

EXTRA!

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In the course of writing and playtesting Church and State we ended up with a lot of material that just won't fit into the final book. To keep these bits from going to waste, we've decided to make them available to you for free.

APPENDIX II: OTHER OPTIONAL RULES

While the rules from Appendix I represent new rules, these rules are optional replacements for existing *M&M* rules that playtesters came up with during runs of Church and State. All of them have been playtested in this and other adventures, and work for a broad section of groups.

HYPHER AND SUPER-SPEED

Characters considered super-speedsters (those with super speed or hyper-movement) can move anywhere within a circle with a radius equal to their normal movement during their turn. For example, a speedster with a Run of 50 that starts at point A can end his turn anywhere within 50 feet of point A, and within that turn can move anywhere else within 50 feet of point A. (Yes, this becomes very useful with Move-By Attack). This means that without sprinting speedsters are limited in how far they can go, but they are massively maneuverable and can effectively ignore all but the largest obstacles.

PENETRATION AND PROTECTION

In order to keep Penetration balanced, and to keep Protection from letting higher PL character mock lower PL characters with their immunity to attack, Penetration now turns Protection into Amazing Save: Damage. Thus it allows attacks to penetrate what might otherwise be undefeatable defenses.

RAMMING

When you ram someone, the Damage Bonus you must save against is the attacks total Damage Bonus (including the ram bonus) at -2. This makes it considerably more dangerous to charge a target, but still gives you an edge if you really need it.

SURPRISE STRIKE

The Sneak Attack feat gives a straight +2 to damage when used appropriately. This feat can be taken up to PL/2 times for an extra +1 to damage for each feat after the first.

APPENDIX III: SOUNDTRACK

Not all gamers like music during their games, as it can be distracting and difficult to deal with. However, if you're the sort that likes to have a good soundtrack to set off your gaming, you might want to take a look at the following tracks.

MIKHAEL

Theme Song: "Mars: Bringer of War" from the Planets, by Holtz.

Good Background Tracks: Anything from the Prince of Egypt Soundtrack, Beethoven's 9th, Mozart's Requiem, Gregorian chant, and just about any religious choral music.

EBONIE GAULDEN

Theme Song: "Faint" by Linkin Park.

FATHER CANDELLA

Theme Song: "Now We Are Free" from the Gladiator Sound-track.

ROCK N ROLL

Theme Song: "Calm Like a Bomb" by Rage Against the Machine
Good Background Tracks: Anything by Rage Against the Machine, most Pearl Jam, 60's rebellion music ("Ohio" by Crosby, Stills, Nash, and Young, "For What It's Worth" by Buffalo Springfield, "Born to Be Wild" by Steppenwolf), and just about anything by your favorite radical political band.

BENITO "BENNY" EVERIDGE

Theme Song: "Born in the USA" by Bruce Springsteen.

THE MADE MEN

Theme Song: "Break Stuff" by Limp Bizkit.
Good Background Tracks: Drowning Pool's "Let the Bodies Hit the Floor", "More Human than Human" by Rob Zombie, "Down With the Sickness" by Disturbed, and anything loud, angry, and based on hurting other people.

JOSHUA WITHEM

Theme Song: "The Bad Businessman" and "Hell" by Squirrel Nut Zippers.

APPENDIX IV: SOURCES OF INFORMATION

For most groups the information presented in this book should be more than enough to run Church and State. However, some GMs might want to have more background in the real world issues that lie behind many of the comic-book metaphors the scenario addresses. In order to help get those GMs started, the following is a very short list of internet sites full of information. Those wanting a more complete bibliography can start with these sites, as many have recommended reading lists, and those just wanting a quick glance can easily skim over the details.

STORIES THAT INSPIRED CHURCH AND STATE

- <http://www.laweekly.com/ink/04/07/news-sullivan.php> -- When the RIAA sent in private troops to crack down on bootleg music.
- <http://www.cnn.com/2003/LAW/08/22/ten.commandments/index.html>: A story about a judge, the ten commandments, and what happens when faith and law clash.

- http://www.tdu.org/Newsroom/Teamsters_Accuse_Top_Union_Off/teamsters_accuse_top_union_off.htm: Unions fighting against internal corruption and the mob
- <http://www.cnn.com/2003/US/07/12/nyt.uchitelle/index.html>: On race relations and labor disputes.
- <http://www.cnn.com/2003/US/06/26/nyt.safire/index.html>: About corporations taking over media
- <http://www.cnn.com/2003/WORLD/asiapcf/east/02/19/skorea.fire/index.html>: A huge and tragic fire in a South Korean subway, started by a lunatic.
- <http://www.cnn.com/2001/LAW/09/04/baptist.lawsuit/index.html>: A story about government backed church-based programs and the legal issues around them.
- <http://www.cnn.com/2002/LAW/06/27/church.state/index.html>: When even the courts can't agree on the separation of Church and State.
- <http://www.angels-online.com/index.html>: A site full of stories about encounters with angels.

