. Just as before this means that any mooks, lieutenants and the like

**MOVEMENT-** Just like in the traditional RPG, unless you are using these rules with miniatures movement is left up to your imagination with the locomotion speeds giving you a baseline for speed in situations where this may be necessary (such as chasing a foe, or the like. the only real important term listed here is the notion of steep inclines. this would be any change in elevation that is over 45 degrees in elevation change that is higher up than the size of the mecha. in non miniatures gaming terms the GM can point out that locomotion methods that mention cannot to up steep inclines may be blocked by them at the GM's whim. the notion of steep inclines should also be declared on a miniatures board by appropriate terrain. (I.E. That building is a steep incline, and NO your Jeep mecha cannot go over it!)

**COMBAT TURNS AND MODIFIERS-** When converting to this form of mecha combat making to hit checks will work exactly like the main rules, (agility + applicable skills +/- modifiers +2d6 = chance to hit vs DR of the target) mecha have their own DR, based on their mecha with a light frame having a DR of 15, a medium frame a DR of 14, a Heavy frame of 13, and lastly a super heavy frame having DR of 12. To determine your Mecha's gestalt, the DR is an average of the

mecha's DR Ratings -2. (EXAMPLE, in a 5 mecha gestalt you would add all 5 mecha's DR ratings and divide by 5 (round up) then subtract 2 from the total. As in the core book determining which mecha makes up which part of the gestalt is up to the players when determining the mecha configuration. and just like with traditional mecha combat from the original game damage is done to a gestalt is determined by rolling location and taking damage to that mecha that makes up the whole.

How damage is applied however, is a very different story. As stated earlier damage of weapons is rated as different die types and when a mecha or large monster is attacking the damage formula is based on rolling the damage die type based on the attack, and using the target's hull rating to determine the amount of dice that you would roll. (Example Nozomi's battle raven mecha fires it's missile pod at Mr. Slippy the Mutant Slug. her mecha's missile pod has a damage rating of d8, and Mr Slippy has a hull rating of 5. that means that Nozomi will roll 5d8 in damage to the giant slug (may want to get a mop!) doing 27 points however Mr. Slippy has 140 points of Health points.) As explained later getting big gives more health in this version than in the traditional game.

Characters and NPCs attacking mecha, will use their normal damage formulas to attack large monsters or mecha. (example Izumi (for some reason) attacks from the ground before getting into her flamingo mecha, to Mr. Slippy, and successfully hits she rolls 1d6+2 with her rapier. again versus Mr. Slippy's 140 points of health, so not quite as effective, perhaps it's time for Izumi to bring out her big guns!)

### **MONSTERS, HENSHIN AND GETTING BIG**

Mecha are great for the heroes, however what about a little love for the monsters? and what about henshin heroes? This section covers converting characters into the new format to allow them to interact with the new format of mecha provided with the format.

When getting "big" the Weapon's Damage factor is converted to mecha damage. to do this simply use this handy chart to determine what the monster or henshin hero's mecha scale damage looks like now.

DF0 = D4  
DF1= D6  
DF2= D8  
DF3= D10  
DF4=D12

(EXAMPLE Spydorr's attack has a DF of 0, this means that his attacks do d4 damage)

### **ARMOR RATING TO HULL RATING**

Converting the normal character's defensive rating (Or DR) to the mecha friendly Hull Rating, is a simple matter of referencing the following chart to determine what your character's hull rating is, when he is in "big mode". be sure to use his DR of the character in his normal form to determine his rating)

DR 0-DR 7= Hull Rating 6  
DR 8-DR 13= Hull Rating 5  
DR14-DR16=Hull Rating 4  
DR17+= Hull Rating 3

(EXAMPLE Mr. Stampy's Defensive rating of 14 nets him a Hull Rating of 4)

#### CONVERTING A CHARACTER'S HEALTH INTO STRUCTURE:

Once a monster or henshin hero becomes "big" their normal starting health is converted to structure, this is a simple conversion, done by taking the character's health and multiplying it by 20. this supersedes the original way of generating "big health" when using these rules.

(EXAMPLE, Grolak becoming a giant monster would have a whopping 200 points of structure. )

### **Falconhawks:**

#### **a Super Happy Sentai Hour game world-**

Falconhawks is a game world designed for use with these new mecha rules, and is inspired not by true sentai but rather the works of Gerry Anderson (Thunderbirds, Captain Scarlet etc..) This is here to better show how the game can be flexed from more traditional Sentai. This game world follows the exploits of an organization known as Global Protection, an international crew who's job is to be there in the middle of global disasters providing aid and utilizing their amazing machines for the betterment of mankind. And while the agents of global protection operate under the federal allied law covert operations network or F.A.L.C.O.N. these amazing heroes and incredible machines are know the world over as the falconhawks. the following ini dossier will go through their history and major personas as well as the amazing mecha of the Falconhawks and their foes.

