

CARTOON ACTION HOUR

SEASON 3



GALACTIC HEROES

Series Book by Cynthia Celeste Miller

Galactic Heroes

“Ready for Action!”



Kargorr: Finally, those dolts from Spectrum Games came to their senses and released a series book for the greatest cartoon show of all time: *Galactic Heroes*! Okay, so the name of the show stunk like so much rotten Vezzagor meat, but the show was still fantastic. Why, you ask? What made it so amazing?

Me, quite frankly! That’s right—ME!

I was the only redeeming factor of *Galactic Heroes*, but my greatness is such that I was able to salvage it from the drek-heap.

So, here we are! The *Galactic Heroes* series book! I couldn’t be happier. Okay, fine. I *could* be happier. The publishers could have removed Bravesteel and all his imbecilic friends, especially that disgusting git, Ziggle! They could also have removed my allies, who were actually fairly irrelevant. Oh and they could have gotten rid of the space ships, planets and stories too. All they would have needed to do was to devote this entire series book to me!

And while we’re at it, a new series name would have benefitted this product too! How about “Galactic Kargorr”? Or maybe “Kargorr: the Greatest Conqueror Ever to Grace the Universe”. Hey, I like the ring of that one. I think it’s a keeper... and what I say goes! Do you hear me, Spectrum people? I command the title to be changed!

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that infuriating Ziggle

Cartoon Background

The exact origin of the ill-fated franchise known as *Galactic Heroes* has been lost to the decades that followed its short-lived debut. The truth is that no one is willing to step forward and admit to creating it, though many people “in the know” have flung around a few names. Some claim that it was the otherwise successful cartoon writer Garlan Geddmore who came up with the series premise, while others place the blame on Markus Cox, a small-time novelist who repeatedly attempted (unsuccessfully) to break into the animation field. Still others suspect that it was actually Nate Hughes, one of the two owners of Bennett-Hughes Productions.

What can be ascertained, however, is that Bennett-Hughes Productions planned for *Galactic Heroes* to hit syndication in the fall of 1985 and even managed to sweet talk KidFun toys into launching a line of action figures for the show. This took quite a lot of effort, as KidFun bigshot Alvin Meyers was skeptical about it from the start... but by the time the contracts were signed, the Bennett-Hughes representative’s persuasiveness turned his opinion around completely.

The first sign of trouble stemmed from the fact that this was Bennett-Hughes’ first foray into the syndicated cartoon arena and it proved to be an entirely different beast than producing traditional network cartoons. Rather than the normal 16 to 23 episodes, they were required to pump out 65 episodes per season, a task for which they were wholly unprepared. This led to everything, from the writing to the animation, being rushed. Actually, “slop-jobbed” would be a more appropriate term.

For their part, KidFun Toys did an admirable job with the topline, despite some difficulties caused by the seemingly endless barrage of changes they made to the cartoon. Just about every week, Bennett-Hughes’ people would come to the KidFun offices and ask for certain alterations to be made.

The show hit the small screen on schedule, but it didn’t matter — kids *hated* it! The terrible animation, shoddy writing and unconvincing voice-acting just didn’t cut it. The first episode of *Galactic Heroes* was the lowest rated cartoon debut of the 1985 season. In fact, the last debut that rated so low was *Koobie Magoonis and the Floppy Monsters* in 1973. No cartoon debut would score such a low viewership again until *Super Duper Fighting Slugs* in 1992.

Even though there were 65 episodes of *Galactic Heroes* made, only the first six were aired. It was dropped in every market almost simultaneously, an unprecedented “feat”.

In its place was a little-remembered cartoon called *The Adventures of Car-Boy*. To this day, no one has been able to track down the 59 “missing” episodes, which supposedly included a Christmas special where the show’s master villain, Kargorr, was beaten up by Santa Claus.

The toy line didn’t fare any better. The backlash from the show was so powerful that, despite consisting of reasonably high-quality sculpts and paint apps, the action figures could be found in bargain bins across the country in time for the 1985 holiday season... just four months after their release. Some stores were peddling these things for a paltry 50 cents apiece!