RELIGION AND CHURCHES

- <http://www.catholic.org/>: A huge resource about Catholicism, angels, and world religious news. (Similar pages for other churches or religions can be found at <http://www.lds.org>, <http://www.aeccministries.com>, <http://www.baptist.org>, <http://www.beingjewish.com>, and <http://www.islamanswers.net>.)
- <http://www.nyscommunityofchurches.org/>: A New York State wide coalition of churches and organizations.
- <http://www.churchangel.com/newyork.htm>: A list of many churches in New York state, including names and addresses.
- <http://www.newadvent.org/>: An encyclopedia of Catholicism, including massive entries on saints and angels as well as theological tracts and a decent introduction to Catholicism. (<http://www.newadvent.org/cathen/10275b.htm> specifically deals with the real Archangel Michael)

MARXISM, CULTURE THEORY, AND CRAP

- <http://www.aber.ac.uk/media/Documents/marxism/marxism.html>: A great introduction to Marxism as it specially applies to Media and culture studies.
- <http://www.adamranson.freemove.co.uk/Marxism.htm>: A basic introduction to Marxism.
- <http://www.theorycards.org.uk/>: Theory trading cards! I have a Foucault! A really fun little cite about modern culture and critical theory.
- <http://transhumanism.org/>: Though it isn't specifically Marxist, a lot of Rock's ideas about a "learning revolution" and changing the nature of humanity owe a lot to transhumanist thought.
- <http://www.orner.org/essays/warwatch/2003-09-07-1.html>: An essay by Orson Scott Card on some of the trickier aspects of copyright law.

- <http://www.lessig.org/blog/archives/001451.shtml>: Another discussion about copyright and imbalance between consumer, corporation, and government.

UNIONS

- <http://www.xpdnc.com/links/lousny.html>: A very thorough list of unions in New York, along with links to local union pages.
- <http://www.aflcio.org/>: Homepage of the American Federation of Labor, full of information about unions and labor from the unions POV.
- <http://iww.org/>: Homepage of the Industrial Workers of the World, a more revolutionary and radical group than the AFL-CIO. It's members include anarchists, communists, socialists, syndicalists, and many of their writings make excellent real world background for Rock's more radical followers.
- <http://www.nysut.org/>: Because teachers are union workers too. Did you ever picture Mrs. Jones, your old third grade teacher, as a radical union member?

LAW AND COURT PAGES

- <http://www.nycourts.gov/1stdistrictcriminal/>: A glossary of legal terms from the New York Courts webpage. The FAQ on the same page — (<http://www.nycourts.gov/1stdistrictcriminal/>) is also a good source of information.



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CHURCH + STATE

Pitting the PCs against the mob, a Marxist revolutionary, crooked lawyers, and the Archangel Mikhael, *Church and State* is a massive Bronze Age adventure that tears events from the headlines and recasts them into Four Color spectacle. *Church and State* combines pavement pounding combat, hard boiled investigation, and gritty politics in a scenario sure to test the mettle, the morals, and the moxie of your heroes! This first SuperLink product from Brand's Brand Publications is designed to be run in a generic city setting, and will fit into any urban campaign.

Church and State includes:

- A full-length adventure with a flexible structure that allows PC actions to determine the course of play while still giving ample support to the GM.
- Maps for all important scenes and locations, including detailed benchmarks for common items found in super-human combat.
- Over 50 new NPCs, including 2 antagonistic heroes, 5 super villains, mobsters, lawyers, and celebrities. Also includes 20 new Supporting Cast archetypes that can be used in any urban adventure.
- A system of Genre Points to give your games a more comic book feel, whether it's Bronze, Silver, or Golden Age.
- A system for Investigation Montages that lets super-investigators strut their stuff with as much detail as they want.
- Many new rules to help run M&M and SuperLink games with a Bronze Age feel.

Coming in the first quarter of 2004, *Church and State* is written by Bradley Robins, whose previous works include the award winning *Drift on the River of Dream* for Tribe 8 and the layout for the *Midnight Realm* for Talislanta. The art is by Leo Lingas and Lem "Hot Soup" Pew of Winter fame.

Written by Bradley Robins

Illustrated by Leo Lingas

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