

# PREVIEW

Prisoner Omega is an adventure for the **S.M.A.S.H.** roleplaying game that transports the PCs, literally into a prison that has been taken over by its super-villain inmates and primed with traps and puzzles to torment and torture the heroes for the prisoners' amusement. The PC's task is to find their way through the shifting maze and defeat Enigma, the villain who has masterminded the operation.

You will also find some bonus new rules to expand out the options for some archetypes in your game of **S.M.A.S.H.**, found in the appendix at the end of the book.

## GETTING THE PCS INVOLVED

Prisoner Omega is a very simple adventure to initiate: the PCs are teleported directly into the prison by Enigma, where they will find themselves in a cell with a variety of deadly traps for them to avoid and robotic drones to defeat. However, it is worthwhile having some defeated villain from the heroes' past to have asked for them to be summoned here, and will form a huge part of how the adventure builds between its different stages.

## LESSER VILLAINS

In Prisoner Omega, you will find twelve simplified villains you can use whenever you want to use throw multiple super-powered enemies at your PCs. Here are some examples:

### Big Sister

*Towering over three storeys tall, big sister is a mean and hungry giant, devoted to her tiny brother.*

**Archetype:** Shapeshifter

ACT	ARM	ATK	SPD
4	3	6 r3 physical	2
INIT	HP	POW	
10	15	5	

### Special Rules

- \* **Simplified Shapeshifter:** Big Sister heals 5 HP each time she activates.

### Inferno

*A living ball of fire in only roughly humanoid form, Inferno, is a powerful energy blaster.*

**Archetype:** Blaster



# PRISONER OMEGA

ACT	ARM	ATK	SPD
5	2	d6 r1 Energy	3 Aerial

INIT	HP	POW
11	13	3

## Special Rules

- \* **Simplified Blaster:** for +2 ACT, Inferno's attack rolls 3 dice, picking the highest, adding +3 damage, and targeting all enemies in a zone.
- \* **Energy Form:** Inferno ignores all energy damage.

## Nekrosca

A skeleton shrouded in dark robes, Nekrosca summons the dead to do her bidding.

**Archetype:** Blaster

ACT	ARM	ATK	SPD
5	0	1 r0 Physical	1

INIT	HP	POW
10	9	5

## Special Rules

- \* **Simplified Controller:** Nekrisca summons 2X zombies for X ACT, or for 1 ACT as a reaction, summons a Zombie to block an enemy attack.

## Zombie:

ACT	THR	ARM	INIT	ATK	SPD
1	3	0	1	2 r0	1

## Pinball

Pinball is a chaotic creature who lives only for destruction, bouncing around the battlefield and smashing into the heroes with violent intent.

**Archetype:** Brick (AGGR0 = PCs)

ACT	ARM	ATK	SPD
4	3	5 r0 Physical	2 Aerial

INIT	HP	POW
2	25	2

## Special Rules

- \* **Simplified Brick:** For +2 ACT, Pinball's attack deals an additional 4 damage, knocks the target Prone and may move them 1 zone.
- \* **Slam Landing:** Up to 2 targets in the zone Pinball ends his move in become Prone.



## NEW STORY HOOKS

In Prisoner Omega, you will find a pair of new story hooks that you can add in to any S.M.A.S.H. game. Here's one example:

### Quarry

You have a target that you are hunting down. Perhaps a criminal that you need to bring to justice, or an item that you once lost, or have vowed to win ownership of. Whatever the target, you will seek to hunt down your quarry whenever you hear new of its whereabouts.

## NEW ARCHETYPE RULES

You will also find some new ideas for special rules and new or modified Power Moves for several hero archetypes that you can add into your S.M.A.S.H. games. Here are some examples:

### Controller: Reckless Upgrade

Another additional feature for controllers, you may gain the following upgrade to your Summon Thrall power move:

- \* **Reckless (-1 PP):**  
The Thrall is not fully under your control and will

simply attack whatever is closest to it, and use its move to get close to the nearest other character if it doesn't have the Ranged upgrade. If there are multiple targets for its attacks or moves, randomise which character it moves towards and attacks.

### Martial Artist: Expanded Stance Reactions

One of the things that has become clear with further playtesting is that the Martial Artist's chains are sometimes



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limited by the character build. In order to mitigate this, we have decided to add "or Stance" to the reaction triggers for several of the archetype's power moves, and also expand some of the existing stance triggers to also work after your attack. The reaction trigger of the power moves linked below should all now read "Reaction (after you attack an enemy, or Stance)". This affects the following power moves:

- \* Flurry of Blows
- \* Nullify Attack
- \* Power Attack
- \* Precision Attack
- \* Throw Attack
- \* Trip

### Mimic: Practised Tags

This rule is designed to allow for the flexible heroes who are able to adapt their powers to fit a wide range of situations. Conceptually such heroes may not feel like they are mimicking other characters' super powers, but the versatile and readily customisable nature of the Mimic archetype makes for a great starting point for such a versatile hero.

This new rule adds a new Tag option for mimics: Practised. At character creation, a mimic with this Tag option chooses 3 archetypes that they know. At the start of each round, they may choose any of their known archetypes to count as their replication target. Additionally, they are not affected by the same limitations as the characters they have replicated their powers from as other Mimics can be. The downside is that they can only ever choose from their known archetypes - they don't even benefit from tagging the PCs characters.

### IN-COMBAT CLUES

In Prisoner Omega, you will also find rules for discovering clues during a combat scene to represent actions that the heroes can take beyond just fighting the bad guys. This can involve either planning the discovery of clues in your design or the scene, or more generally allowing PCs to generate their own clues to gain minor advantages over their enemies. Let's look at the player-generated clues as an example:

## Player-Generated Clues

These rules introduce a new way of playing that encourages the PCs to think outside of the box and use things like the terrain and objects around them to their advantage.

A player-generated clue isn't something that provides additional information about the plot, but instead can be spent to provide small bonuses, such as giving out or removing conditions. These rules essentially give you a mechanical tool for rewarding players for coming up with clever actions in combat that would bring the game to life.

As with planned clues, the clue discovery will need a suitable skill, difficulty an action to determine whether the PC's proposed action will be successful or not. Unlike with a planned clue, this is something that can be negotiated between the PC and GM. The GM could tell the player that they don't think they have a high enough skill to do what they are trying, which might lead to them using a skill power move to increase their skill to a level it can be used at. Alternatively, the GM might say something like "Yes, that's okay, but

I think it will cost your positioning move for it to be successful." There are lots of potential variables to consider, but as a GM your response should rarely be a simple "no". Manipulate these three levers to give them a chance, but make them feel like they have earned the reward. Repetitive uses of the same action should be avoided, though, as the villains will likely get smart to these sort of tricks fairly quickly, and the purpose of the rule is to add variety to the game - if they're just using the same trick over and over again, the rule fails to achieve its goal.

The reward that the PCs can spend their clue to gain is also something that can be up for negotiation. The conditions available in **S.M.A.S.H.** provide an excellent suite of minor rewards you can give to the players. *Advantage* and *Disadvantage* are perhaps the obvious options, but clever PCs will likely be able to think of ways to deliver things like *Prone* or *Impaired Senses*. You can even give out more powerful conditions like *Harm* or *Entangle*, although for the latter it is probably best to keep the entangle value low.

