The ghost

TRC



TRC SUPERHELTE- SPECIAL 1988

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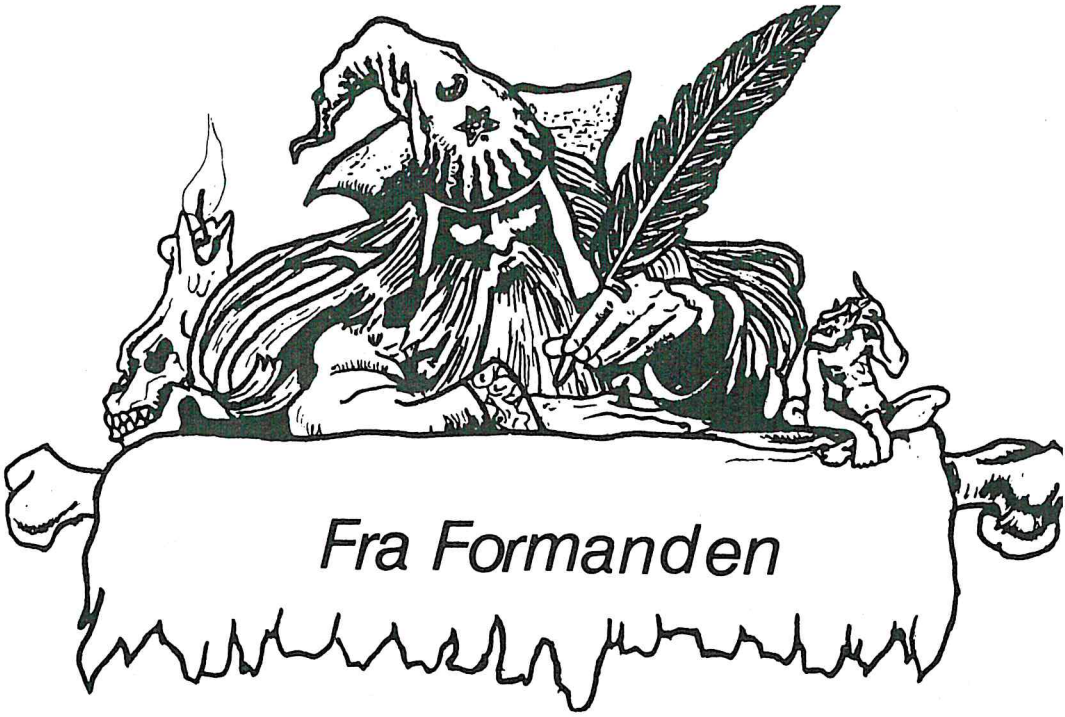
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Fra Formanden

Det er utroligt så utrolige vi er her på THE GHOSTs utrolige redaktion. Vi har produceret et utroligt superheltenummer og indholdet er bare utroligt.

Vores udsendte medarbejder i USA, Thomas "Alf" Hansen er vendt tilbage. I al den tid han var væk skrev han kun hjem een gang. Vi håber at læserne har haft glæde af alle hans hjemsendte artikler (fnis).

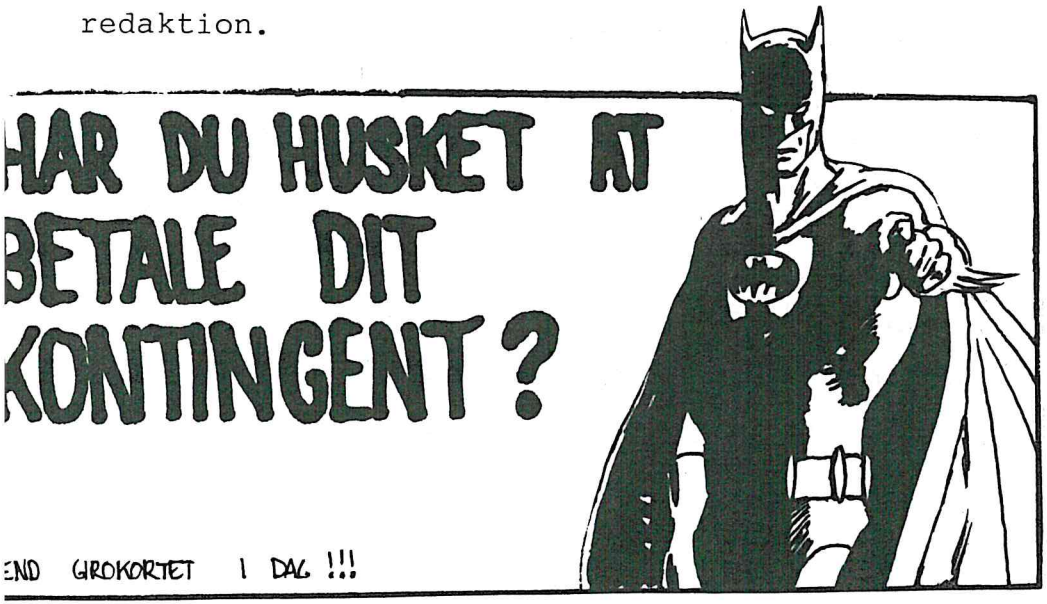
Nu sender vi en anden person til USA, og vi forventer, at han skriver hjem (hej Poul).

