BAM! #3

BASIC ACTION MAGAZINE

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BASIC ACTION GAMES

Credits

Writing: Michael Barnard: Chris Rutkowsky
Artwork: Cover Image: Ig Barros (Image Portfolio 1.9, LPJ Design Studios)
Interior Artwork: Other World Creations: Other World Art Porfolio 1 & 2.; Ig Barros (Image Portfolio 1.9, LPJ Design Studios), Thom Chiaramonte (Third Rail Design Lab), Phil Reed (Ronin Arts Studio)

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To The Rescue: Bricks

Sometimes a guy just can't get no respect! Bricks are the heroes and villains known for being big & strong, often coupled with slow & dumb. Their purpose on a team is just to serve as "meat shields" or inflict collateral damage on objects ('cause people won't stand still). Well, that's about to change! Bricks are valuable team-members who can do more than just soak damage and whiff attack rolls! Here are some new maneuvers that work especially well for battling Bricks!

Body Slam: With a running, jumping, or flying start, you use your entire body as a weapon. It isn't as precise as a punch-- but it's a lot harder to dodge! When you make a body slam attack against an opponent, they will decide either to hold their ground, or to dodge. If they hold their ground, you automatically hit, they can roll their Soak as normal, and you roll your Brawn multiplier (and momentum if any) for damage. If you lose, you take the difference in damage, excluding your momentum bonus (it hurts more when you run into a brick wall than when you walk into one). The damage is not soaked.

If they try to get out of the way, they roll their Agility-based defense (excluding Deflect) or Athletics/Acrobatics vs. your Brawn (+Momentum if any). If they win, they move out of the way, taking no damage, and you keep moving in a straight line an equal distance to what you moved to get to them-- or until you run into something else [possibly another target]. If they lose, they take the difference in damage, which bypasses their normal soak.

Fast-Ball Special: A classic move if ever there were one! As a Teamwork effort (See article "No I in Teamwork"), you pick up friend and hurl him at the enemy. Use the Agility of whoever's is highest for the attack roll, and your Brawn as the base for the damage roll. Any Brawn-based Special Attack that the "ball" has, is added to your Brawn instead for the damage. Since this is a Teamwork effort, you will likely get a Hero Die that must be used to resolve either the attack or the damage roll. The "ball" also might take knock-back damage for the distance they were thrown.

Alley-Oop!: Similar to the Fast-Ball Special, is just used to move one willing team member from one place to another. This is not a Teamwork maneuver-- it does not require anyone delaying their panel-- you can do it on your turn to anyone who is willing. The character moves 10 feet times your Brawn squared (so a 4 Brawn could Alley-Oop a friend 160 feet). Remember, though, that what goes up, must come down-- so be sure your friend has something safe to land on!

Take a Hit: By holding off on taking your panel, or using a Hero Die to make an interrupt action, you can dive into the way of an attack meant for someone else, or provide cover to someone in an area of effect. You can also hold onto an explosive and let it blow up in your hands/fall on it-- so that only you take the damage from it.

"Make" a Weapon: By uprooting a tree, etc, you can make yourself a temporary weapon that does +2DM swung in 2 hands, or is thrown for +1DM. For the weapon to be heavy enough to do damage, it must be hefty enough that it took you an entire panel to rip the thing up & shape it into a weapon, etc. The weapon breaks when you roll doubles for damage (but the damage is dealt).

Bring Down the House: You drop something really heavy on top of the opponent, like knocking a wall over on them, pulling a tapestry on top of them, etc, keeping them trapped beneath it. You can affect a 1 square radius with

this debris, and the targets may attempt a 20 Agility/Acrobatics check to jump out of the way in time to avoid it. To do this, make an attack against a nearby inanimate object you want to use to pin a character under. If your damage is significant to break the object, you have instead knocked the object on top of the opponent. They will either have to lift the object off, or break through it (use the Object's Soak value, but with Half its original Hits) to get free.

"Make" Cover: Instead of making an attack, you can rip up pieces of the street, use cars, etc, to actually make walls that more fragile people might be able to hide behind, or block doorways, etc. These things have a number of Hits equal to a Brawn roll that you make, and a Soak equal to the number of squares it fills x5. The terrain you move may be up to a certain number of squares in area based on your Brawn. 1= 0 sq, 2 or 3=1 sq, 4 = 2 sq, 5= 4sq. For example a character with 4 Brawn rolls "8" when making cover—the cover fills an area of 2 squares, has 32 Hits, and 10 Soak.

