

The Metagame

I have tried to present everything I have released so far as in universe information. Based on a few recent conversations I have probably forgotten some important elements by doing this! This message is very much about trying to be explicit about what the game entails. I will also discuss some meta rules about how super powered people work in the universe.

Game structure

The game is broadly two halves, one is the Senate Committee, the other is an operational game of criminal and other AP activity (game name for "supers") in New York.

Players are split into small teams representing various organisations such as Senators in the two political parties or Super-groups.

Turns will be 40 minutes and represent a few days. Half the turn is formal map activity or sub committee sessions, depending on the part of the game. The other half is free negotiation with a few minutes team time to restore order at the end.

The committee game is entirely about negotiation. The various parties involved want to come to an agreement about how AP will be treated in a range of different areas. Ultimately the senator players control most of the votes that can determine what will happen but (almost) everyone recognises that if a consensus is obtained it will probably work better.

The teams here are relatively cohesive so that they can plan strategy and not undermine one another.

The map game has players mostly fighting crime that is generated by npc low lifes or other players carrying out jobs of dubious legality. Some of these jobs will be self generated and almost every player, including the committee ones, will have something they need that requires the map players to carry out. This is rather a euro resource allocation game but does have some dice!

This and other employment negotiations together with interest in the outcome of the committee will ensure that the map players have plenty of interaction with other players.

One variation to the pattern is that ACE, the AP vigilante group, straddles both sides. I expect to have a couple of players dedicated to each half of the game and a couple who will swap.

Economy

There is not a functioning economy in the game, money is more an objective for some of the players. You can spend it if you do happen to get any.

"Weird Stuff"

"AP" is the bureaucratic name for people with magical powers even rubbish ones. They are the only source of supernatural abilities or mystical power. This includes some who are super scientists etc. but these are "only" as good as the very best regular scientists though they usually don't have to work as hard! A limited exception to this is that some AP can produce devices they or other AP can power up. So Ironman can have a suit but no one else can. Or perhaps a few other AP would be able to use one.. You can make a machine that breaks the laws of physics but ultimately it will fall back on an AP powering it.

The event that caused the AP was related to research into alternate dimensions. This has been made illegal since the event. Noone has been able to get any scientific basis for the operation of AP. They break the laws of nature as we understand them and are essentially magical.

Power Levels

Most AP are no more powerful than regular people having marginally useful powers at best. On the other hand there are many who can do something that far exceeds human power or otherwise violates the laws of nature. Spiderman would be one of the most powerful AP encountered.. Assuming of course that the most powerful ones have revealed their powers.

Committee Security; The Dreaming Void

One of the most potent AP was called Void. They projected an area where no other AP powers worked. They can also cause hostile activity to be suppressed around them. Unfortunately, for mysterious reasons, they are in a coma. This has not stopped them projecting their anti-power or pacifism aura. The Committee will take place in chambers that are within the aura near where Void is in hospitalised. In game terms the aura covers one map space, in Brooklyn.

The cause of the coma is unknown as is Void's true identity. They had previously worked briefly with ACE but remained a mystery to them.