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# Marvel Heroic Roleplay Basic Game



## Synopsis

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## Book Information

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## Customer Reviews

I will go on record saying that I originally did not like this system. It seemed like I could imagine the design team sitting around a table talking about all the cool things they could include in the game and then the lead designer just saying "Yeah! Let's do ALL of that!" Then I actually sat down and gave the book a good read. Another reviewer here talked about the -old- TSR Marvel RPG from the mid-eighties. DC did one, too. Neither were good. There was less randomization and requiring a chart for basic maneuvers stifles both creativity around the table and time efficiency. I began my Marvel roleplaying much later. With the Marvel Super Hero Roleplaying Adventure Game (MSHRAG). It used the Saga system TSR introduced for the Dragon Lance 5th Age game. The card system was amazingly easy, simple, customizable (easy to make up rules calls on the fly or determine stats to use). It was flexible. It was unique. It was easy to play. With roleplayers more interested in story than beefing up a character with cool gear (ala D&D Dungeon Crawling), it was amazing. Then... they came out with the stone-based system. That was a travesty. Recently, DC came out with a game using the M&M rules. Not a bad game--if you don't mind using a calculator to make and advance a character. In light of their films getting great press, I guess Marvel decided to re-do their RPG line. They chose Margaret Weis. They could have done much worse. I have MW's Serenity game. It was interesting, but I didn't like all the rules. They changed them in many ways for the Marvel game. While the game's layout could have been more effective in many ways, once

giving it a go and actually reading and playing--this game is very fun.

This is a really good anti-crunch system. After a series of play sessions my group gladly endorses this product for people looking to spend more time playing their characters rather than looking up rules for combat, feats(or advantages), etc and so on. It certainly won't be for everyone but it's a really nice alternative to the more complex systems out there like M&M(which plays well but has a complex character generation process) or Hero. PROS: Simple, easy to use system that gets you into play as quickly as possible. Play moves swiftly and the method by which you assemble your dice pool helps make players think about what their characters are doing and why they are doing it instead of just saying 'my to hit number is X and my die roll is Y'. This is a system that actually encourages team work both in terms of dice(using their solo, buddy and team mechanics) as well as their rules for creating assets. The best thing I can say about this game is that my players felt as if they were playing their characters instead of rolling for numbers. CONS: Very little structure for creating original characters. The extremely rules lite and narrative approach will turn off players who feel the need to have exacting rules for every situation. The game is mostly combat oriented with very little on a character sheet for things like social or mental encounters. It can still be done there are just fewer options on a character sheet for them. Overall I really enjoy this game. I would rate the system 4 stars and this particular incarnation of the rules 2 stars, however. The book has some organizational issues and I didn't really care for the heroes they offered in their roster section(they offer a ton of villains however, which is nice).

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