Updates to Wrestling

The basic rules for Wrestling simply allow you to grab your enemy and begin to crush them. This section amends and expands on those rules to make bricks the best at what they do. To wrestle, roll Brawn or Agility against the opponent's Brawn or Agility (player picks) to initiate the grab. If you succeed, you have the opponent in your iron grip. From this point forward, it is Brawn against Brawn only. Each page, on his panel, your victim can try to break free. If they succeed by 10, they can take the rest of their actions for the panel (normally trying to break free takes their whole panel). If they succeed by 20, they can reverse the hold, so that now you are in their grip. The victim can choose to take an action other than breaking free-- but it must be something they can do with limited motion-- push a button on their belt, make an unarmed attack against you, etc.

Each page, on your panel you may do the following to a grabbed opponent:

Crush Them/Bend limbs wrong way: Make a Brawn Contest-- they take the difference in damage; ignore Soak bonuses from Armor.

Move them: Make a Brawn Contest and you can carry them kicking & screaming wherever you move. Fail by 10 or less and you move at half normal speed. Fail by more than 10 and you have to drop the person to move.

Throw Them: Roll Brawn with a +2 Multiplier Bonus-- they take it as knock-back (don't forget to reduce it by 10*their Brawn), and are freed from your grasp. Note, if you are up 10 stories high when you throw them, they'll take much more than if you were standing on the ground! (or throw them at someone else) [See: Wield Them! Below. If the attack misses, the "weapon" still takes the knock-back].

Wield Them: Like they were a weapon! Roll a regular attack against a target. If it hits, roll Brawn+1 as damage multiplier against the target. The "weapon" takes the same damage. Both soak normally.

Disarm Them: If the foe has a stealable gadget, make a Brawn Contest to take it from them. If it is a breakable gadget, you may roll Brawn as damage against it. These attacks do not need to succeed by any special amount to work.

Restrain Them: Make a Brawn contest with the foe. If you win they cannot take ANY action on their panel other than trying to break free. You may choose to even prevent them from speaking.

Bricks & Minions

Bricks can be especially effective at "crowd control"—dealing with many lesser foes at once. Here are some combat options especially designed for taking on minions.

Put their Heads Together: You can grab two minions and slam their heads together. Make a Brawn roll against the better one's Defense or Brawn (whichever is better). If you win by 10, you grab them both and slam their heads together. The damage is equal to your attack roll.

Bowling for Henchmen: You can body slam a group of minions. Essentially, when you charge, you get to make a body slam attack against each minion in your movement path. Apply your full momentum to all minions in the path (when you move in a straight line). If any (foolishly) hold their ground, and somehow beat you, you are stopped. Most minions would try to get out of the way (Narrator should roll—don't use static defense values).

Let's Get Ready to Rumble: When you are Wrestling minions, you can execute a move in the same panel you establish the hold. Just as normal, the domino effect applies—so you could conceivably take out multiple minions in a page by wrestling.

New Powers for Superheroes

Push (1-5pts; Energy Cost = Point Cost)
This power enables the user to push enemies or objects with great force. Essentially, it functions exactly like the Special Attack power with a few exceptions. Push does *double* the Damage Multiplier that an equivalent Special Attack would—but instead of damage that reduces a target's Hits, Push only does knock-back. Remember, being knocked back doesn't hurt—unless you are knocked into something! If Push is bought with an area of effect, the user does not need to roll to hit—all people in the area are automatically affected. If purchased without range, the user can choose to use a Brawn contest instead of Agility to affect the target (armor won't help the target). Common representations of this power include—creating powerful winds to blow back enemies, using judo moves to throw enemies, or using powerful slams to create shockwaves that force enemies back.

Martial Arts Mastery (1-5pts; Only Affects You; No Energy Cost)
You have long studied the martial arts. Each level you have in this power is one martial art style you have mastered. Each grants a certain benefit for unarmed combat. If the style your character uses is not on the list, find one that is most similar and use it.