Vi har fået overstået vores ekstraordinære generalforsamling. Hvis DU ikke fik en indbydelse, så er det fordi DU ikke har indbetalt dit kontingent. Indbetalt 60,00 kr. til :

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I næste nummer vil der være: Andet afsnit af den lange rejse, Guild of Thives, Magic Items, Referat af Ekstra...., adresseliste og meget, meget mere.....

På næste side kan du se superheltenummerets redaktion.



DE FEBRILSKE FIRE!



MARVEL SUPER HEROES

MARVEL SUPER HEROES er rollespillet der giver dig muligheden for at spille alle de superhelte du kender fra tegneserierne. Alle har (højst sandsynligt) på et eller andet tidspunkt i deres liv, læst et MARVEL-blad. Hvem kender ikke Edderkoppen, Kaptajn Amerika, de Fantastiske Fire, Projekt X, Dæmonen, Hulk eller Gruppe Alpha? Tegnere som John Byrne, Frank Miller, Rick Leonardi, Paul Smith, John Romita jr. og... (Get on with it, will you?!) Hrmpf. Tilbage til rollespillet. Den første bog (Boxen består af to bøger.) lægger ud med at stille spørgsmålet: " WHAT IS A HERO? "... Det ved vi jo allesammen, så jeg går videre til de Abilities man bruger i spillet:

Ability	Activities
Fighting	Attacking with bare hands, a club, or a knife
Agility	Dodging, jumping, acrobatics, throwing things
Strength	Lifting, breaking, bending, wrestling
Endurance	Resisting unconsciousness or poison
Reason	Understanding technology
Intuition	Avoiding surprise, finding clues
Psyche	Casting spells, resisting mental control



WHAT IS A HERO?



Hver af heltens syv Abilities har en "Rank" og et "Rank-number". Betydningen af disse, kan ses her til højre.

Rank	No.	Description
Feeble	2	Far below average human ability
Poor	4	Below average human ability
Typical	6	Average human ability
Good	10	Above average human ability
Excellent	20	Olympic ability
Remarkable	30	Limit of natural human ability
Incredible	40	Enhanced human ability
Amazing	50	Highest rank possible for anything considered human
Monstrous	75	Beyond the realm of humanity
Unearthly	100	The limit of human ability to describe and understand
Class 1000	1000	Beyond human ability to comprehend

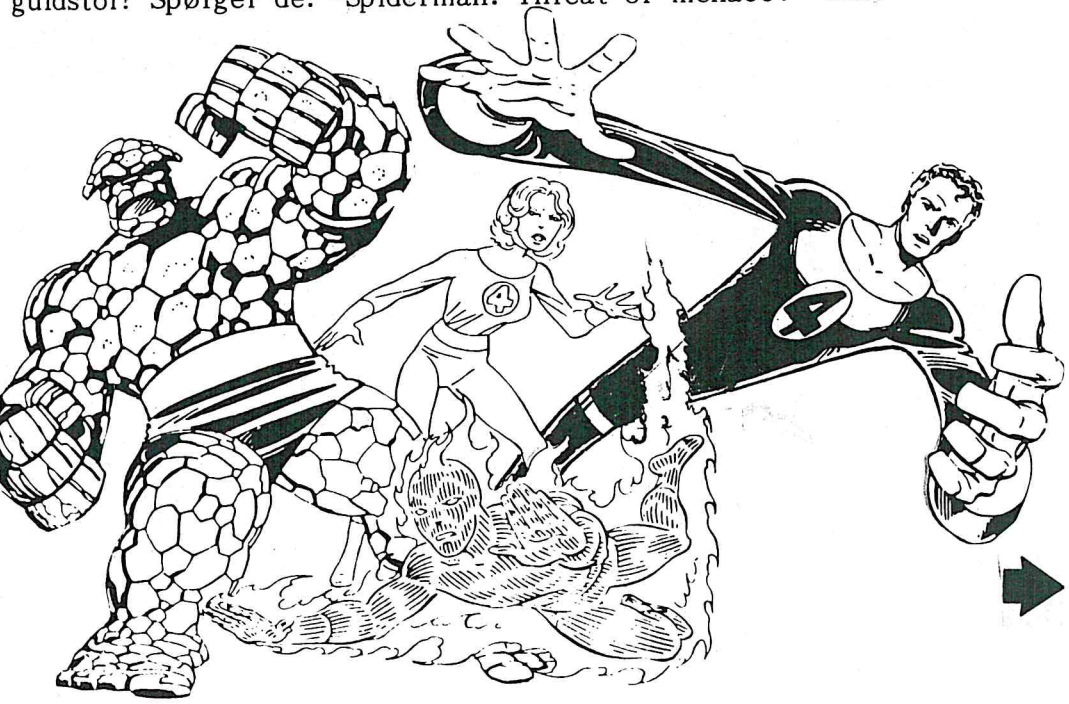
Udover nogle Abilities har hver helt nogle Powers. Edderkoppen har F.eks. en Power der hedder Wall Crawling, mens Hulk har en der hedder Leaping. Alle disse Powers står omhyggeligt (hmm,) beskrevet i Campaign Book. (Hvorfor den hedder det er over min forstand.)

