

SUPER HAPPY SENTAI HOUR

スーパーハッピー
戦隊美

月時月



Formulas for Character Creation-
Defensive Factor- Agility+Tenacity+5
Health- Endurance+Tenacity

Mecha& Gestalts-		
Mecha Stats-		
Stat	Mecha	Gestalt
Protection	End+Nin/2	Head+torso
Offense	Str+Ten/2	L.Arm+R.Arm
Wheels	Agi+Int	L.Leg+R.Leg/2

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

Standard Difficulties-
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.

Gestalt hit location chart
1. Head
2. Torso
3. Left Arm
4. Right Arm
5. Left Leg
6. Right Leg

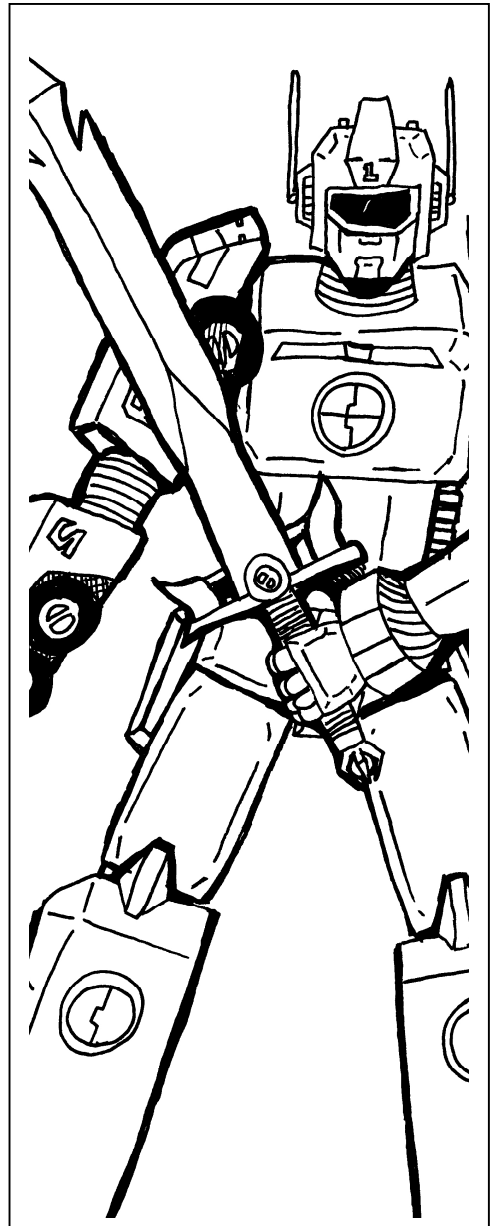


Melee Weapons	Damage Factor (DF)
None (hand to hand)	0
Dagger, Improved Staff	+1
Axe, Ninja-To, Rapier, Mace, Spear,	+2
Sword, Katana, Warhammer, Nunchaku	+3
Maul	+4

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

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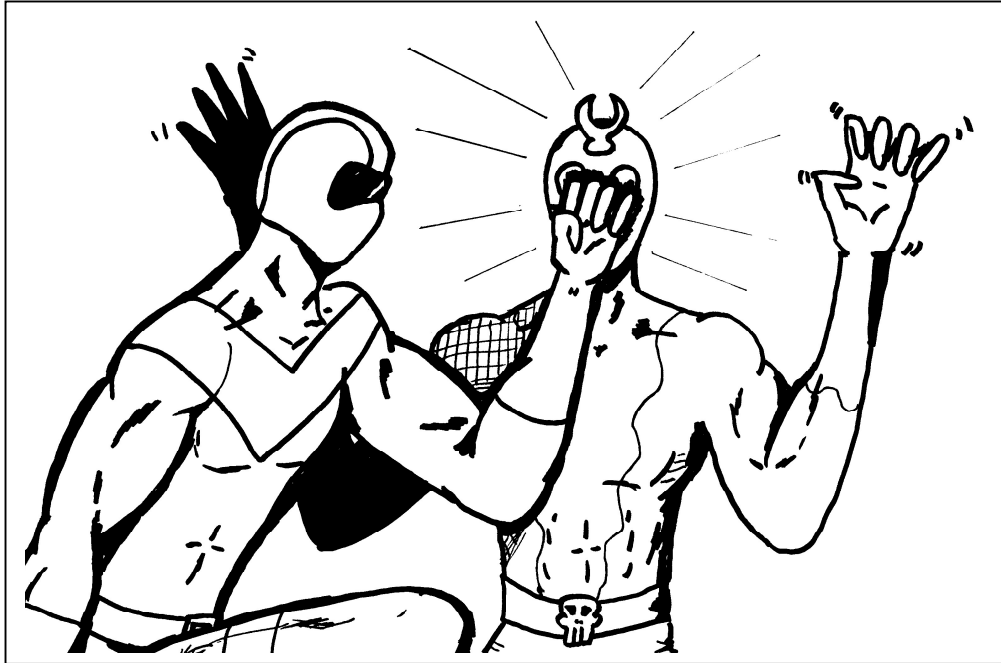
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Dedication- This game is dedicated to the fans and producers of Sentai everywhere, providing optimistic stories of hope, futurism and serious explosions!

