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HEROES. ASSEMBLE!

The World needs you.

Out there, it's full of criminal bosses in white suits and CEOs with no remorse who get rich on the backs of honest citizens. Of doctors and professors who dress like animals and act as if they have a right to destroy the city in the middle of rush hour.

Of haywire Artificial Intelligences and plum-faced aliens who have decided that there is too much Humanity in the universe. And this is just the tip of the iceberg!

But even in the darkest hour, the good people of the World can always look up to the sky in hope. What is that?! A bird? Is it a plane? No!

That's you.

It's time for you to join the fray, use your incredible powers to defeat the bad guys, and show the Universe what you're made of.

It doesn't matter if you can't hold onto a job, or if you don't even have the money to pay rent. It doesn't matter if your partner left you because you're never there, or if the papers slander you. When the World calls, you are ready to answer.

Because you...
...are a Hero!

THE SUPERHEROES GENRE BOOK

SUPERHEROES is a game inspired by classic superhero movies, from the Spider-Man trilogy, to the crossovers of the MCU, all the way through Batman and X-Men. In **SUPERHEROES**, the Players take on the role of Heroes standing against an evil Villain who has become a threat to their city, the World, or the whole Universe.

SUPERHEROES is a Genre Book in the **OUTGUNNED** line, and you can play it either standalone or as an expansion to **OUTGUNNED**.

DIRECTOR'S CUT

SUPERHEROES features a game system called **Director's Cut**, a set of mechanics using small pools of six-sided dice to determine the outcome of the Heroes' actions. When rolling dice, your goal is not to score the highest or lowest possible number, but to roll two-, three-, and four-of-a-kind.



EVERYTHING YOU NEED TO KNOW

Do I need *OUTGUNNED* to play? No. You can play *SUPERHEROES* as a stand-alone game, without any other rulebook. But if you also have the *OUTGUNNED* corebook, you can enrich your gaming experience with additional mechanics and Roles.

Who are we? One of the Players will be the Director, they will be tasked with setting the scene of the world and interpreting supporting characters, extras, and enemies. The others will play as Heroes, people gifted with great powers and determined to save the day.

What is the setting? The game is set somewhere in a cooler version of our World and in a time that resembles the present, but there is no specific setting. You are free to choose whether, in your World, there is a city called Megametropolis that looks just like New York, or if the President of the United States is Oscar-nominee Harrison Ford.

What's the goal? To carry out a dangerous mission, one that could change the fate of the city, of the World, or of the entire known Universe.

How many Players do we need? Beside the Director, the game is designed for a group of 3-4 Heroes, but can be easily played with two or five Heroes without needing any changes.

What dice do we roll? To play *SUPERHEROES*, you'll need a handful of 6-sided dice. There are special Super Dice designed for this game, but they are not required.

How many Sessions? The game is designed for short Cinematic Campaigns of 5-8 Sessions and, given its quick and easily accessible nature, is perfect for one-shots. For longer campaigns, you can string together several shorter stories to create a Cinematic Saga. Like Iron Man 1, 2, 3, etc.

GENRE BOOK

SUPERHEROES is a Genre Book for the cinematic action roleplaying game **OUTGUNNED**. This is not your typical expansion, but something quite different.

But before looking at the details, let me ask you a question: do you already own the **OUTGUNNED** corebook?



Yes, I have the **OUTGUNNED corebook.**

You can treat **SUPERHEROES** like a mega-expansion, a rulebook that enriches your gaming experience with additional Roles and options for your Heroes and introduces brand-new mechanics. Everything you need to bring the great superhero movies to **OUTGUNNED** is contained in this book, including a vast section dedicated to **Superpowers**.

But there's more! **SUPERHEROES** offers simplified rules for weapons, while also adding new concepts such as Gadgets and Team-Ups. You will be able to choose which tools to use for your sessions, picking freely from the corebook and this genre book. All fully compatible.

Customize your gaming experience!

For your convenience, all the rules previously included in the corebook are compiled in **Section 2: BASICS OF THE GAME**. Veterans like you can skip this chapter (although, I must warn you, it has been enhanced with new, useful examples).



No, I do not own **OUTGUNNED.**

The good news is that **SUPERHEROES** is completely standalone. You don't need any other book to play, not even the **OUTGUNNED** corebook. In this genre book, you will find everything you need to create Heroes and go out there to save the World.

But if you want to make use of the detailed tools dedicated to adrenaline-paced action scenes, consider that the **OUTGUNNED** corebook contains all the advanced mechanics to manage chases, firearm ranges, and supporting characters. Not to mention 10 unique Roles, such as the Criminal, the Agent, or the Spy, 18 Tropes, and a slew of Traits for both Heroes and their Enemies. All perfectly compatible with **SUPERHEROES**.



HEROES AND THE DIRECTOR

The protagonists
of **Outgunned**
Superheroes are
called Heroes.

The Player who directs
the game is called
the Director.

The Director creates
interesting and thrilling
scenes and the other
Players take turns
acting as their Heroes.

When the Heroes face
something challenging,
or when they run
risks and something
threatens to go wrong,
we rely on the roll of
a handful of dice to
determine the outcome
of the Heroes' actions.

THE OUTGUNNED LINE

OUTGUNNED SUPERHEROES

SUPERHEROES is a genre book with all the basic rules you need to play **OUTGUNNED** as incredible superheroes. The good news is that this book is completely stand-alone. You don't need any other book to play! But if you wish to enrich your gaming experience, you can find additional mechanics and options in the **OUTGUNNED** corebook.