Heltene har også nogle andre stats, nemlig:

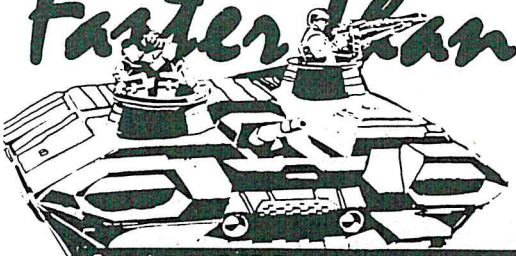
HEALTH: Dit helbred. Du mister Health-points hvis Doctor Doom, smider en Skoda i hovedet på dig. (Med mindre du bruger din Agility til at Dodge) Du får dine Health-points igen ved at hvile, alt efter hvor høj din Endurance (udholdenhed) nu er.

RESOURCES : "a fancy word for money", siger bogen. Kan du skaffe en jet-jager? Check dine Resources...

POPULARITY: Spytter folk efter dig på gaden? Eller bærer de dig i guldstol? Spørger de: "Spiderman: Threat or menace?" Hm?



Faster Than A Speeding Hoverpad



Superheroes & Vigilantes

By Marcus 'Mr Roleplaying' Rowland

ACADEMY OF LAW COMPUTER ON LINE
ENTER YOUR NAME?
CADET NIMSLO
VOICEPRINT CONFIRMED - GOOD MORNING, CADET NIMSLO!
YOU ARE CLEARED FOR EDUCATIONAL PROGRAMS AND ENCYCLOPEDIA
WHAT SUBJECT DO YOU REQUIRE?
CONTINUE ASSIGNED WORK, CRIME TOPIC
0702 CONFIRM. ACCESSING INTERACTIVE LESSON 5, CRIME TOPIC 0702

Good morning, Cadet Nimslo. Today's lesson continues our in-depth look at one of the problems Judges must face: vigilantes.

First, here's a familiar voice:
'...soon every crazy in town is gonna be out there on the streets in his superhero mask!'
That was an authorised recording of Judge Dredd. Do you know which case he was investigating when that was said?

THE EXECUTIONER CASE

Correct. Blanche Tatum, alias the Executioner, was one of the first vigilantes to appear after the Apocalypse War. How many criminals did she kill?

SEVEN

Good. Additionally, eighteen copy-cat killings were inspired by her actions, including four cases of mistaken identity and three innocent bystanders hit by ricochets. This example shows one of the results of vigilante killings. Can you suggest any other consequences?

DISRESPECT FOR THE LAW. MURDERS DISGUISED AS VIGILANTE KILLINGS. UNNECESSARILY VIOLENT RESPONSES TO CRIMES.

Very good. In addition, many vigilantes are killed by their intended victims - they are not trained to deal with criminals, and tend to overestimate their own effectiveness. Blanche Tatum was exceptional in this respect.

Judges must be the sole arbiters of The Law; if not, there would be chaos. Modern society is too delicately balanced for such uncontrolled violence to be tolerated.

Today you are to study a recent development; vigilantes have begun to use advanced technology and drugs to simulate super powers, which make them more dangerous to citizens and Judges. Can you give an example of this type of vigilante?

MEGAMAN

Correct. Ogden Schlep, alias Megaman. Can you describe his powers?

FLIGHT, INCREASED STRENGTH. OH, AND ARMOUR.

Good. Schlep used a jet-pack, powered exoskeleton, armoured shield and armour padding in his costume. Luckily, he left a clear trail when purchasing this equipment, and was easily traced. Other vigilantes have been more cautious.
In a moment we will study the technology used by these vigilantes. Do you have any questions?

WHY DON'T JUDGES USE SIMILAR EQUIPMENT?

The most obvious answer is that these devices are unreliable. For example, Schlep's death was a direct result of an equipment malfunction. Can you suggest other undesirable consequences of the use of such equipment by Judges?

OH YES, DISRESPECT FOR THE LAW

Why?

IT WOULD BE ASSUMED THAT JUDGES WERE DEPENDENT ON THESE DEVICES AND COULD BE BEATEN IN A FAIR FIGHT.

Correct, and well done. In time, such an assumption would be the truth - Judges would become dependent on their equipment, not their own skills. Schlep is proof of this theory; without his equipment he was physically weak, and his admirers soon abandoned him when they saw how he gained his powers. Can you suggest another reason why such devices are undesirable for Judges?