HISTORY: In the year 2047, the Federal Allied Law Covert Operations Network was formed to act against threats to the newly formed world government. agents of F.A.L.C.O.N. were tasked with stopping terrorist activities, and madmen with aspirations of global domination. One of the best of these agents was Jeff Tracker. Agent Tracker had been an asset to Flacon, stoping a nerve gas attack in Sydney, a potential rogue nuke in the Ukraine, among other operations that kept the fledgling world government safe. At age 55, Jeff knew it was time to retire. after amassing a considerable fortune, not to mention global contacts and access to the technology and gear that F.A.L.C.O.N. had developed over the last 25 years. While he was ready to retire from the field, Tracker did not want to just go vacationing around the world or tend a garden somewhere, so in his last

weeks in the job, he devised a way to use his golden years for a greater purpose. Meeting with the F.A.L.C.O.N. general assembly he presented his plan to build a global response unit to effectively “put out fires” and to work as a scouting arm for any determined foul play involved with such disasters (which if found could be given to F.A.L.C.O.N. to continue investigation and any apprehension of responsible parties to F.A.L.C.O.N. proper. This group could be a public face both for F.A.L.C.O.N. and for the United Earth Government. President Dalia Balewa gave the go ahead for the project known as Global Protection. and gave Tracker a budget and a small Pacific island to serve as the group’s base. Tracker also recruited from within F.A.L.C.O.N.’s ranks acquiring 5 top flight agents to work for his cause, as well as a brilliant scientist who went by the name Dr. Hiro Sagawa (called Haiku by his friends due to his love of that poetry form). Sagawa was renowned as a mechanical engineer who would go on to build the the vehicles that the Falconhawks would use in their missions.

Dr. Sagawa’s machines aided with a connection to F.A.L.C.O.N.’s global satellite system, gave the team unprecedented access to see danger and get the right team there to resolve the issue. With Tracker leading the team from the command center on their island (dubbed the falcon’s nest) the team is devoted to rescuing civilians and citizens from natural disasters, and acting as a logistics and advance scout for F.A.L.C.O.N. should the disaster be less than natural.

Dr.Sagawa Developed 4 Mecha dubbing each with the designation of Falconhawk. the following are the 4 mecha of the Falconhawk project:

FALONHAWK-1 A jet powered mecha fighter that is capable of VTOL flight.

Piloted By Micheal O’reily (Falcon1) An American fighter pilot who joined Falcon, and was often the wheel/wingman on most missions. Ex-Navy top gun and ace pilot, O’reily has been tasked with being team leader as well as piloting the Mach-1 a hypersonic VTOL transport jet perfect for getting in to the action quickly and efficiently. Personality wise, Michael is a blue collar kind of guy, who is at home clearing brush near his cabin in Osage, as he is piloting a multi million dollar fighter.

MICHAEL O’REILY-

**Str-4 End-4 Nin-3 Ten-5 Agi-4 Int-3**  
**Color- Red Special Skill- LEADER!**  
**DF- 14 Health- 9**

**Mach- 1 (High performance Aerospace fighter) 33- points**

**Medium Frame-** (DR-14, Structure 100,) Hull Rating-4

**Locomotion-** Jets (move=26”)

**Armaments-**

Missile Pod- Range 15” damage-d8

**Accessories-**

Turbobooster, flame suppression system, grappling hook/winch,

The next team mate chosen, was Hideoshi Mastumura a forme JDL officer, and scientific advisor for F.A.L.C.O.N. He is the team's underwater rescue expert, holding degrees in oceanography, and exobiology. Quiet and reserved, It is easy to He Hideoshi as a loner, but it is more shyness, if he knows you well he will talk (some imes a bit too much, to be honest,)

Hieoshi Matrumura -

**Str-3 End-3 Nin-4 Ten-4 Agi-4 Int-6**  
**Color- Red Special Skill- SCIENCE!**  
**DF- 13 Health- 7**

His Mecha (known as Blue Dolphin) is also an impressive bit of kit, a high pow-ered sub that doubles as a small mecha

**Blue Dolphin (Transforming Submersible) 34- points**

**Medium Frame-** (DR-14, Structure 100,) Hull Rating-5

**Locomotion-** Submersible (move- 10") (walker (bipedal) (Move 6')

**Armaments-**

Energy Blaster- range 20" damage  
d6 Ram-range Melee damage- d6

**Accessories-**

Manipulator arms, Transformation matrix, Enhanced Sensors

Hailing from Bavaria, Gearhardt Klein is the team's primary support member. And while theword "Klein" means small Gearhardt is anything but. 6'6' and over 300lb of mostly muscle, Gearhardt is a good natured and well meaning soul. A bit of a party animal, but a good guy to have in your corner.