The Series

Summary

The *Galactic Heroes* series was, at its core, the story of two earthling astronauts, Jason Bravesteel and his young companion Ricky Munson, who found themselves stranded in another galaxy... a galaxy ruled by a despot named Kargorr and his Imperial Order. Almost immediately, they wound up on the wrong side of Kargorr's wrath before being rescued by heroic members of the recently-formed Allegiance: Jeremy Strongblood, Ophelia Onyx and Lugg. Recognizing Jason Bravesteel's outstanding charisma and tactical abilities, Jeremy Strongblood gave him the mantle of leadership.

The battle raged across the galaxy, with the forces of good fighting for freedom against overwhelming odds. How long can the heroes hold out? Will they vanquish the Imperial Order? Or will Kargorr enslave them all?

Well, only six episodes were ever shown, thus there's no official answers to those questions... so it's up to you and your group to forge the rest of the story.

The Factions

There are two primary groups involved in the conflict between good and evil: the Imperial Order and the Allegiance.

The Imperial Order

The reach of the sinister Imperial Order has spread across the entire galaxy, from rim to rim. Kargorr rules the populace with an iron fist (okay, maybe a tin-foil fist) and uses his armored legions of Wartroopers to crush anyone who doesn't allow themselves to be subjugated.

Kargorr may be the head honcho of the Imperial Order, but he can't run it all by himself. He has a selection of underlings who act as his right-hand men and women. The ones that made it on the show included Razor Fang, Skarfist, Bestial Betty and Dr. Devastation. It was insinuated that he had many others as well, though only one of them was mentioned by name: Vanyssa Montclair. In 2008, some further details of this character came to light when one of the show's writers passed away. Tucked away in his file cabinet, his family found a sheet full of notes about her.

In addition to extensive ground forces, the Imperial Order maintains a vast armada of starships of various sizes and functions. According to several people who were involved with the series, there was eventually going to be a multitude of ships, but the first six episodes featured only the small but sturdy Ravagers and Kargorr's personal war cruiser, the Oblivion.



The Allegiance

In contrast to the Imperial Order, which is a massive war machine, the Allegiance is a ragtag group of brave souls who have banded together to free the galaxy from Kargorr's tyranny. They are perpetually outnumbered and outgunned, but their heart, desperation and cunning help even the odds a little.

The members of the Allegiance are about as varied as one would expect from an organization that culls recruits from all across the galaxy. All members wear a stock uniform—white skin-tight bodysuits with various colors of trim—despite the fact that it goes against the notion of everyone being individualistic (one of the points the writers went to great lengths to make on a regular basis).

Jason Bravesteel is the Allegiance's leader, though he often seeks the opinions of his colleagues in the spirit of teamwork and cooperation. The show mostly focused on Bravesteel, Ricky Munson, Jeremy Strongblood, Ophelia Onyx, Lugg and Ziggle. Any other member of the Allegiance that was featured was depicted as completely generic look-alikes with

no personality or distinctive qualities. These cookie-cutter members made up the rest of the group's fighting forces, from soldiers to pilots. A few of them don helmets, as if that helps much.

The Allegiance's naval forces seemed meager in comparison to the massive quantities possessed by the Imperial Order. Though it was assumed that other ships existed, the series only showed Bravesteel's exploration ship-turned-battleship, the Space Voyager, and the Starmasters, super-fast fighter ships.



Locations

This section discusses a handful of pivotal locations. Note that the last two never appeared in the first six episodes, but instead appeared in some of the "unseen" episodes.

Allegiance Base

Located on the rocky planet known as Sigmundus, this sprawling complex of buildings, landing pads, and fortifications is the headquarters of the noble Allegiance. In the middle of the compound stands a monolithic tower that looms over everything in sight. This building is called the command center, and it serves multiple functions.

First, the command center is the perfect "look-out tower". Not only does it have observational equipment, but it stands so tall that the naked eye can see for miles in every direction.

The second role of the building is as the Allegiance's communication epicenter. Within its hull lies the most advanced communication devices known to the galaxy. It is all hooked up to the numerous outposts scattered throughout the solar system.



Finally, it acts as the gathering place for all the Allegiance big-wigs. They have regular meetings and discuss tactics and make important decisions about how to maximize resources.

