



Squadron UK

Introduction

Squadron UK is the classic British role-playing game of Superpowered Crimefighters. This, **basic**, version contains all the rules needed to play the game with all the extraneous examples and supplementary materials removed. Some experience of role-playing games in general will be needed to make sense of these basic rules.

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Section 1: Character Generation

As a classic Role-playing game (RPG) Squadron UK is played by a group of players supervised by a Referee or Gamesmaster. Each player controls the actions of one Superpowered Crime fighter - the Referee controlling the actions of all other characters.

The first step in playing the game is for each player to create a Hero to play in the game. It might be useful to print out and have the CHARACTER SHEET (See below) available to refer to.

Step 1: Attributes

All the Heroes in Squadron UK have four attributes:

Ego: this is a measure of mental power, It determines how likely the Hero

is to resist Mental Attacks such as attempts to hypnotise them. A high EGO score is particularly useful if the Hero or any of their opponents have the **Psionics** superpower. There are some other Superpowers which benefit from a high Ego score.

Strength: This is a measure of physical power. Heroes with high Strength scores can lift large amounts and will do additional damage when they strike an opponent perhaps even enough to send them flying!

Dexterity: this shows how nimble, lithe or lissom the Hero is. Characters with high scores will be able to balance on thin ledges and throw objects with increased accuracy etc.

Vigour: this measures the personal stamina and fitness of the Hero. Characters with high scores can run for long distances, hold their breath for sustained periods and can absorb more physical damage.

For each attribute the player should roll **four six sided dice** (4d6) and add the totals of the **three highest rolls** to give a total between **3 and 18**.

Step 2: Power Rolls.

The Referee will determine the number of Superpower rolls they wish players in their games to start with. A typical number is 8.

Step 3: Advantageous Backgrounds

Before rolling for Superpowers the player must decide if they wish their Hero to start with one or more **Advantageous Backgrounds**. These are advantages the Hero has in life above and beyond being Superpowered.

The exact Background the Hero has does not have to be selected at this time - only that the Hero wants one (or more). The number of Advantageous Background required should be noted and deducted from the available power rolls.

Step 4: Superpowers

For each Superpower roll the player has remaining they may roll **percentage dice**.

Each power rolled on the table will normally use up one power roll. Some, though, will use up 2 power rolls and others will use up no power rolls and are effectively "free".

A player may stop rolling at any time to **upgrade** one or more of the Superpowers they have already rolled.

Rolling the same power twice

If the Superpower rolled has higher grades, a second roll will put it up to Grade 2 automatically.

Failing this the player should ignore the roll and roll again.

Upgrading Superpowers

If a power rolled has higher grades available - the player may choose to upgrade the power.

To upgrade by one grade costs one unused power roll. To upgrade by a further Grade costs an *additional* two unused power rolls. If a further upgrade is wished this takes a further 3 power rolls, then 4 and so on.

Step 4: Rationalisation

When the player has used all of their power rolls, they should select their advantageous background(s) (if any) to be compatible with the powers rolled. They should then look at the combination of Superpowers rolled and come up with a character concept that explains where the powers come from and how they all work. This should be explained to - and agreed with - the Referee before the first game is played.

If a player is unable to explain how one or more of the character's powers fit into the character concept the power(s) must be dropped.

In such cases the Referee may compensate the player by giving the character a number of **Day Utility Phases** (typically 5 per power dropped) to spend on training. (See the Section on Campaigns.)

It is not uncommon for Referee's and players to make minor modifications to powers and other game statistics in order to fit the rationale.