Fast Styles: Ninjitsu, Kung-Fu: Your priority is based on your Agility+1. In addition, if you are knocked down, you can immediately get up ("kippup") by making a 20 Athletics/Acrobatics check. It takes none of your movement to stand like this.
Tough Styles: Boxing, Kick-Boxing: You can take a hit. Your Brawn is considered 2 higher for soaking damage caused by unarmed attacks and 1 higher for any other attacks (to a maximum of 5). This benefit does not overlap with the Armor power (use whichever is better).
Defensive Styles: Tae Kwon Do, Karate: You can avoid a blow. Your Agility is 2 higher (to a max of 5) for defending against hand-to-hand attacks (fists, swords, etc).
Grappling Styles: Wrestling, Judo: You can more easily reverse an opponent's hold and use their strength against them. You can get a reversal whenever you beat a foe in a grapple by 10, and you can achieve a reversal whenever a Brawn Contest is used by your grappling opponent (not only on your own panel). In addition, if your Brawn is equal or less than your opponent's, it is 1 higher for resolving any wrestling actions.
Tricky Styles: Street Fighting, Capoiera: You can lure foes in to attack and then hit them when they leave an opening. If a hand-to-hand attack misses you, and you rolled doubles on your defense roll, you can make an immediate unarmed counter attack.

No "I" in Teamwork

How often in the comics do the Heroes try to take on a Villain all on their own, but not really succeed until they all coordinate their actions? Teamwork plays an important part in the superhero genre, and BASH! recognizes it. Essentially whenever two or more characters are willing to combine their panels into a single action (resolved on the slower character's panel), the Narrator should award them a Hero Die as a Teamwork benefit. This Hero Die has some strings attached-- it MUST be used for resolving the Teamwork action. The Hero die could be used for an attack roll, a damage roll, a power stunt, a skill, etc-- whatever the players decide. Whenever rolling is involved, the character in the team with the better multiplier rolls for that part of the action.

Character Archetypes: Pulp Mystery Men

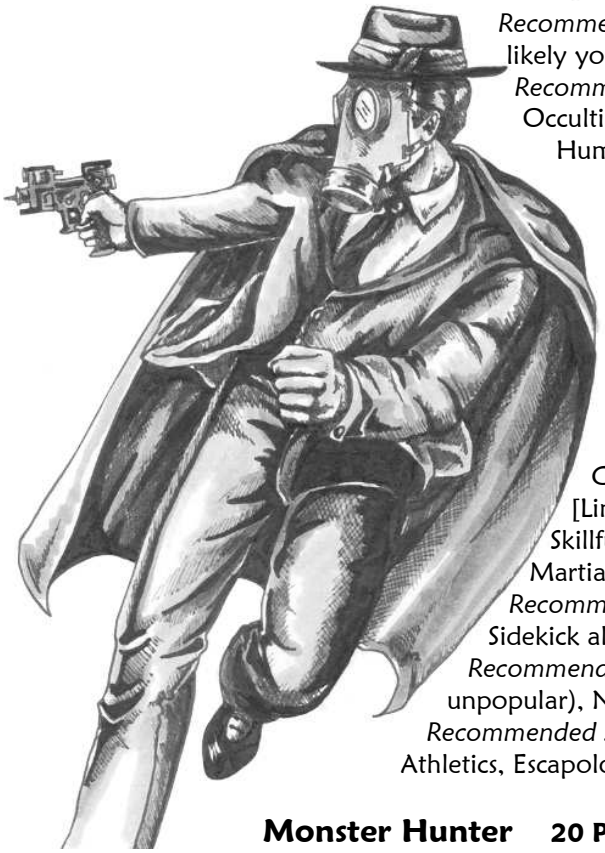
Before they were "Superheroes" in the 1940s, the roaring 20s and the dirty 30s had "Mystery Men". Using the point-buy system of character building, Pulp characters are 20 points. Below are several sample archetypes for this Genre, like you will find in the developing *BASH! Ultimate Edition* (which also features many other subgenre treatments).

One rule we implemented with running Grittier supers games in the Pulp tradition is static soak values. Instead of multiplying soak, Pulp characters have a set soak value of 5 times their soak multiplier.

Adventurous Explorer **20 Pts (12 Stat, 8 Power)**

An academic with a taste for adventure, who hunts for ancient artifacts, and has a knack for finding trouble.