THE SAME EQUIPMENT IS AVAILABLE TO CRIMINALS?

Exactly. If Judges routinely used these devices, most perps would start to adopt similar equipment. Since it would be harder to kill a Judge, perps would use more powerful weapons. Since perps would be harder to kill, Judges would need more powerful weapons. The number of innocent citizens killed by ricochets and missed shots would rise. Can you suggest a final argument against Justice Department use of super powers?

DREDD BEAT SCHLEP

Very good, Cadet Nimslo. Time and again the skill and agility of Judges has been more than a match for superior equipment. Judge Dredd beat Schlep, and other Judges have defeated his imitators.
Before we begin our overview of the technology used by these criminals, please note that all information which follows is restricted data...

Og derfor må alle I små nyhedsglubske læsere nøjes med den korte gennemgang af superpowers, som Jeres egen Flash Gorgon her vil præsentere for Jer.
Lad mig starte med at fastslå en ting: Der findes ingen superpowers! (og det ligger fast) Altså ikke noget med at hoppe over høje bygninger, gribe kugler i flugten, ingen naturlig evne til at flyve etc.
Det har altsammen sit udgangspunkt i teknologi, men da det er det 22. århundredes teknologi kan man alligevel opnå ganske imponerende effekter. Tag for eksempel evnen til at flyve; det er ganske enkelt, millioner af almindelige borgere (findes der sådan nogle) gør det hver dag...