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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 I 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, which 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!

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 do 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 the character records from the back of the book, and 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.

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 compliment 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 style or more toward the wacky and zany.

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 old 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.

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:

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
Medieval Fantasy
Samurai
Roman Centurions
Science Fiction
Horror / Monsters
Fashion
Food
Ancient Egypt
Military

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..

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!

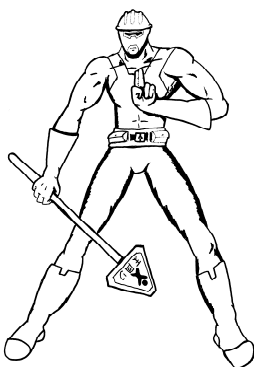
Special Skills- LEADER! You gain a +3 to any action that is befitting a leader of the team. This includes combat checks, riding motorcycles, and piloting jets (for some reasons leaders always seem to ride motorcycles, and/or fly jets!) You also have a +3 to attack when using the following weapons-

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.

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.

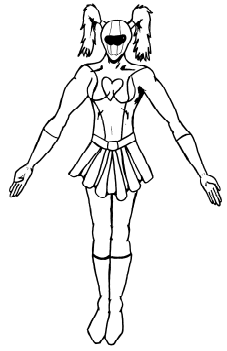
Special Skills- WORKER! You gain a +3 to actions that involve getting your hands dirty. From mechanical skills like rebuilding an engine, to being a gunsmith, to digging ditches, if it involves manual labor, you get a bonus! You also get a +3 to attack when using the following weapons.

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 of possible way. You are the token girl, and as such you inject a healthy dose of “girl power” to the team. *Disclaimer: We didn’t make the values represented here, we merely emulate them!*

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 are ninja!

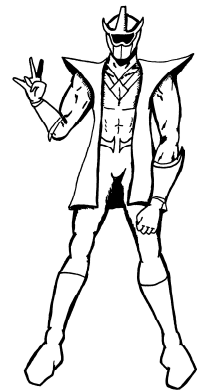
Special Skills- NINJA! As the name implies you gain a +3 to any tasks befitting a ninja, stealth, parkour throwing eggshell bombs, and hiding are all yours to command. You also get a +3 to attack with the following weapons.

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 independant, others call it being the anti hero, but for whatever reason, you refuse to follow the pack!

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.

Special Skills- NONE! Your character does not have any special skills but as explained later in the rulebook all players get 2 dice to make tests one is white and the other is their “color die” 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 which you do have a +3 in (melee or ranged, at the GM’s discession)

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 dice 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!*

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 (Healthy) state, and the second in a damaged or Wounded state.

Health is equal to **endurance + tenacity** for 2 to 12 total space 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 backstory 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.

Equipment-

“Hmm, Check this out!”- Doctor Ho. (Dynaman 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. As being something your character would have on them, and there is no need to figure out how much this would cost you or how much it would cost to carry. 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, sends them on missions and the like!):

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.

Battlesuit: Your battle suit is an important piece of gear, a skintight nanopolymer armor that gives you an armor rating of 1 (explained later in the combat section), and hides your true identity from the world. It is also the same color as your character's chosen color and makes him or her 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 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	+3
Maul	+4

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

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/trick 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 rating 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 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 thier 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.

Tasks

“When I got up this morning, I didn’t know I would be fighting on these rocks, good thing I wore my comfortable shoes!” - Lucy, Niece of Bernie Tanaka.

In Super Happy Sentai Hour, just as in many RPGs, the action starts with the game master (or

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.

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. 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” 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.

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, meaning 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 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.

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 dodge 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. 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, and hey can both explode normally. This can be quite an amazing display of power and should be saved for epic feats.

What Difficulty should I 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.

Combat

“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 when. 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.

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 whatever 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. Which 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 defensive rating. 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 defensive rating.

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 rolled a 6 it explodes. Paul rolls it again, getting a 3 for a total of 18. 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 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 AR 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.

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 of martial arts action with giant freakin' robots as well. Pilot driven

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.

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 characters 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 exact particulars of how your vehicle delivers this damage is 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, your mecha is a much larger target. To determine your mecha's Wheels 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 it's 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 mechas, (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 derermined 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!)

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 the mecha that make 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. And the Wheels stat as it is an average, but one mecha makes up both parts, the Gestalt's wheels stat is the same as the Wheels stat of Terra Yellow's mecha.