**Gearhardt Klein-**

**Str-5 End-6 Nin-4 Ten-4 Agi-3 Int-3**  
**Color- Yellow Special Skill- WORKER!**  
**DF-12 Health- 10**

Klein's Mecha is a massive VTOL jet capable of carrying other mecha and equip-ment, also often used to evacuate passengers or equipment, It is called Iron Angel,

**Iron Angel (carrier jet) 35 points**

**Heavy Frame-** (DR-13, Structure 140,) Hull

Rating-5 **Locomotion-** Jet (move 24")

**Armaments-**

Ram-range Melee damage- d8

Missile Pod (Range 15", damage

d8) **Accessories-**

Mecha Carrier, Grappling Hook/Winch, Smoke bomb Launcher,

The Falconhawk's liaison and espionage officer is Franchesca Deveraux, a French born UK citizen who is part of Europe's jet set scene, the kind of gal, you would imagine seeing at the Royal Albert Hall, hobnobbing with princes and celebrities. But this is as much cover as it is her lifestyle. A master of disguise and the least public face of the team, keeping her connection to the team a secret.

**Franchesca Deveraux-**

**Str-2 End-5 Nin-4 Ten-5 Agi-6 Int-5**

**Color-** Yellow

**Special Skill-** WORKER!

**DF-** 16

**Health-** 9

Her mecha is a transformable sportscar known as Striker 1, a fast and agile sporty vehicle, with the ability to transform into a mecha suit for added strength and endurance

**Striker-1 (sporty transformable car) 37 points**

**Light Frame-**(DR-15, Structure 80) Hukk rating 6

**Locomotion-** Wheeled,(Move 18") Bipedal (move 6')

**Armaments-**

Fist-range Melee (d4 damage) Ram-

range Melee damage- d8 Missile

Pod (Range 15", damage d8)

**Accessories-**

Transformation matrix, Oil slick

**Headquarters-** The Falconhawk headquarters is located on a small island in approximately 200 miles east of Hawaii, (the exact coordinates are a well kept secret). The lush tropical island serves as a staging base and mecha repair bay, also hosts their connection to Falcon's network of satellites and base stations.

## Chapter 10- Designer's Notes

As the “first RPG” I have sold publicly, Super Happy Sentai Hour holds a special place in my heart, It started as what was meant to be a one off quickie RPG, with little or no support, but as with the best laid plans of mice and men, you have no idea where it will go until get into it. From the cheap print copies we sold at Xenoncon, to putting the game on line with Drivethrurpg, it has taken on a bit of a life all it's own, good reviews, and support, coupled with it's popularity within our play test group (which was especially surprising as there were more than a couple groans at the notion of a game about “Sentai”). Which led me to this book you now have in your hands.

As we started this project I have been working on a new science fiction RPG (think Firefly meets Office Space) and had originally planned to put that RPG on kickstarter before looking at any possible revision for Super Happy, but again fate changed my mind. I had been courting an artist for my new RPG, and in the middle of discussions, I was quoted \$500.00 for a cover to show off for my kickstarter. Well, I didn't have \$500.00 to invest in a cover, which was leaving me rather perturbed, as I wanted this game to have the production values I didn't have to put into our first release. Then I found a little website called Fiverr.com, which allowed me to find talented artists that I could legitimately pay for WAY cheaper than a current pro, I decided to send out 2 requests for work one for a cover for my sci fi game, the other to update the Super Happy cover. The Artist I had tapped for my Sci Fi game passed, and as I had gotten that news I saw the first shot of the new SHSH cover (that new Awesome one on the front) I had also looked at the artist doing Chibi art and due to the costs it prompted me to order more art and punch up the production values of our original book. The result is what you see here. Now comes phase 2 of my plan for this product, to put it to Kickstarter, and hopefully into a few more players hands.