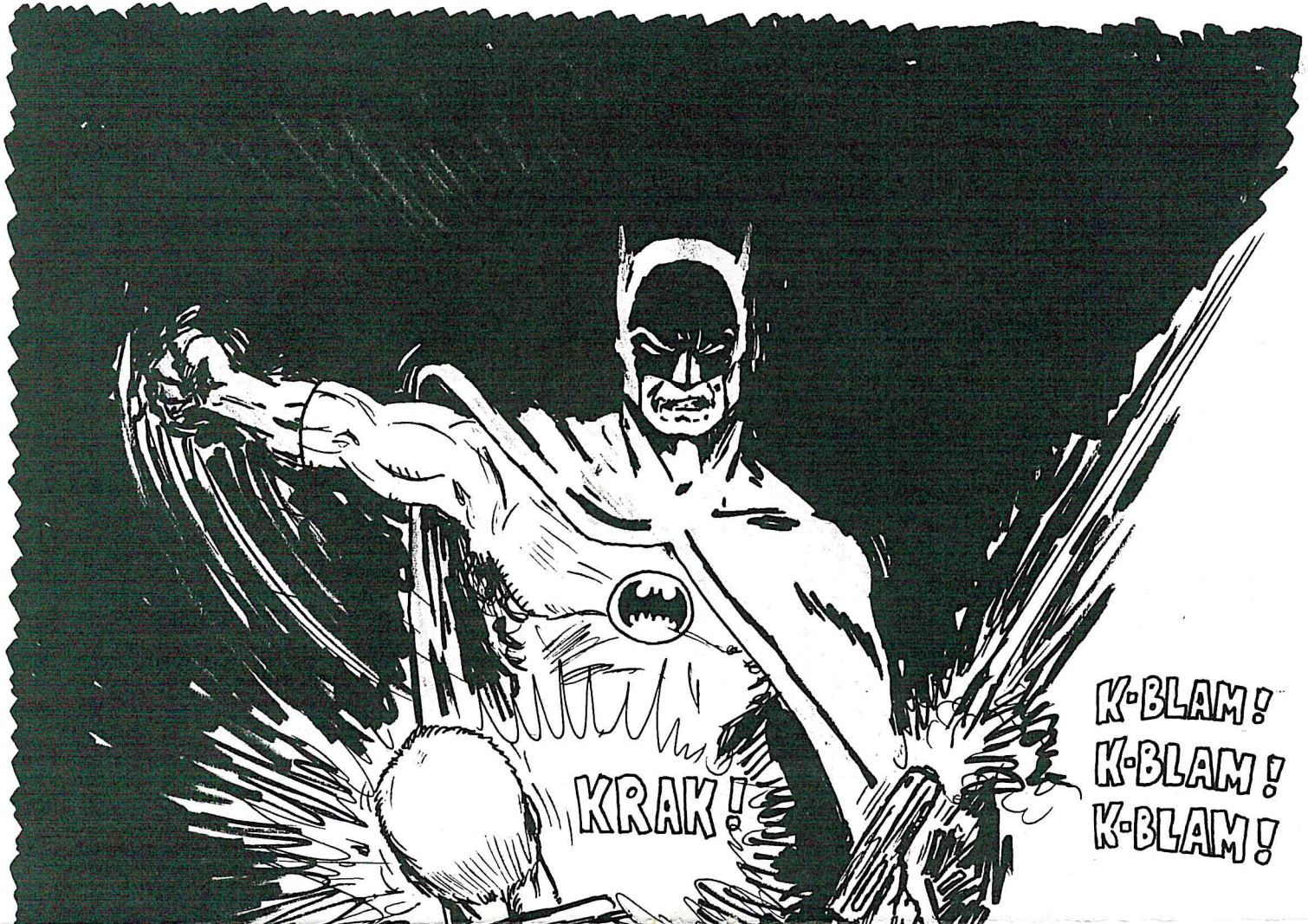


Men hvis man nu maskerer sin hovercar m. diverse okkulte symboler og tilsyneladende fanger forbrydere vha. magi? eller bruger lasso fra sit powerboard? eller står og taler m. en reporter fra channel 9 da dommerne dukker op... og med et enkelt ubesværet hop forsvinder ind i solnedgangen? Det er altsammen med til at bygge et image op, og der er intet vigtigere for en superhelt end et image. Med det rette image giver forbryderne ofte op uden kamp, tænk bare på Dredd.
Der er naturligvis også andre aspekter mhp. superhelte, f.eks. Justice Dep. officielle syn på dem. De er i virkeligheden syge mennesker, der vha. avanceret teknologi prøver at kompensere for deres egne mangler. Desuden er de i al almindelighed totalt uegnet til at håndhæve loven overfor forhærdede kriminelle elementer,



TRC PIN-UP

SUPERHELTESPECIAL 1988


KRAK!
K-BLAM!
K-BLAM!
K-BLAM!

og Dommerne må bruge værdifuld tid på at redde dem ud af situationer de har klumpet sig ind i. Derfor bør det ikke undre nogen af JD. ikke ser med overbærenhed på folk, der iklædt lange underbukser og lagner, uværgeligt forstyrre efterforskningen og arrestationen af virkelige forbrydere. Superhelte er syge borgere! Derfor bør de idømmes behandling på lige linje med folk, der lider af future shock syndrome (futsie). Naturligvis er det op til JDs specialister at vurdere hver enkelt tilfælde og anbefale hvilke tiltag der skal tages i brug i den konkrete sag.



Hvis jeg skulle have berøvet Jer for nogle af Jeres illusioner, beklager jeg det dybt (løgner), men de faktiske forhold er faktisk som skitseret ovenfor, ingen kryptonit, ingen radioaktive edderkopper (heller ikke på Cursed Earth?), ingen mystiske stråler, ingen lyn blot og bar teknologi.

Og dog - hvis der er et godt plot gemt i en superpower er en hvilken som helst GM velkommen til at indføre dem i et hvilket som helst rollespil - bare det er underholdende.

Mungo

PS. Hvis Batman er så smart, hvorfor går han så med underbukserne uden på de almindelige.

MARVEL SUPER HEROES

Advanced Game Official Guidebook to Mutants

CHILDREN OF THE ATOM

Som det fremgår af overskriften er " Children of the Atom" en bog der beskæftiger sig udelukkende med Homo Sapiens Superior-mutanter. Bogen giver grundige beskrivelser af over 150 mutanter, og er på 96 sider. I starten af bogen forklares der præcis hvad mutanter er, hvor de stammer fra o.s.v. Desuden får man at vide hvordan bogen skal bruges (se min hjemmelavede mutant), og den grundige indholdsfortegnelse er til stor hjælp hvis man skal finde rundt i bogen. De fleste andre Marvel-produkter er ret rodede... Foruden mutanter gennemgår bogen også alle de "Supporting Characters" man kan finde i forbindelse med mutanter og andet kryb. "children of the Atom" er en "must" til alle der spiller Advanced Marvel Super Heroes, og det kan godt betale sig at ofre pengene. Oops, jeg glemte at sige at bogen også indeholder et Scenario der hedder "Dreamchild", og et "pull-out" kort af pap- hvor der er trykt på begge sider!