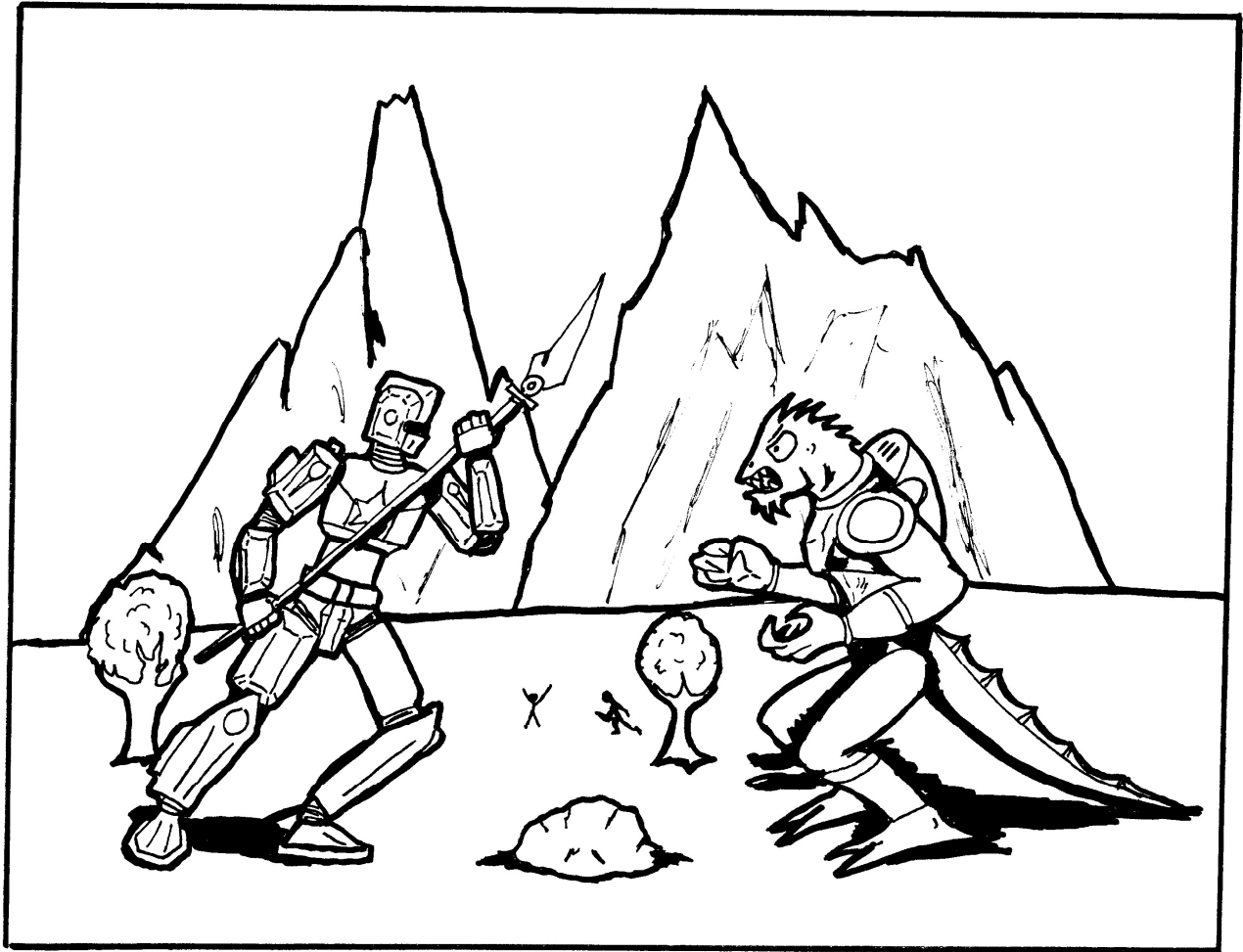
**Gestalt hit
location chart**

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

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), the torso can do jumps for a "death from above attack" and the head may fire laser eyes. 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!



The Build-A-Foe Workshop

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!

Now that we have gotten rid of them pesky players it is time to talk to you, those brave souls who intend 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. Think imperial stormtroopers or red shirts from Star Trek, except more pathetic. They guys are like the green berets compared to mooks! 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, normally 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 who 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 of his time, if not all, 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 maniacal..	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 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 is 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 descendants 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 specific 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 may 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 Armor Rating of 1, just like a Sentai in their battlesuit. Beyond this there are 2 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:

2d6	Attack
2	Bombs
3	Hypnosis
4	Death Scythe
5	Tail
6	Claws
7	Body Blades
8	Super Strong
9	Dark Fate
10	Flame Thrower
11	Telekenesis
12	Bio Energy Blast

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 +4 DF, 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 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 +1DF, the second round they do a DR of 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.

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 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 die in droves and will be more of a nuisance than a major threat.

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.