Kargorr City

Not surprisingly, the ever-so-vain Kargorr named the capital city of the Imperial Order after himself. Silly name aside, this city is an incredible piece of work. Thousands upon thousands of metallic skyscrapers make up the skyline, with colorful lights punctuating it like bulbs on a Christmas tree.

The largest building is the Imperial Order Headquarters. It stands over three miles tall from top to bottom. The entire governmental body is located within this lavish structure. At the very top is Kargorr's throne room.

The citizens of Kargorr City aren't necessarily loyal to the Imperial Order, but they are too afraid to say otherwise. Rumor has it that there is currently an underground group of Allegiance sympathizers in the city.

Brightstarr

Brightstarr is a beautiful planet, with lots of flora and fauna. It seems like an Eden-like paradise; a world with an extreme abundance of resources.

Most importantly, it is the only planet in the cosmos blessed with the mineral known as Krellstone, which has magical properties.

This planet would have made its debut in Episode 18, and would quickly become the focus of the stories from that point on. Later in the series, the Allegiance Base is on Brightstarr. No explanation is given – it's just suddenly there. The base hasn't changed in appearance, so it's probably not meant to be another one. This is simply attributed to bad writing.

After Brightstarr's introduction, nearly all of Kargorr's schemes began to revolve around obtaining Krellstone. The Allegiance is basically relegated to being guardians of the precious mineral. So if you thought the first six episodes were weak, you'd be in for a real "treat" if you ever watched the later ones.

Since everyone is fighting over some measly rocks, you're probably wondering what their so-called "magical properties" are. Well, your guess is as good as ours. The writers never bothered to define them, leaving the viewers to figure it out for themselves. Gee, how nice of them. In one unaired episode, a new variant of Krellstone was capable of powering a doomsday device created by Dr. Devastation.

Did You Know?

Kargorr was originally drawn as having giant buck-teeth, but the artists convinced their bosses at the animation studio that it was simply too silly for the main villain. Who would ever take him seriously? The artists gained permission to go back and alter the existing artwork before the series aired, but they missed a few episodes. Episodes 1, 8, 26 and 59 still feature the original version of Kargorr, ridiculously huge teeth and all!

But Kargorr wasn't the only character to pull the switcharoo. Several characters went through appearance changes throughout the season. Of particular note is Ziggle, who was drawn five different ways. In one episode, he would be depicted as a six-foot tall ursine humanoid, while the next episode may have shown him as a short monkey-like creature. Just one of the many reasons *Galactic Heroes* was (and still is) panned so heavily by cartoon fans.

Jason Bravesteel

Jason Bravesteel was a born pilot. By the time he was a teenager, he was able to fly more than a dozen types of aircraft. At the age of 14, he entered the space academy to become an astronaut. Needless to say, he excelled at it, quickly becoming known as something of a prodigy. After graduating (with honors), Jason led a multitude of successful missions, which made him a celebrity all across the solar system. During the height of his fame, he met a youth named Ricky Munson who wanted to become an astronaut just like him. Seeing the desire on the boy's face, Jason offered to tutor him in the ways of starship piloting.

Upon Ricky's first trip into deep space, their ship, the Space Voyager, was sucked into a mysterious cosmic anomaly. The twosome found themselves in a far-away galaxy ruled by Kargorr and his evil Imperial Order. There, they joined up with a group of freedom fighters known as the Allegiance in an epic effort to restore peace to the stars!

Jason Bravesteel is a bold, courageous man who gives of himself freely and without hesitation. Like most archetypal cartoon protagonists, his word is his bond. While a part of him wants to return to his home galaxy, Jason subconsciously wants to remain where he is, as he feels like he can truly make a difference in the war against Kargorr.

Ricky Munson

Little Ricky Munson always wanted to be an astronaut. At the age of 13, his father took him to a book store where the famous astronaut, Jason Bravesteel, was signing autographs. Jason and Ricky hit it off immediately, and Jason took the young lad under his wing.



Within a few years, Ricky was ready to go into space for the first time. Unfortunately, his maiden journey would signal the last time he would ever see Earth. An uncanny space anomaly swept Ricky and his mentor into another galaxy, a very long way from home.