I'd like to take this time to thank all those fans who made this book possible, let's be honest, the Sentai genre is more over looked than fantasy, Sci fi, or even American super heroes, on the RPG scene, but it's unique style and tropes make it perfect for one shot games and for high action roleplaying, and I am glad to know I am not alone in thinking this, I also want to thank my editor, JC Sagawa, who's job as an English teacher in Tokyo, not only makes him rarely suited for editing this game but often the first person to correct me on anything even remotely Japanese. He's a good bloke to have in your corner. I also need to thank my wife Cheryl for believing in me, and helping me put this all together and being patient when I have to binge watch Battle fever J, or Bioman for “research purposes”

Thanks again for making this game what it is today, and battle on!

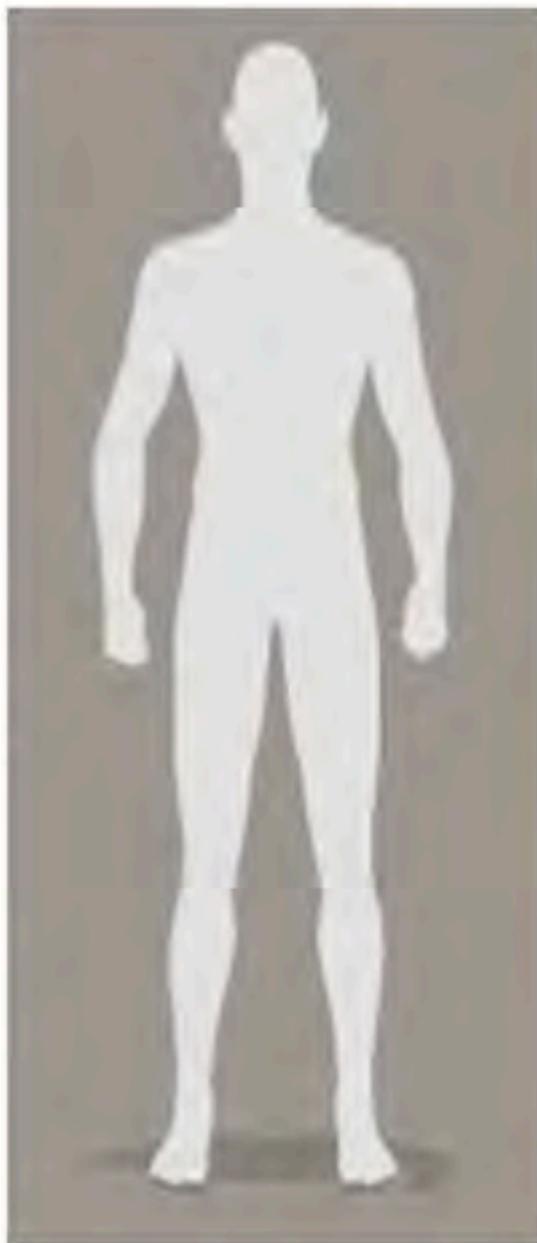
J.L. Herbert

# SUPER HAPPY SENTAI HOUR

Name: \_\_\_\_\_ Secret Identity: \_\_\_\_\_  
Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Color: \_\_\_\_\_  
Team Name: \_\_\_\_\_ Theme: \_\_\_\_\_

## Stats:

**S**trength: \_\_\_\_\_  
**E**ndurance: \_\_\_\_\_  
**N**inten: \_\_\_\_\_  
**T**enacity: \_\_\_\_\_  
**A**gility: \_\_\_\_\_  
**I**ntellect: \_\_\_\_\_



## Defensive Rating:

\_\_\_\_\_

## Special Skills:

\_\_\_\_\_

## Health

Normal      □□□□□□□□  
(0)            □□□□□□□□  
Wounded    □□□□□□□□  
(-2)          □□□□□□□□

## GEAR

Battlesuit (AR1) \_\_\_\_\_  
Transmorph device \_\_\_\_\_

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\_\_\_\_\_

## MECHA

Mecha Name : \_\_\_\_\_

Protection: \_\_\_\_\_ Offensive Capabilities: \_\_\_\_\_ Wheels: \_\_\_\_\_

## MOVEMENT TYPE-

Walker  Wheels  Tank  Aquatic  Jet  VTOL (Helicopter)

## Health

Normal      □□□□□□□□□□□□□□□□□□□□  
(0)            □□□□□□□□□□□□□□□□□□□□  
Damaged    □□□□□□□□□□□□□□□□□□□□  
(-2)          □□□□□□□□□□□□□□□□□□□□

## Gestalt-

"I form the..."

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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