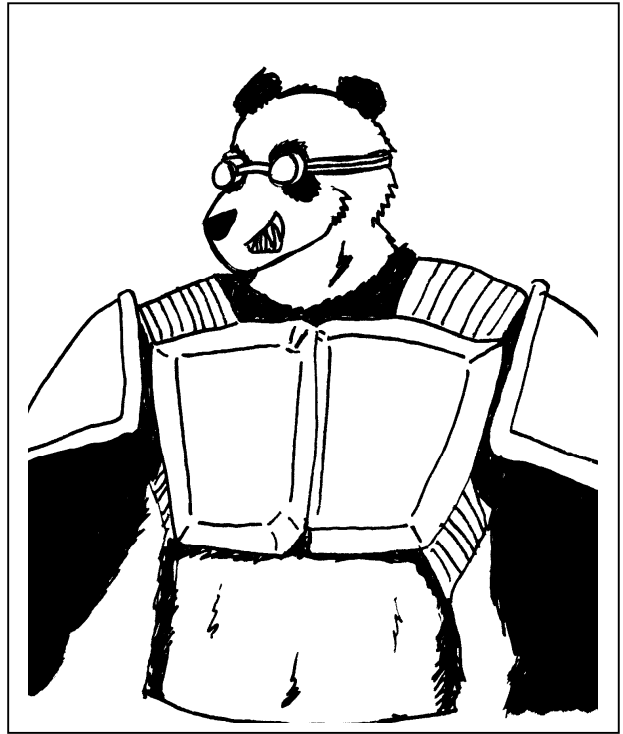
Defensive rating: 10

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 do to a single Mook. For example, if you do 7 points of damage 7 Mooks 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..

The Monster Du Jour-

This is the big hitter in the game, and the one thing that you will likely need to keep generating once 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. 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 your defensive rating, and Endurance + Tenacity to get their health. He also get's a super tough skin with an armor rating 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. If you feel comfortable doing so you may of course make your own custom templates to build more original MJDs. For the first few games you should stick with our main set just until you get the hang of it. After the charts there will be some more hints on how to build your own custom templates.



Monster Du Jour Templates
(Roll 1d6 to determine which chart you are using based on theme)

1- Psychotic (Roll 1d6 for Template)

1	Eye Monster: Covered in eyes, this beast sees all, knows all. Gains a +1 Intellect, the special Skill SEE! (+3 on all perception checks) and optical blasts with a DF of +3
2	Hentai Beast: Slobbering and gibbering, this creature is a perverse beast who likes to prey on young girls. Gains +1 strength, gains special skill GROPE! (+3 to grab females and hold them) and tentacles that can stretch for about 4 meters and to a DF of +1
3	The Gibbering Maw: A giant mouth with an insatiable appetite for DESTRUCTION! Gains a +1 endurance, the skill EAT (+3 to grab and devour inanimate objects smaller than one-half it's size)
4	The Mirror Man: A creature that can mimic you in any way. Gains +1 to Ninten (in normal form) and special Skill MIMIC! +3 to look and sound like anyone. He can also use his power to become a mirror of a character using the skills and stats of that character (but dice cannot explode)
5	Death's Head: A skeletal/ zombie creature. Gains +1 to Tenacity, and 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, DF+2
6	Killer Clown: Everybody loves a clown? Well not so much. Gains +1 Agility and 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.

2-Mutant Animal (Roll 1d6 for Template)

1	Bat: A flying monster with evil intent? Fabuluos! Gain +1 Agility, the special skill, SONAR! (+3 to hear anything) and a ranged attack with your wings for DF+2
2	Rhino: Tough Hide and a tougher critter. Gains +1 Armor Rating and +1 Endurance, also the special skill 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.
3	Crab: Armored monster with pincers. Gains +2 Armor Rating, and +1 Strength, also has the skill CLIMB! (+3 to climb anything) and a claw attack with DF+2
4	Dolphin: Did you know the military has employed dolphins? Sometimes they flip out and go rogue! The Dolphin has a +1 Intellect, and the special skill SWIM! (+3 to move in water) Also you have a spray attack that does DF +0 but throws your opponent back 12 meters!
5	Toad: Never trust something with big buggy hypno-eyes. The toad gets a +1 Ninten, and the Skill 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)
6	Squid: Never, I repeat, never trust a squid! The Squid gets a +1 Tenacity, and the special skill 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.

3- Japanese Folklore (Roll 1d6 for Template)

1	Kappa: An evil tortoise creature. Gains +1 Endurance, and an Armor Rating of +3 for the turtle shell, as well as a spit attack that does a DF of +2
2	Oni: A bug eyed demon with horns. Gains +1 Strength, and has massive fists that do DF+2 damage, he may also reroll his attack, taking the second roll if he takes this option.
3	Penangolan: A life leaching torso creature. Gains a +1 Agility, and the skill SCARE! (+3 to attempt to scare). Also has the power to life leach, each time attacks at DF +0 but heals any points in damage done to a foe.
4	Tengu: A flying crow man with evil intentions. Gains +1 Ninten, and the special skill MOCK! (+3 to impersonate any voice/ sound). Also can fly, and does a claw attack at DF+1
5	Kitsune: A creature that can mimic anyone in any way. Gains +1 to Intellect (in normal form) and special Skill MIMIC! (+3 to look and sound like anyone) Also has a nine tails attack, can attack 1d6 times at DF+0
6	Bog Hag: An Evil Cackling swamp creature. Gains +1 to Tenacity, and the special skill, SWIM! (+3 to move in water) and the power hypnotize, roll against a target's Tenacity, if roll higher, that person is under hag's control for one turn.