ansvarshavende artikel-skriver: Palle Schmidt

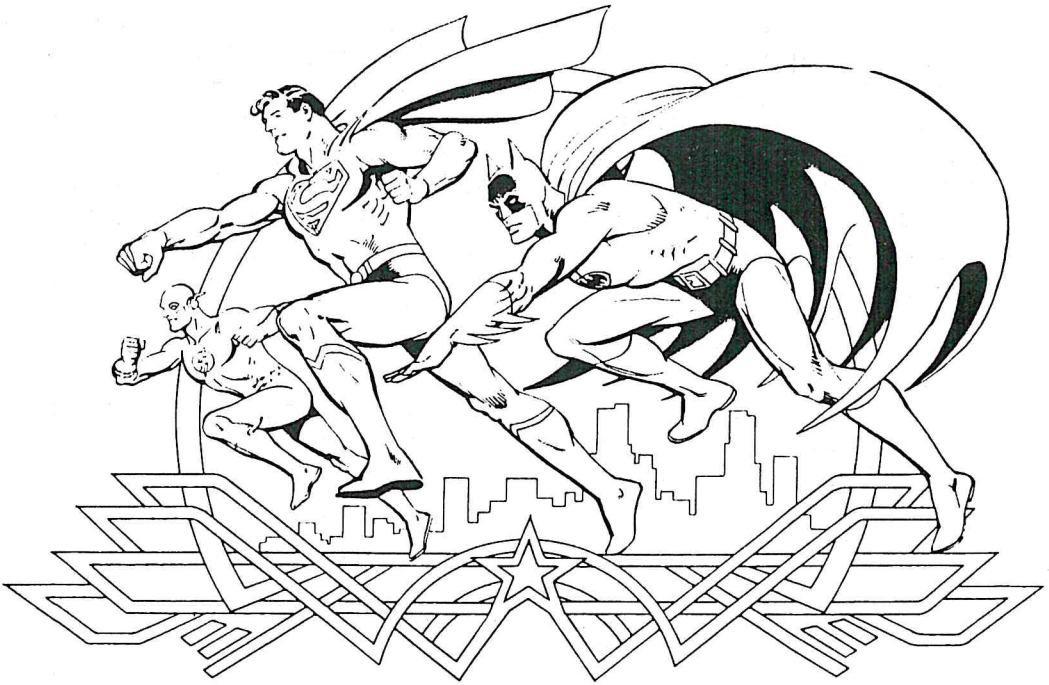
GAMEMASTERS MANUAL - Gm'mens bog, med div. ting, som en Gm kan få brug for.

POWERS & SKILLS - Et hæfte, som beskriver samtlige powers, skills, evner mm.

A TITAN NEVERMORE - Et eventyr med TeenTitanerne mod skurke som Terminator, Prarie Fire + flere.

Ud over hæfterne er der også en brugbar (utroligt) GM Screen!

Man må sige, at DC er udemærket til det det skal bruges til. Som superheltespil egner det sig udemærket.

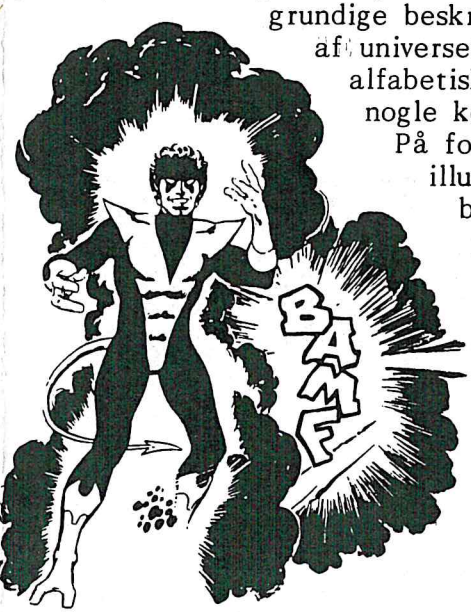


MARVEL SUPER HEROES™

ADVANCED SET

Her er det så! MARVEL SUPER HEROES- Advanced Set. Større, flottere og bedre. Her præsenteres man for virkelig gennemabejdet materiale i flotte farver. Players Book lægger igen ud med at fortælle om de forskellige Abilities og Ability-ranks. Advanced set lægger også meget op til at man skal lave sine egne superhelte- og gør det utrolig let (Se min egen superhelt... Om lidt.). Bogen (Players Book) beskriver over 100 Powers, cirka 52 Talents og giver eksempler på omkring 30 Contacts man kan give sin figur. Dernæst fortæller bogen om ændringer og forbedringer i spillesystemet, FEAT's, movement, combat og liv og død i Marvel-universet. Desuden giver Advanced Set en udvidet Karma-liste (Se næste side) og giver mulighed for at få flere våben + brugen af magi, med i sine spil. Alene våben-listerne fylder 5 sider, der også forklarer hvad hvert enkelt våben er og hvordan det bruges. Dernæst forklares der på 8 sider om "Vehicles"- altså køretøjer, både og flyvende tingester vi kender både fra den virkelige verden, og fra tegneserierne.

Judges Book fortæller om hvordan du skal "dømme" i spillet (Også i andre dimensioner.), Campaigns, og hvordan skurkene får Karma-points, for at begå forbrydelser. Resten af bogen er fyldt med grundige beskrivelser af 45 helte, 28 skurke og 10 af universets mægtige væsener. Alt sammen er i alfabetisk orden. Heltene er også beskrevet på nogle kort til at klippe ud, og give spillerne. På forsiden af kortene er der en farve-illustration af helten i fuld figur, og på bagsiden er heltens navn, abilities, powers og talents. Contacts bliver man nødt til at kigge i Judges Book efter.