There, the heroic duo would become embroiled in the war between Kargorr's Imperial Order and the Allegiance.

Ricky is unusually optimistic and enthusiastic - annoyingly so, in fact. Everything he says is punctuated with a few exclamation marks and he's quite fond of saying "Great Scott!" His nerve-grating level of excitedness aside, Ricky is a valiant young fellow who never thinks twice before leaping into action against Kargorr's evil minions.

Jeremy Strongblood

Jeremy Strongblood was raised on the planet Kanar, where the tribal ways were maintained. His people were peace-loving nomads who lived in teepees, hunted wild game for sustenance, and prayed to the spirits of nature to guide them. Tragically, Kargorr sent a massive war party down to Kanar, and wiped out nearly all of the inhabitants.

Jeremy and several others managed to survive, but swore to exact revenge for the loss of their fellow tribesmen. They took to the stars in a crashed (but still space-worthy) spaceship. Eventually, they came into contact with the Allegiance, and eagerly joined their ranks. Jeremy is a very introspective and spiritual individual. He is proud of his heritage, and still observes the old traditions and beliefs. While he has adapted to his high-tech environment, he still doesn't trust computers and science, preferring to rely on his own mind and the spirits of nature in his war on the Imperial Order.

Ophelia Onyx

Ophelia was raised in a family who completely supported the Imperial Order. They treated Kargorr like some kind of deity, and loathed anyone who opposed him. Even as a child, she knew that the Imperial Order was evil to the core. She despised them for what they had done to the galaxy.

When she caught wind of a new group that was determined to overthrow Kargorr and bring peace back to the cosmos, Ophelia didn't hesitate. She hopped a ship and took off into space on a quest to become part of the revolution, and she's never looked back.

Ophelia is extremely passionate about the Allegiance's cause. She's also serious-minded – probably *too* serious-minded, to tell the truth. A joke never so much as crosses her lips, making her the straight-man in any given situation. Her companions often tease her about this, which doesn't please her in the least.

Lugg

Lugg remembers nothing of his past. His earliest memory was waking up in an Imperial Order prison cell with amnesia. What happened prior to that remains a mystery to him.

He helped stage an elaborate prison-break, which was largely successful. Only a small handful of the prisoners were re-captured. The ones that did escape took off and joined the ranks of the Allegiance.

Lugg is a jovial fellow, at least to those he likes. To his enemies, he's a vicious powerhouse who is nearly impossible to stop. Once he befriends someone, he will protect them no matter the risk to his own well-being.

Ziggle

Ziggle is a Bearoid, a race of primitive ursine-like humanoids (though he was sometimes drawn as being more simian in appearance) who were enslaved by Kargorr. He was the "dumb one" in the tribe, never really smart enough to do much on his own. This resulted in him being sheltered all his life. After his people were taken away, he was adopted by the Allegiance. Why they allowed him to stick around is anybody's guess.

Ziggle is, in a word, annoying! He giggles about nearly everything, even in inappropriate situations, and he consistently gets his comrades in deep trouble due to his incompetence.

GALACTIC HEROES

The Villains

Kargorr

Kargorr has always been a pathetic little whelp. Very little is known about his past. Perhaps no one has cared enough to look into it in more detail. What is known, however, is that he's from a planet known as Boopygoochie, and he hated that planet. Everyone picked on him there, and he became extremely bitter about it. At the age of 16, he disappeared from his home world and wasn't seen again for many years. When he finally returned, he did so with a large army at his side. He commanded his troopers to decimate everything and everyone on Boopygoochie. How he managed to raise such an impressive army is anyone's guess. Chalk it up to bad writing, I suppose.

Having just obliterated an entire planet, Kargorr decided he liked the feeling of power he got from it. So, he founded the Imperial Order and began methodically taking over the galaxy. It took him ten years, but he finally succeeded in his goal. But now, the Allegiance threatens to tear down all that he has built.

Kargorr is an incompetent putz. Spineless, back-biting and pompous are three of his utmost personality traits. In his own feeble mind, he is the ultimate villain in the universe, and I guess it's hard to argue with that since he has managed to conquer the galaxy, for whatever that's worth. To him, he is the center of all existence. But he's still a moron. When Kargorr speaks, he laces his verbalizations with colorful insults that may or may not actually make any sense. It's a 50-50 chance. He tries hard to sound like a truly evil overlord, but his lack of intelligence often screws it up for him. And, of course, when he gets angry or frustrated, he will shout out his favorite expletive... "Bah!!"