4- Science Fiction (Roll 1d6 for Template)

1	Bug Eyed Monster- A true 1950's classic, the Bug Eyed Monster gets a +1 to Strength and the special skill GROPE! (+3 to grab a female) and a laser ray gun that does DF+2
2	Alien Brain- Cold, calculating alien evil. It is always thinking evil plots! It has a +1 intellect, and the special skill SCIENCE! (+3 for any application of tech or science). He also has a probe that does DF+3
3	Xenomorph- Fast, evil and cruel, the Xenomorph gets a +2 to Agility, and +2 Armor Rating, It also has the special skill KILL! (+2 to attack and harm non xenomorphs) and claws that do DF+1
4	Cyborg- Half metal, half flesh, all evil. The cyborg gets a +1 to Endurance and has an Armor Rating of +1. He also gets the special skill HACK! (+3 to affect computer networks) and an arm blaster that does DF+2
5	Android- A synthetic humanoid with no emotions, and total allegiance to evil, the Android gains a +2 to all stats and has no special skill. He also has an Armor Rating of +2 and power fists that do a DF+2
6	Bounty Hunter- An armored predator that obsesses on the thrill of the hunt. Gains +1 Tenacity, armor with an Armor Rating 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

5- Classic Horror (Roll 1d6 for Template)

1	Werewolf: Howling at the moon, the werewolf is a mass of muscles, teeth and claws! The Werewolf has a +1 Strength, and special skill TRACK! (+3 to hunt a specific target) and claws and fangs can do DF+2.
2	Mummy: An ancient evil from the tombs of Egypt, the Mummy has 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.
3	Vampire: He vaunts to suck your blood! Gain a +1 Agility, 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.
4	Swamp Monster: A creature from an ebony lagoon, The Swamp monster has +1 Ninten, and a +1 Armor Rating and the skill SWIM! (+3 to move in water) and a claw attack doing DF+1 damage.
5	Frankenstein: Built as a patchwork of living parts, the monster gains a +1 Endurance, and the special skill THROW! (+3 to pick up and throw things/ people) and also has a punch that does DF+1
6	Zombie: An undead horror, the Zombie gains, +1 to Tenacity, and 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, DF+2

6-Dinosaurs (Roll 1d6 for Template)

1	Tyrannosaurus: Big jaws, small hands, major disaster, the T-Rex gains +1 Strength, and the skill Skill BITE! (+2 with a bite attack), and the bite does DF+2
2	Raptor: Fast and Agile, the Raptor claws his prey with savage accuracy. Gains a +1 Agility and the special skill CLAW! (+3 to do a claw attack). His claws do DF+1
3	Stegosaurus: A beast with two brains, one in his butt for good measure. The Stegosaurus gains a +1 Intellect, and +1 Armor Rating, as well as the special skill SLAM (+3 to attempt to body slam) and a tail whip that does DF+2
4	Pterodactyl: A flying lizard, the Pterodactyl gains a +1 Ninten and the skill SWOOP! (+3 to do an arial attack) and claws on his feet that do DF+2
5	Triceratops: Three horns, no waiting, also dislikes bombs. The Triceratops gains +1 Endurance, and the special skill CHARGE! (+3 to do a slam attack) and his horns do DF+2 damage.
6	Mastodon: While not technically a dinosaur, the mastodon fits here better than anywhere else on the chart. The Mastodon gains +1 Tenacity, and the special skill TRAMPLE (+3 to run people over) and his tusks can do DF +2 damage.

Building your own templates: The thirty six templates above should keep you going for some time (or at least until the first supplement comes out) but many players may not want to wait or may just have a killer idea for a template. Making your own is simple. Choose one of the stats to give a +1 to. You may also give them Armor Rating of +1 or +2 if you think it is warranted. Each MDJ should have a special skill, normally a +3 for one kind of action, and an attack doing anywhere from DF+0 to DF+3. Mix and match to see what you like keeping within the theme of your monster du jour.

Getting Big!- Another important part of being a Monster Du Jour is a power they all share. Once an MDJ takes enough wounds to be wounded, it does not run like a lieutenant, instead it gets BIG. Growing to a mammoth size, the MDJ becomes a city crushing threat alá Godzilla, Rodan or Rush Limbaugh. Once the monster has taken enough damage, he/she/it transforms into a giant gaining the following benefits.

1. All damage is rolled on 2d6+DF instead of the normal 1d6+DF
2. It is at a -5 to make any attack due to the disorientation of growing large.
3. also the monster's DF is lowered by five (as he is now a larger target)
4. Gets 3 times as many health points as before.

This gives you a good sized collection of monsters, cronies and beasts to throw at your players. So what are you waiting for? This city isn't going to terrorize itself now is it?

Gamemastering Super Happy Sentai Hour

Like all roleplaying games, (with very rare exception) 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, 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 very 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, 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 summarise. 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 describe a monster du jour as "a man sized mutant rabbit" it's kind of boring, but when you say- "*as the smoke begins to clear, you see a humanoid form coming into sharper focus, roughly man sized and fighting 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 is when 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 rail roaded in to a proper course of action. A common rule of improv groups is to never say no, instead say yes, and. 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 players 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 inbetween. 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, 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 monster du jour.