Brawn 1 Agility 2 Mind 3 10 Soak (15 s. Unarmed Attacks),
Whip Grab- Telekinesis 2 [Limitation: Requires Whip] 1pt
Whip Swing- Swinging [Limitation: Requires Whip] 1pt
Whip Bind- Immobilize 10, Reach 2 [Limitation: Cannot use Whip while target is bound] 1pt
Martial Arts Mastery 2: (Boxing, Capoiera), 2pts
Fleet of Foot (8 sq, Jump 2 sq) 1pt
Pistol Technique: +1 Hit, 1pt
Skillful 1pt
Equipment: Whip (Reach 2, x1(+2) Dmg), Sidearm Pistol (x2 Dmg, x3 Hit, 6 shots)
Recommended Advantages: Contacts (it seems you have a friend in every port who owes you a favor), Dumb Luck
Recommended Disadvantages: Age (being a professor it is likely you are over 50—but are still kicking), Normal
Recommended Skills: Athletics, Drive, Occultism+1/Artifacts, Social Science+1/Archeology, Humanities/Foreign Cultures, Outdoor/Survival



Masked Detective **20 Pts (14 Stats, 6 Powers)**

Always one step ahead of the underworld, the Masked Detective puts the sting on organized crime.

Brawn 2 Agility 2 Mind 3 15 Soak (20 vs. Unarmed)
Powers:
Gas Gun: Immobilize 20, Range 5, Radius 1 [Limitation: Ammo Gadget] 3pts
Skillful 1pt
Martial Arts Mastery 2 (Boxing, Judo)
Recommended Advantages: Resources, Super-Vehicle, Sidekick all fit well.
Recommended Disadvantages: On the Run (if vigilantism is unpopular), Normal
Recommended Skills: Investigation+1, and five other skills. Drive, Athletics, Escapology, Social Science, and Humanities all fit well.

Monster Hunter **20 Pts (10 Stats, 10 Powers)**

Charged with a gift and a sacred duty to destroy supernatural fiends, the Monster Hunter travels the world to defend it from darkness.

Brawn 1 Agility 2 Mind 2 10 Soak, x4 Defense, x4 Mental Defense
Powers:
Sacred Weapon- Special Attack +1 Hit, +2DM [Limitation: Easily Taken, Enhancement: Extra Effect vs. Supernatural] 3pts

Sacred Talisman- Daze, Radius 2 [Limitation: Only affects Supernatural, Enhancement: Extra Effect vs. Supernatural (x4 to initiate daze)]. 4pts
Sense Evil: Danger Sense 2pts
Fear No Evil: Mind Shield 1pt
Equipment: Sacred Weapon (x3 Hit, x3 Dmg, x5 Dmg vs. Supernatural), Crossbow (x2 Hit, x3 Dmg), Sacred Talisman
Variations on a Theme: Skillful power would give the character a more broad background in finding monsters. Instead of a owning sacred weapon, the character *is* a sacred weapon (raise Brawn to 2, lower Mind to 1, change "Sacred Weapon" to "Sacred Fist: +1 Hit, +1DM [Enhancement: Extra Effect vs. Supernatural] 3pts" Replace Sacred Talisman with Martial Arts Mastery 4, and replace "Sense Evil" with Super Speed 2.
Recommended Advantages: Mentor, Dumb Luck
Recommended Disadvantages: Age, Enemy [Vampire Lord or leader of a Cabal of Cultists]
Recommended Skills: Occultism/Monsters is a must. Investigation could help track down monsters, Humanities would help find them around the globe and give the character religious knowledge. Drive and Athletics would help getting around.

Psychic Avenger **20 pts (12 Stats, 8 Powers)**

This character's mental abilities manifested when he learned to harness his own negative energy while traveling abroad in the East. He now uses his own inner darkness to fight the evil that lurks in men's hearts!
Brawn 1 Agility 2 Mind 3 5 Soak, x4 Defense
Powers:
Cloud Minds: Daze Range 5, Radius 1 4pts
Invisibility 2 [Limitation: Does not affect machines] 1pt
Suggestion 1pt
Danger Sense 2pts
Equipment: pistols (Range 10, 6 shots, x2 hit x2 dmg)

Variations on a Theme: To make the character more sturdy, drop Suggestion and replace with Martial Arts: Boxing. For a more offensively powerful character, replace Cloud Minds with Telekinesis.
Recommended Advantages/Disadvantages: Resources and Contacts are both fitting for this character. On the Run disadvantage works as well.
Recommended Skills: Deception is especially appropriate for this character to infiltrate an enemy's hideout. The Occultism skill is related to the source of the character's powers. A well-to-do Hero may also have the Commerce Skill, and the Investigation skill is always useful.