Nightcrawler



Wolverine

Karma Summary Listing

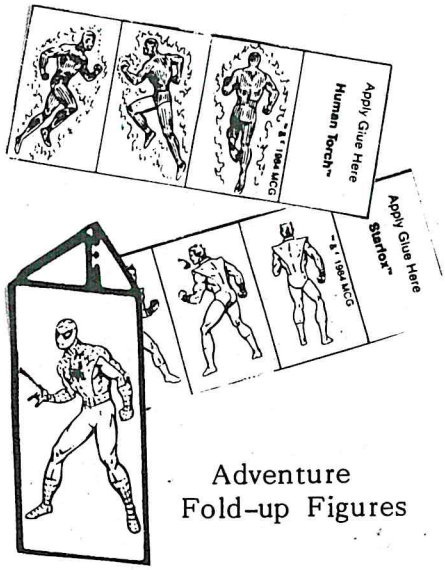
Violent Crime — Stop/Prevent	30
Violent Crime — Arrest	15
Destructive Crime — Stop/Prevent	20
Destructive Crime — Arrest	10
Theft — Stop/Prevent	10
Theft — Arrest	5
Robbery — Stop/Prevent	20
Robbery — Arrest	10
Misdemeanors — Stop/Prevent	5
Misdemeanors — Arrest	5
National Offense — Stop/Prevent	20
National Offense — Arrest	10
Local Conspiracy — Stop/Prevent	30
Local Conspiracy — Arrest	15
National Conspiracy — Stop/Prevent	40
National Conspiracy — Arrest	20
Global Conspiracy — Stop/Prevent	50
Global Conspiracy — Arrest	25

Other Crimes — Stop/Prevent	15
Other Crimes — Arrest	5
Rescue	20
Multiple Rescues(5+)	100
Defeating Remarkable Foe	30
Defeating Incredible Foe	40
Defeating Amazing Foe	50
Defeating Monstrous Foe	75
Defeating Unearthly Foe	100
Commit Violent Crime	−60
Commit Destructive Crime	−40
Commit Theft	−20
Commit Misdemeanor	−10
Commit National Offense	−40
Commit Other Crimes	−10
Public Defeat	−40
Private Defeat	−20
Permit Violent Crime	−15
Permit Destructive Crime	−10
Permit Theft	−5

Permit Robbery	−10
Permit Misdemeanor	−5
Permit National Offense	−10
Permit Other Crimes	−5
Property Destruction	−5/area
Death	−ALL
Noble Death	−50
Mysterious Death	−50
Self-Destruction	−50
Making Commitment	+5
Failing Commitment	−5
Weekly Award	+10
Charities: Personal Appearance	+Pop(max. 20)
Charities: Act of Charity	+10 to 40
Charities: Donation	+Res
Negative Popularity	−Pop
Gaming Award: Role-Playing	+10
Gaming Award: Stump the Judge	+15
Gaming Award: Humor	+5



Desuden præsenteres man i Advanced Set for noget helt nyt: Adventure Fold-up Figures! 80 figurer i farver lige til at stille på kortet- Når du altså har klippet dem ud og limet dem sammen. Jeg vil undlade at omtale denne proces p.g.a. manglende positivitet. Settet (igen Boxed Set) indeholder desuden et kort, med New York på den ene side, og en bygning der kan bruges som alt muligt, på den anden side. Dette kort er, ligesom i det første set, helt i farver.

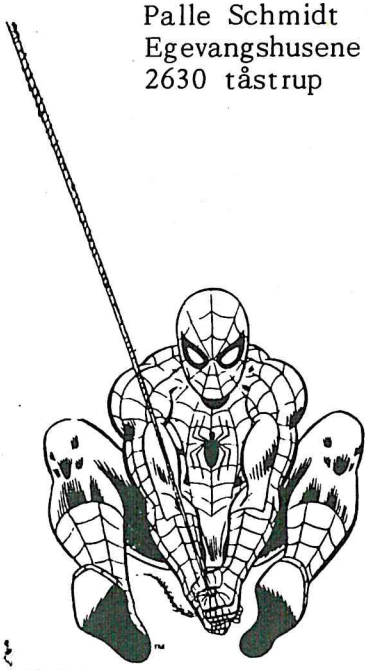


Adventure Fold-up Figures

Som supplement til MARVEL SUPER HEROES kan købes:
Adskillige scenarios med tilhørende kort og brikker.
Endnu flere fold-up figurer.
Judges Screen
En fandes masse hæfter/ bøger med stats og beskrivelser af superhelte (en af dem er anmeldt her i bladet).
Og meget mere.