While this simple formula for sentai stories may seem a bit one dimensional, it has served sentai writers and fans for over 30 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 it is 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 it 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 as often we are given reason to feel sympathy for the villain. Case in point, Green Lantern overcome with grief became the evil Parallax and killed many members of the Green Lantern Corps, and on the villain side Mr. Freeze's evil started as a way to try to save his wife who is 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, or “going solo” 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. In general, and heroes are often defined by their powers. A guy whose 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 or 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 is often quite doable, just as during initial character creation you cannot play a duplicate color that the team currently has.

Common Non Player Characters:

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 it's share of local police to serve and protect, just as many companies have private security forces to patrol thier factories and instilations ever vigilant against hooligans and possible shenanigans, and 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 actions where police authority would matter (ticketing motorists, setting up barricades, etc.

Equipment : Pistol, +2DF

Defensive rating: 10

Health- 5
_ _ _ _ _

Kids: Adorable moppets, and endaring children are a staple of sentai, whether they are there to cheer on the hero, be held hostage by the villains or tempted by evil they are often the crux of some moral delema, 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 sacherine sayings and cute looks.

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 housewife. These are the very people your sentai heroes are protecting.

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

This gives you some basic elements for GMing adventures in *Super Happy Sentai Hour*, however there is one last picce of information to empart. 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 kinda 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 in title to that end this handy chart will help you name your sentai team.

1D6	Honorific1	Honorific2	(INSERT THEME)	Title
1	Brave	Soldier	(INSERT THEME)	Ranger
2	Powerful	Warrior	(INSERT THEME)	Man
3	Mighty	Hero	(INSERT THEME)	Force
4	Cyber	Protector	(INSERT THEME)	Team
5	Fateful	Victor	(INSERT THEME)	Ranger
6	Alien	Defender	(INSERT THEME)	Man

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	A phoenix rises- 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	Improved weapon- One of your weapons is upgraded to df+1 (maximum of +2 per weapon)
4	Improved battle suit- Gain the super battlesuit as your standard suit. (can only gain once)
5	Work out- +1 Strength (to a maximum of 6)
6	Tough it out- +1 Endurance (to a maximum of 6)
7	The heavens favor you- +1 Ninten (to a maximum of 6)
8	Teamwork pays off! Gain an action token.
9	Assert your iron will! +1 Tenacity (to a maximum of 6)
10	All that flipping around pays off! +1 Agility (to a maximum of 6)
11	Work toward your degree +1 Intelligence (to a maximum of 6)
12	You are now the master! 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.

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

The following section gives you, the gamemaster, a collection of scenario ideas based around 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 simply have a greater evil empire push them out of their bid to conquer the Earth.

Background: For over 1000 years the greater milky way has 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, its shareholders, board of directors, and even C.E.O. 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 time of expansion.) So the Gamillion group Inc., have developed a paramilitary wing. A fleet of warships operating under the moniker of the Gamillion Empire, which is who actually conquers the worlds then selling processing and development rights to the Gamillion group inc. 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 Gralixor, 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 of conquest against 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 asexual slug beast that was not his wife.) And soon Gralixor would become both conqueror and face of the Gamillion group Inc.

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.

Monsieur (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	
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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 Gammilion forces with the artistry one uses to make an amazing tiramisu.

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 prepped for your doom, is an amazing free range mutant hosenfeffar, using only the finest in genetic mutagens, he has been evolved 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	
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Princess Kai-teh- The woman who would become prince 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 planet 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 grammar 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 immediately 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 hentai, comic book, or pulp magazine. You slink into a room laugh at the pitiful heroes and only go

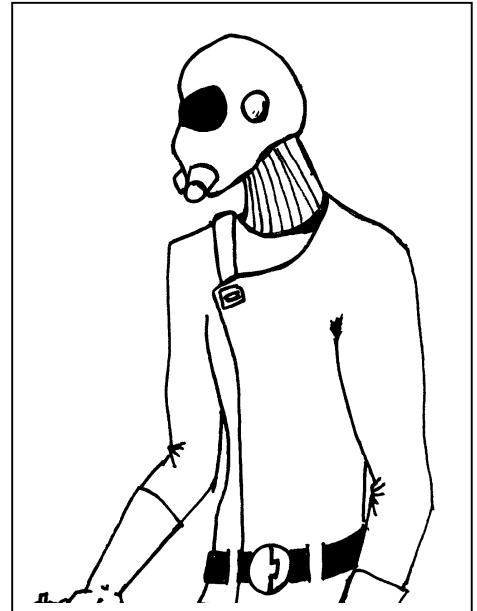
for physical violence when absolutely needed. That is unless someone mispronounces your name, **THEY MUST DIE!!! DO YOU HEAR ME DIE, DIE, DIE!!!!**

QUOTE- *“Ohh, poor little sentai, 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 thier 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!”	
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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.
- Of course they could also be taking over a different type of factory, Imagine them taking over a popular electronics or toy company to turn thousands of popular items into miniature carbon monoxide generators.

ADVENTURE No. 2- Star Stalk!