Stage Magician **20 pts (12 Stats, 8 Powers)**

A dapper stage magician, with top-hat and cape, few would guess he also possesses some *real* magic!
Brawn 1 Agility 2 Mind 3 5 Soak
Powers:
Illusion 3, 3pts
Poof: Teleportation 1, 1pt
Animation 3 (5 Stats, 3 powers, 60 Hits) 3pts
Statue: B3 A1 M1, Unarmed Technique +1 hit (x2), +1 DM (2pts), Armor 1 (1pt) 20 Soak
Flying Carpet: B2 A2 M1, Flight 3 (6 sq.) 10 Soak
Rope: B1 A3 M1, Immobilize 20, Radius 1 (3pts) 5 Soak
Magic Hat: Conjuration 2 [Limitation: Easily Taken Gadget (hat)] 1pt

Variations on a Theme: Substitute Illusion for Invisibility or Ghost-form.
Recommended Advantages/Disadvantages: A famous magician might have the Celebrity advantage coupled with the Public ID disadvantage. A character may use prestidigitation for Instant Change. Sometimes a young magic student needs a mystical Mentor. A character with a few extra tricks up his sleeve may have the Versatile advantage.
Recommended Skills: Occult is required. Technology also fits if the character is a true stage magician. Stealth/Palming & Planting and Escapology are also fitting.

BASH! Sci-Fi Edition Updates

Well, BASH! Sci-Fi Edition has been out for nearly a year now, and has become one of Basic Action Games' most successful offerings. Recently, we even decided to redo the cover, to better capture that high-action feel the game exudes. The new cover was done by Thom Chiaramonte, a friend of Basic Action Games and proprietor of Third Rail Design Lab. If you purchased BASH! Sci-Fi edition in pdf form, you should be able to re-download this updated version at no cost. If you are having difficulty, please contact Basic Action Games by emailing Chris Rutkowsky at mastermind@bashrpg.com, and he'll get you set up. This will be available for print purchase soon as well.

We have heard of a great deal of fun people have had with BASH! Sci-Fi Edition so far—from exploring Zombie truckstops with chainsaws to blasting off in a world of Rockets & Rapiers, Mechas, and space opera in a far far away galaxy! Keep up the good work, BASH! Fans, and if you have an adventure idea you'd like to see in BAM! Let us know!

Capital Ship Showdown

These rules are used when two capital ships square off against one another. They can also be used for dogfighting with some modifications. Essentially, they were created to make fights between two large ships tactically interesting. The existing ship combat rules, using grids, was that they were for use between several ships. Two capital ships one-on-one ends up ammounting to they pull into close range, and hammer one another until one or the other is destroyed or leaves. Without multiple ships, it's not as fun. But some of the greatest space battles of TV & Movies were between single ships! So below are some rules to make one-on-one battles between two capital vessels something epic and exciting!

The system dispenses with the use of Grids, and instead breaks of the battlefield into four ranges-- Close, Medium, Far, and Outside Weapons Range. Ships often face each other outside weapons range. When two ships meet, and on every page, roll for priority (it is not automatic) by having the Captains roll Military/Tactics. The winner has priority for that page. Ships with priority declare their actions *after* the ship that lost priority-- reacting to their movements-- and their action phase is resolved first. There are 2 phases to every page-- a Movement Phase, and an Actions Phase. A ship's captain decides what to do on any given phase, and the officer in charge of that action rolls for it. Capital ships usually have a number of Actions/Page equal to half their size (round down). The captain can choose to forgo taking an Action to move again. A captain who wins priority can choose to delay their Action until after the enemy if they wish.

Outside Weapons Range Actions:
Hail the other vessel (usually letting the ship captains converse with one another, which may or may not involve dice rolls by Communications Officer (Starship Ops/Communications)
Jam Communications (Starship Ops/Communications contest vs. enemy Communications officer). Success = Enemy cannot get message out; Fail = Enemy can get message out.
Un-Jam Communications (If communications were jammed, they remain jammed until one succeeds at Starship Ops/Communications contest vs. jamming Enemy).
Scan the other vessel (using Invasive Sensors and a Computers/Hacking check)
Send Message (make long distance communication to own side)
Deploy Fighters (They may act next page)
Deploy Star Drive (requires number of phases equal to Ship size) A ship deploying Star Drive cannot move.
Outside Weapons Range Movement Choices:
Close in to Far Range (Helmsman rolls a Starship Ops/Maneuvers contest w/ other ship-- if other ship does not want them to close. Success = closing in to Far Range; Failure = Remain Outside Weapons Range). Note-- a capital ship's maneuverability rating DOES impact this roll. If

both ships close in, they are now at Medium Range.
Escape (Helmsman rolls Starship Ops/Maneuvers contest w/ other ship (if they are trying to stop the escape) Success = escape; Failure = remaining at far range.
Maintain Current Position (Helmsman rolls Starship Ops/Maneuvers vs. other Ship to prevent it from Escaping or Closing)