SPØRG DERES LOKALE MARVEL-EXPERT

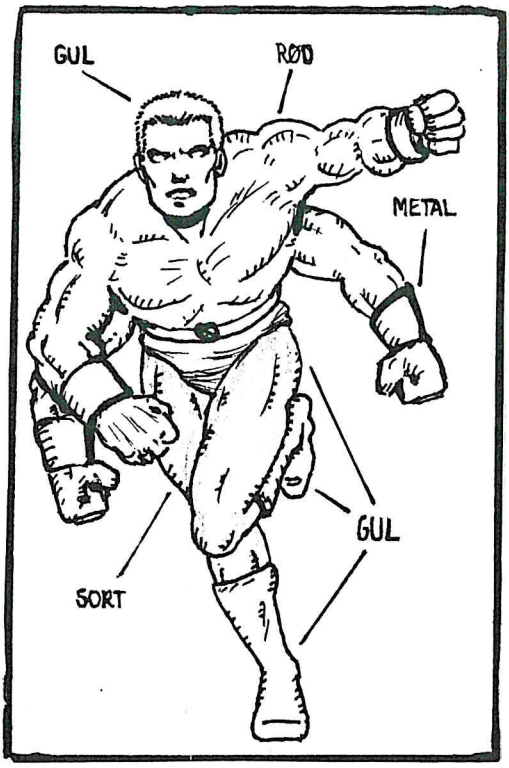
Palle Schmidt
Egevangshusene 175
2630 tåstrup



Spiderman



Fantastic Four



FIRE BEETLE

Tony Armando Garcia
Mutant hero

Fighting:	20	Excellent
Agility:	30	Remarkable
Strength	30	Remarkable
Endurance:	40	Incredible
Reason:	20	Excellent
Intuition:	10	Good
Psyche:	20	Excellent

Health:	75
Karma:	22
Resources:	Poor (4)
Popularity:	0

KNOWN POWERS:

Extra body parts: Fire beetle has two extra arms growing from his body, which allows him to have 1 extra attack pr. round.

Fire control: Garcia has the ability to cause any fire to grow in size and intensity, causing up to amazing damage. Fire beetle must be within 3 areas of the original flame in order to control it, but then he can manipulate this fire with Excellent ability for as long as it is in sight.

Wall crawling: Fire beetle sticks to all surfaces automaticly as he desires, alowing him to to walk up walls and hang from ceilings. He must make a succesful FEAT roll vs. an Amazing rank difficulty to adhere to wet or slippery surfaces.

Body armor: Fire beetles extremely tough skin provides Good protection from all physical attacks.

Protection: Garcia has Excellent resistance to fire and heat.

Night vision: Fire beetle has Remarkable rank infra-vision, and can percieve objects clearly even in almost total darkness. He suffers no penalties when fighting in the dark.

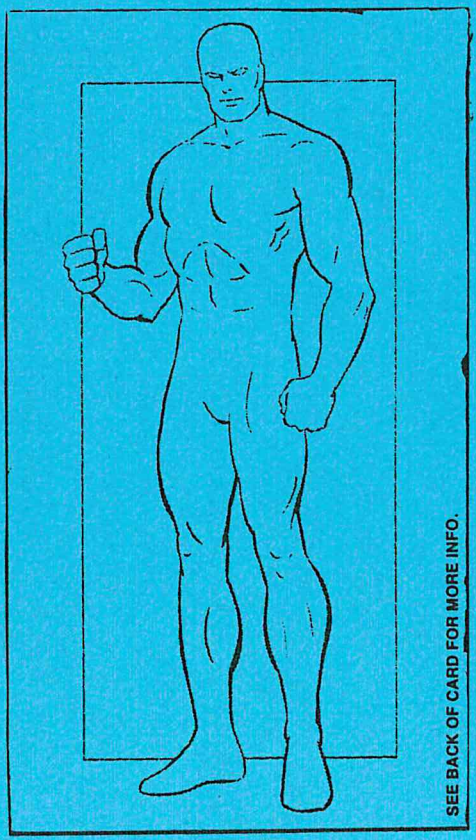
TALENTS: Garcia is an expert in tumbling and acrobatics, and due to his past he has an Excellent knowledge in criminology. He speaks English and Italian fluently, and lately he has been performing magic tricks to impress Rahne Sinclair (Wolfsbane).

CONTACTS: Being the last member of the New Mutants, he has contact with the X-men and Charles Xavier himself.

BACKGROUND: Tony Garcia was found in an alley in New York, by the retired boxer, Salvatore Garcia. He raised this young mutant as it was his own son learned him how to control some of his powers, but when Salvatore died 15 years later, Tony became a crook. With no one to take care of him, Tony became cruel and tough. He met professor X at the police station, and was persuaded to use his powers to fighting crime. Tony is an intelligent young man and respects his place in the New Mutants.

Denne superhelt er et udmærket eksempel på, hvordan heltene beskrives i de fleste Marvel-produkter. nederst på denne side, er der en kopi af et af de "Make-them-yourself" kort man får i MARVEL SUPER HEROES Advanced set.

Palle Schmidt



Name_____
Identity_____

F A S E R I P

Health _____
Karma _____
Resources _____
Popularity _____

SUMMARIZED POWERS:

- _____
- _____
- _____
- _____
- _____
- _____

TALENTS:

- _____
- _____
- _____
- _____

CONTACTS:

- _____
- _____
- _____
- _____

Afs.: Tåstrup Roleplaying Club.

Søndertoften 272

2630 Tåstrup