A mysterious nightclub opens up in town and all of the B-list celebrities offered gigs there disappear after thier 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 teh amusment of some aliens on holliday. Of course the club is under the watchful eye of Gralixor's lieutenants and Thier new monster du jour, a mutant bat creature named Mister Subarash.

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

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.

EPISODE No.3- Urban Renewal

As part of the conquest the Gamillion Empire will want to think of the future, setting up thier 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. Thier 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 achive 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, bodyproud and tough. Think of every negative stereotype of bodybuilders you can think of. Talk about working the pecks, about your protien 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.
- You can assign a penalty to move or act during a quake to help simulate the disorientation of the big event.
- 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 piee or two yourself. If the tower falls a big quake happens and causes big negative effects! This will add tension and confusion.
- This can be even worse in a gestalt, so much tonnage fighting in a city with usch geographic instability can’t be good you get the picture!

EPISODE No.4- Ah to be young..

After so many failed attempts to start thier 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 thier mentor will not have heroes to pilot thier mecha/gestalts. Even if they escape the clutches of Princess Kai-teh, and her newly minted monster du jour 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!”	
---	---

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

- Of course not all the heroes need to get hit by the anti chroniton beam, it is especially funny to have the red or green get hit (as they tend to be the most macho)
- A few negative penalties can (such as -2 str) can drive the penalty of being young home.
- 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/ tourguides 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 thier 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 thier normal ages in hero form but once they go back to thier secret Ids they are kids again, turning the whole search for an antidote into a running subplot.
- Tons of room for short jokes in this one, also keep in mind that as kids may have been very different than they were as kids. The Tall Muscular hero may have been the runt or the pudgy one as a kid.

Filmography

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 filmography 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 their 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-

Go Ranger (1975) The first and in many ways an instant classic. 5 different heroes tied together by being the lone survivors on criminal attacks on the paramilitary organization E.A.G.L.E. It is the genesis of so many of the conventions of sentai, but no mecha/gestalts.

J.A.K.Q. (1976) The follow up to Go Ranger (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 I really got into. It was also redubbed into english for the USA channel's TV series Night Flight as a tongue in cheek 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 You Tube. Check it out for a more tongue in cheek version of the sentai tradition.

Bioman (1984) In feudal times, Bioman came to our world spreading "Bio Particles" over a small group of people who's descendants would be ready to pilot the massive "Bio Robo" should evil from the New Gear Empire. 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 they have seen for a lifetime.

Liveman (1988) One of the darker storylines, Liveman focuses on 3 students of academy island who's friends were killed in a struggle that saw 3 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 it's 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 5 heroes of the ancient human tribes are set in suspended animation to protect the earth should the evil Bandora ever escape her prison on the planet Nemesis (which she of course does) 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 5 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 theme (planets) fight an evil empire (queen Berryl) and each have a different identity based on thier 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 n the same mold, or at least very close but are not from Japan, and may not have even been trying to emulate the genre, but most do.

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

Captin 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 someways 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 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 Fromagge, 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 Eifel tower (It is a prjector for an defensive shield) and much like this game, France Five is a loving tribute to the genre of sentai.

Mighty Morphin' Power Rangers- Though I am not a fan, I would be remiss 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. Removing all shots of the original sentai heroes in their non battlesuited forms. And even changing the Mentor Barza, an old man who guardians the heroes 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 it's special effect shots. And 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 phenominon 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.supersentai.com they were an invaluable font of knowledge and led me to many of these fine shows (well that and youtube!)

Designer Notes-

Wow, this was a much bigger game than I had ever anticipated. As our first real sold product, I knew this would be a bigger game than our previous free release of La Resistance (free at rpg.geekdo.com) but this was also quite a different game. Not just in theme (Seriously going from playing resistance fighters in France under the heel of the German occupation, to Japanese superheroes with mecha, heavy explosions and evil monsters that die in droves is a complete 180!) the other big thing was even though this was meant to be a simple RPG having to scale for mecha and gestalts put far more of the game into almost wargame/tactical areas that as a miniatures gamer I was all to tempted to go further, but feared it would loose the fast and loose feel of the source material.

As always There are some people I would like to thank for help with this project. First my Wife and daughter who had to put up with countless sentai showings I watched for my “research”. My gaming group for playtesting and for feedback (especially Justin Duffy, who Gmed the first amazing session!) My friend and partner J.C. Sagawa for all his editor-fu, and focus on this project. Also Thanks to Mark Phillips, Cynthia Friedland, Eric Trigg, Gideon Brower, and Shari Roman for introducing me and my friends to Sentai in the strangest most awesomely whacked out way possible. And last (but by no means least) I would like to thank you the readers of this book, for taking a chance on something new, and different. I hope you have enjoyed our Sentai action R.P.G. and this is just the beginning as I write this I have started work on the first full supplement, and our next R.P.G. codenamed “project- London” and espionage game set in the 1960s.

Have fun, fight the good fight, and may all your dice explode (you know in the good way!)