Far Range Actions (May attempt any Actions allowed Outside Weapons Range as well)
Attack (With Heavy Guns or Light Missiles) Gunner rolls Military/Gunner vs. enemy's Defense. Success = hit (roll damage) Failure = Miss. Each weapon system probably has a different gunner.
Far Range Movement Choices
Close to Medium (resolved same as closing to Far). If both ships close to medium, they are now at Close position.
Maintain Current Position.
Withdraw to Outside Weapons Range (Starship Ops/Maneuvers contest w/ other ship's Helmsman (if they try to stop you). Success = move to Outside Weapons Range; Fail = remain at Far Range

Medium Range Actions (May use Far Range actions as well)
Attack with Medium Guns or Missiles
Medium Range Movement Choices
Close to Close Range [if both ships do this, they pass one another, ending up at Close range on the other side of one another]
Withdraw to Far Range [if both ships do this, they are outside weapons range]
Maneuver for Advantage. Captain Rolls Military/Tactics vs. Enemy Captain and Helmsman rolls Starship Ops/Maneuvers contest vs. Enemy Helmsman. Both Succeed = advantage is obtained. A ship with Advantage gets +2 Dice bonus to all attacks. One Succeeds = Status Quo. Both Fail = Enemy has Advantage.

Close Range Actions (May use Medium Range actions as well)
Gunner Attack with Heavy Missiles or Light Guns.
Engage Tractor Beam: Starship Ops/Systems vs. Starship Ops/Maneuver or Pilot/Evasion. Success = Enemy ship is tractored
Afix Boarding Tube [Starship Ops/Maneuvers vs. Enemy Starship Ops/Maneuvers+10. Success = boarding tube attached. Failure = no effect.
Board with Teleporter [Starship Ops/Systems vs. enemy Starship Ops/Systems. Can only be attempted when enemy has taken half size in breaches]
Board [if Boarding Tube is afixed] Captain rolls Military/Command vs. Enemy Captain. Winning side gets +1 Dice bonus to all actions first page of boarding action. Boarding actions are resolved by hand-to-hand combat (stop resolving Capital Showdown).

Close Range Movement Choices
Maneuver for Advantage-- same as Medium Range, except Close Range Advantage gives +2 dice bonus to Damage as well.
Fly Past [Helmsman rolls Starship Ops/Maneuver vs. Enemy Helmsman-- Success = at close range on other side of ship]
Ram Enemy [Helmsman rolls Starship Ops/Maneuver vs. Enemy Helm or Pilot/Evade. Success = ship is rammed. Failure = no effect. Size impacts this roll like any other attack.
Break Tractor: Inertia Check vs. 20/30/40 (strength of Tractor Beam)

Support Fighters in Capital Showdowns
Support Fighters can move fast enough to move wherever they want in a Capital ship fight and fire. What they have to choose between is targeting the enemy capital ship, or the other side's support fighters/bombers/etc. They also have to choose which range they want to close to-- and be aware that they can be targets of the capital ship's weapons as well. Auto-Turrets, Tractor Beams, etc are things to look out for at close range. Autoturrets automatically fire on enemy support fighters at Close Range. This uses no actions up.

More Ships for BASH! Sci-Fi Edition

(Contributed by Michael Barnard)

Suicide Fighter Size 1 Ship
B1 A5 M1 Breach threshold 10
Inertia/Ramming 8/10 Move 30
Enhanced Engines 3
Ram (1)
18 [Stats 14, Power 4]
10 Million Credits
Without a doubt, the creation of a diseased mind, the Suicide Fighter exists for a pilot to make a living weapon out of himself. Essentially a disarmed light fighter re-fitted with a ram and a lot of extra thrusters, this craft's only means of attack is to ram itself violently into its target. As the suicide fighter is quite fragile, the results are invariably fatal to the pilot, and often lethal to his target. While revoltingly effective, the use of these in war is generally taken as a sign of a lost cause, even when given a robot pilot.