OUTGUNNED (COREBOOK)

All the **basic** rules **needed** to play **OUTGUNNED** in the classic Cinematic Action style. In this book you will find everything you need to play as Heroes ready to save the day. Just like in the movies! Includes **advanced** rules to manage ranges, firearms, enemies, and chases.

OUTGUNNED ADVENTURE

ADVENTURE is a standalone genre book dedicated to Pulp Adventure.

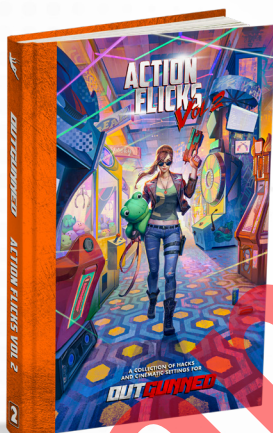
Thanks to this book, you can step into the shoes of heroic Adventurers who deal with a ruthless Rival trying to get their hands on a Treasure for their evil goals.



ACTION FLICKS

Action Flicks is a collection of mini-expansions for **OUTGUNNED**. It's a video store of ideas, mechanics, tips, Roles, and tools to get into the action in ever-changing and surprising contexts.

Do you want to bring Magic in your sessions? With Action Flicks, you can. Do you want to bring dangerous Predator Aliens on the scene, or go Ghost hunting? With Action Flicks, you can. Do you prefer Vampires and Multidimensional Travel? You get that too!



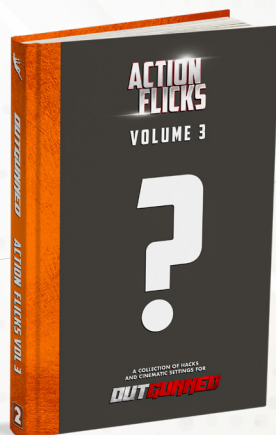
ACTION FLICKS VOL. 2

Action Flicks Vol. 2 is a collection of mini-expansions unlocked during the **ADVENTURE** crowdfunding campaign. Thanks to this module, you can toss Dinosaur and Zombie enemies into the mix, step into the shoes of an Angel or Demon, and even upload yourself in a videogame.

ACTION FLICKS VOL. 3

Since you can never have enough Action Flicks, coming soon: Action Flicks Vol. 3.

New mini-expansions to add even more variety to your **OUTGUNNED** and **SUPERHEROES** gaming experience! Follow the **SUPERHEROES** crowdfunding campaign to learn more about the new Action Flicks!





SECTION ONE

SUPERHEROES



HERO SHEET

Heroes are men and women of action who use their extraordinary superpowers in order to protect their city, the World, or the whole Universe. They live their lives constantly on the edge, constantly outnumbered.

Some Heroes are charismatic leaders who inspire their comrades in the epic battle between good and evil. Others are enlightened geniuses who dream of a better future, or masked avengers who watch over the city from on high. And others still are runaway kids who have only just discovered their powers. Some are even failed experiments who have yet to find their purpose in life.

But they all have something in common. When the World needs them most, they answer the call.

PERSONAL DATA

This is everything you know about your Hero. Anything else, you'll have to live through or learn during the game. We don't take lengthy backstories here, only facts, actions, and surprising plot-twists.

- ◆ **Name:** Your name
Julian Drake
- ◆ **Alias:** Your moniker as a superhero, if you have one
Hyper Knight
- ◆ **Role and Trope:** In superheroes there are 10 Roles and 15 Tropes to choose from. When creating your Hero, choose a Role and Trope to determine your starting Skills.
Role: *Armored Hero* - **Trope:** *Billionaire Genius*
- ◆ **Origin:** The Origin of your Superpower.
Prototype
- ◆ **Catchphrase:** Your tag line, your creed, the words that guide you when it's time for action. Basically, your entire identity summed up in a sentence.
I am Hyper Knight
- ◆ **Flaw:** Nobody's perfect. Your flaw is the thing that keeps tripping you up during your mission.
I always believe I'm right

In ***SUPERHEROES***, you'll find a list of Roles, and each Role will have suggested Origins, Catchphrases, and Flaws to guide you as you mold your Hero.

[illegible]

THE ARMORED HERO

A charming billionaire with an energy reactor in place of a heart, a soldier just trying to do their part, or a young kid who merged with a technological parasite.

The Armored Heroes are indestructible knights of steel who can rely on technology at the edge of the impossible.

Their shiny metal shell allows them to fly at great speed, but it can also shoot rays of pure energy at their opponents, protect them from most forms of attack, and to top it all off, it has the timeless appeal of a hot rod convertible. Absolutely amazing!

Origin:

Alien, Prototype, Simple Human

Catchphrase:

I'm the only one who can do this
Whatever it takes
According to my calculations, maybe

Flaw:

I'm overconfident
I'm a control freak
I need my armor to walk

CHARACTERISTICS OF AN ARMORED HERO

INDESTRUCTIBLE. MADE OF STEEL. HAS A HEART.

Attribute Point:

Nerves **or** Focus

Skill Points:

Endure
Fight
Cool
Drive
Shoot
Speech
Style
Detect
Fix
Know

Superpower:

Hyper-technological Armor

Feats:

Choose two among:

Personal A.I.
Unlimited Funds
Bulletproof
Barrier
Unstoppable Force
PhD



HYPER- TECHNOLOGICAL ARMOR

You have a suit of hyper-technological armor that you can wear to reinforce your body and turn into a war-machine.

While you wear your armor you can fly, breathe underwater as well as in outer space.

Additionally, the armor is outfitted with a powerful Energy Beam incorporated in the hands or on the chest plate.