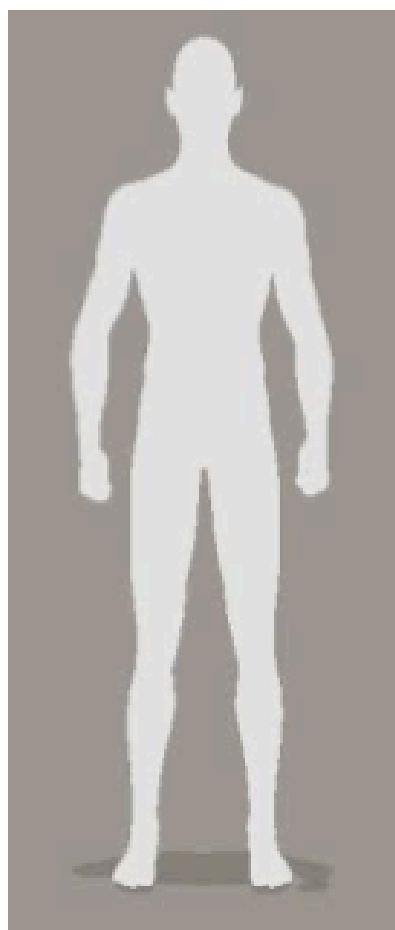
J.L Herbert

SUPER HAPPY SENTAI HOUR

Name: _____ Secret Identity: _____
 Age: _____ Gender: _____ Color : _____
 Team Name: _____ Theme : _____

Stats:

Strength: _____
Endurance: _____
Ninten: _____
Tenacity: _____
Agility: _____
Intellect : _____



Defensive Rating:

Special Skills:

GEAR

Battlesuit (AR1) _____

Transmorph device _____

Health

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

MECHA

Mecha Name : _____

Protection: _____ Offensive Capabilites: _____ Wheels: _____

MOVEMENT TYPE-

Walker ☐ Wheels ☐ Tank ☐ Aquatic ☐ Jet ☐ VTOL (Helicopter) ☐

Health

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

Gestalt-

"I form the..."

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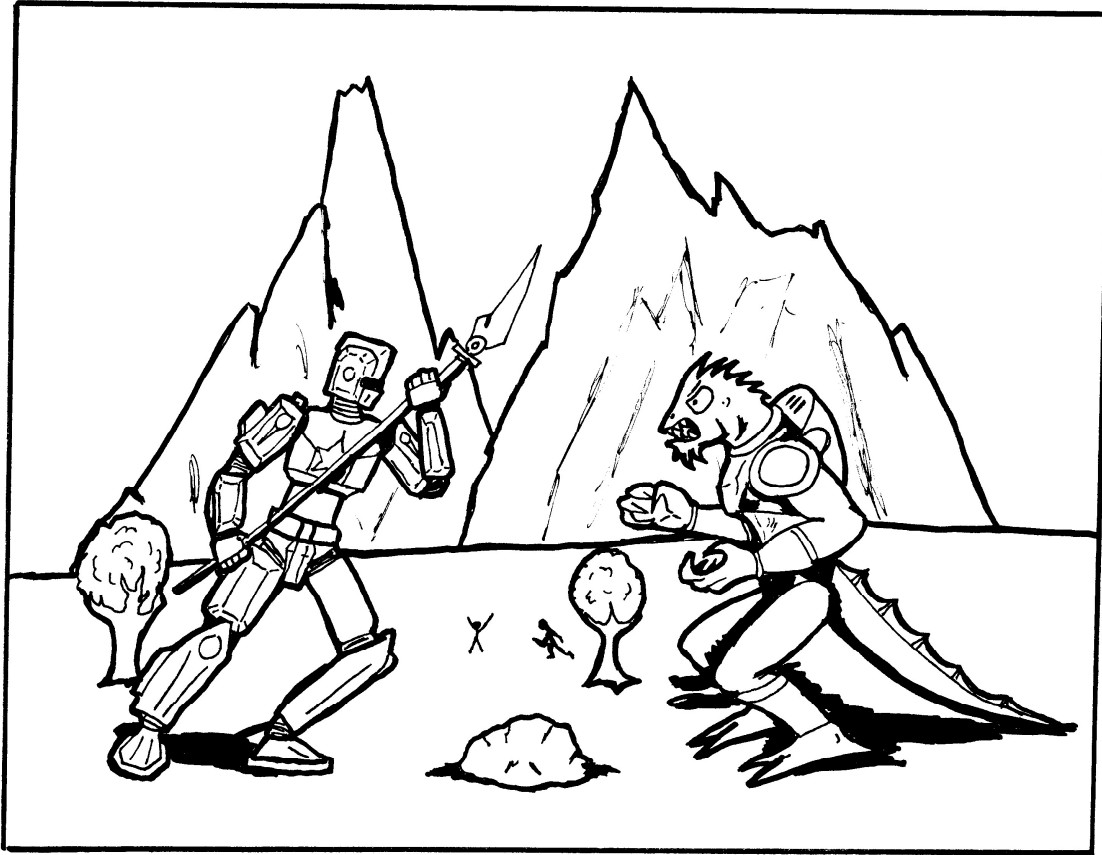
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