Boarding Destroyer Size 5 ship [2 attacks]
B5 A4 M1 Breach Threshold 50 Defense 20
Volume 25 Inertia/Drilling 10/12 Move 16
Stardrive 4
Enhanced Engines 1
2 Light Guns (2)
Drill (2)
Docking Bays (3)
Tractor Beam 1
Boarding Tube (1)
32 [Stats 18, Power 14]
500 Million Credits
The Boarding Destroyer is a blockade enforcement ship, tasked with chasing down and capturing escaping craft before they can use their stardrives. It has docking bays for scouts to find targets, and bombers to disable them, as well as drills and boarding tubes to force entry. Boarding Destroyers fair rather badly in standard combat against ships of their own size, and may be forced to ram them.

Boarding Craft Size 3 ship [1 attack]
B4 A4 M1 Breach Threshold 50
Volume 9 (18 cargo) Inertia/Drilling 8/10 Move 16
Extra Hull Strength 2
Extra Cargo (3)
Enhanced Engines 1
Light Guns (1)
Drill (2)
Boarding Tube (1)
30 [Stats 20, Power 10]
100 million credits
Boarding Craft are short ranged ships, typically packed with troupes and equipment, that are launched from one ship to board another. Minimally armed, these fast ships are intended to put their troupes on the enemy ship by any means necessary.

ight Bomber Size 1 Ship
B1 A5 M3 Breach Threshold 10
Inertia 7 Move 20
Enhanced Engines 1
Heavy Guns (Enhanced 3) R15, DM7, -5 to hit (8)
light Guns R5, DM5, (1)
30 million credits
28 [Stats 18, Power 10]
The Light Bomber is built to evade enemy fire and take down light capital ships. In the hands of a skilled pilot, this craft can not only hold its own against enemy fighters, but can also do serious damage to frigates and destroyers. In large numbers, the light bomber can even be a threat to cruisers and battleships. However, due to size of the craft's weaponry, no stardrive was built into the craft, requiring it to be delivered to the battlefield by a carrier.

Heavy Bomber Size 3 Ship [1? Attacks]
B1 A5 M3 Breach Threshold 10
Inertia 9 Move 20
Stardrive 2
Enhanced Engines 1
Heavy Guns (Enhanced 3) R15, DM7, -5 to hit (8)
light Guns R5, DM5, (1)
100 million credits
30 [Stats 18, Power 12]
The Heavy Bomber is deployed in groups to attack heavy capital ships, usually with a fighter escort. Though its lightly armored frame make it vulnerable to fighters, it's high speed and Cruiser sized Heavy Guns allow it to damage un-escorted cruisers and even battleships with little chance of reprisal.

Escort Frigate Size 4 Ship [2 Attacks]
B5 A2 M2 Breach Threshold 65 Defense 20
Inertia 6 Move 6
Stardrive 4
Auxiliary Power 2
Extra Hull Strength 3
3 Light Missiles R15 DM4, +5 to hit (9)
1 Light Guns R5 DM4 (1)
200 Million Credits
37 [Stats 18, Power 19]
The Escort Frigate was designed as a low cost way of protecting larger capital ships from fighters and bombers. Because of this specialization, they are only just fast enough to keep up with cruisers at sub-light speeds, and their auxiliary power units allow them to keep up with battleships at cruising stardrive speeds. The Escort Frigate's heavy armor makes it very resilient against the attacks of fighters and bombers, and its light missiles are fairly effective at hitting these smaller targets. The relative weakness of its weapon systems, however, means it has difficulty damaging larger craft, and very well armored light starships may be able to repel its attacks.

Carrier Size 6 Ship [3 attacks]
B3 A3 M4 Breach Threshold 15 Defense 20
Inertia 9 Move 9
Spacious and Unarmored
Stardrive 8
3 Light Guns R5 DM6 (3)
Light Missile R15 DM6 +5 to hit (3)
Extra Cargo (3)
Docking Bays (2)
Invasive Sensors (2)
Tractor beam 1
1 Billion Credits
42[Stats 20, Power 22]
Carriers are not front line ships, but the means of transporting fighters and bombers of various types. With their expanded cargo, Carriers can hold fifty fighters, twelve bombers, or five corvettes, but typically carry some mixture there of. Carriers are very lightly armed and armored for their size, but are fast enough to outrun most other capital ships, letting their fighters do the damage.

Super Carrier Size 7 Ship [3 attacks]
B3 A3 M4 Breach Threshold 15 Defense 20
Inertia 10 Move 9
Spacious and Unarmored
Stardrive 8
3 Light Guns R5 DM6 (3)
Light Missile R15 DM6 +5 to hit (3)
Auto turrets R5 DM5 (3)
Extra Cargo (3)
Docking Bays (2)
Invasive Sensors (2)
Tractor beam 2
2.3 Billion Credits
46 [Stats 20, Power 26]
Super Carriers are bigger versions of the carrier, sporting twice the capacity for fighters and bombers. The increased size allows the installation of auto turrets.

Close Air Support Frigate Size 4 Ship [2 Attacks]
B4 A2 M3 Breach Threshold 55 Defense 20
Volume 16 Inertia 6 Move 6
Stardrive 4
Extra Hull Strength 3
1 Light Gun (Enhanced 3) R5 DM5 (4)
2 Light Guns R5 DM5 (2)
1 Light Missile R15 DM5 (3)
Docking Bay (3)
Atmospheric Flight/Cramped
Hover/Rationing
37 [Stats 18, Power 19]
200 Million Credits
For when orbital bombardment is too indiscriminant, there is the Close Air Support Frigate. Generally deployed in short intervals, and not meant for fleet combat or deep space missions, this Frigates delivers firepower to where it is needed most, hovering menacingly overhead if necessary. The size seven gun it carries can level buildings and rip up huge quantities of ground, while it's smaller guns work on more delicate targets. It has a missile battery to give it range and accuracy for taking out smaller vehicles.

<u>Starship Cost Configuration Chart</u> by Michael Barnard

For those who want a precise formula for figuring out the price of starships in Credits, consult the following chart below. By this example, a 7pt size 1 ship would cost 4.9 Million Credits, and a 15 pt size 4 ship would cost 90 Million. This system is not perfectly consistant with what you find in BASH! Sci-Fi Edition—but is a good model to use when making ships of your own (and was used for making the above ships).

Ship Size	Cost = Points times the figure below in Credits
1	*0.7 Million
2	*1.5 Million
3	*3 Million
4	*6 Million
5	*12 Million
6	*25Million
7	*50 Milion
8	*100 Million
9	*200 Million
10	*400 Million

Check Out these Products by Basic Action Games:

BASH! Basic Action Super Heroes

Basic Action Games is proud to present the Basic Action Super Heroes Role-Playing Game, also known as BASH!

This book has everything you need to create characters and run super-heroic adventures within minutes. The rules are light and easy all you need are two ordinary dice, a piece of paper, and this book. Character generation is so simple, you could fit all the info you need on a 3x5 card, but we included a sheet anyway.

Do not assume that by simple, we mean incomplete, either. BASH! has over 50 versatile super powers, numerous skills, and even rules for collateral damage. The action is fast and furious, paced over a series of panels, pages, and issues, just like a comic book. A printer friendly edition is also included.

Also look for Megapolis: A City of Supers, a sourcebook for BASH! This book outlines a fictional major US city somewhere in the Northeastern United States. In this book you'll find many things you've been needing for your superheroic campaign including:

•A complete history of the city and outline of its Burroughs. •Interesting locales ranging from the affluent to crime-ridden. This city has everything from a hidden magical world to a haunted suburb. •Heroes. Dozens of Heroes and teams for your own Heroes to join. •Villains. LOTS of Villains for your Heroes to do battle with, including the mysterious HUSH. •New Powers, Advantages, and optional rules.

BASH! Fantasy Edition is here! This game features fast character creation, quick combat, and over 70 powers both magic and mundane! You only need a pair of ordinary six-siders, this book and a 3x5 card for your character, but we included a sheet anyway! There are hoards of monsters, traps, and other dangers for your heroes to face down as well. Use this book to play an epic fantasy game, incorporate more "magic" into your BASH for Supers game, or to play just about any fantasy genre: High Fantasy and Low Fantasy from Samurais to Swashbucklers, and the Wild West as it never was!

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This also includes a short campaign setting for BASH! Fantasy Edition. It introduces a 17th century magical world not unlike our own. There are new powers, advantages, disadvantages, monsters, and rules for running a swashbuckling game. Also included are 10 "Fencing Schools" that grant characters a unique fighting style that improves with experience.

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