Razor Fang

Razor Fang's people were subjugated by the Imperial Order more than ten years ago. By and large, they were witless beings who had very little in the way of intelligence. This is not the case with Razor Fang. He possessed a unique brand of low cunning that impressed Kargorr. Kargorr offered to hire Razor Fang as his own personal henchman, a role he has thrown himself into wholeheartedly.

Razor Fang isn't intelligent by any stretch of the imagination, but he's not a dolt either. For his species, he's well into the genius range. He tends to be one-track minded too, which pleases his master to no end. Once Kargorr gives him a mission, he'll see it through to the very end.

Skarfist

Skarfist was one of the galaxy's greatest bounty hunters, best known for his weapons mastery and his gut feelings about where his prey is hiding. With his reputation established, Skarfist found himself with a startling offer from Kargorr. As it turned out, Kargorr wanted him to become his right-hand man. In return, he would give the bounty hunter an obscene amount of riches. It doesn't take a rocket scientist to figure out what his answer was.

Skarfist is a short-fused man who wants things done his way, and he wants it done yesterday. The downside is that he often loses control of his actions when he's angry, leading him to become incredibly irrational.

Bestial Betty

Bestial Betty is actually Kargorr's niece. She grew up in the backwoods of Boopygoochie, where she spent most of her time in the wilderness. During her time there, she learned that she possessed the ability to summon and control animals.

When Kargorr learned of this, he began buttering her up. By that point, he was already planning to conquer the galaxy and knew that he could use Betty's talents to benefit him. She willingly joined her uncle, but has contempt for him nonetheless.

Loyalty is a foreign concept to Betty. All she cares about is herself, and she delights in treading on other people for her own needs. Heck, she'd turn on Kargorr in a heartbeat if she thought she would gain something from it. As it stands, she lets him lead the Imperial Order while she controls things from behind the curtain, so to speak.

Dr. Devastation

Herbert P. Spaggler was always the stereotypical geek. His nose was constantly buried in a book or a computer monitor. This lust for knowledge eventually spawned his twisted science projects, such as turning a surva-snail into a fifty foot tall creature or developing a disintegrator gun.

He approached Kargorr for a job as lead scientist, but was rudely rejected... until Spaggler released a jar of poisonous mechanical locusts in Kargorr's ship. Respecting Spaggler's audacity & ruthlessness, Kargorr reconsidered his offer and hired him straight away.

Dr. Devastation (as Spaggler likes to be called) is a cold individual with absolutely no scruples. He lives for science, and considers organic beings, himself included, to be inferior to robots and the like.

Vanyssa Montclair

According to the information found in later scripts that never made it to television, Vanyssa Montclair would have been the ultimate leader of the Imperial Order. Let's do the checklist. Genius intellect? Check. Keen strategic mind? Affirmative. Charismatic leader? That's her. Insanely efficient fighting skills? Nailed it.

Why, then, did she serve a putz like Kargorr? Who the heck knows? It was never explained, which is a testament to how horrible the writing on the show was. Realistically, there's no way she would have taken a backseat to Kargorr.

In the script for Episode 37, it was mentioned that Vanyssa was the leader of a kingdom on a faraway planet called Davimar and that her people were amorphous blobs... because, you know, *that* makes a lot of sense.

Did You Know?

In an interview for Animation Chronicles, a writer named Paul Oldman admitted that most of the writers of the show disliked each other. The following is a quote from that interview:

"We were all jerks. Man, were we all jerks! I recall numerous fist fights during those jam sessions the studio insisted upon having. It was chaos. What's worse is that we would sabotage each other's scripts. That's one of the reasons *Galactic Heroes* was as bad as it was. Well, that and the fact that none of us were very good writers back then. One time, I got a hold of a script written by Jerry [Bakerson] and replaced his vicious aliens with sentient carrot people. That actually made it to the final product. Can you believe that?"

Vehicles

The Ships of the Allegiance

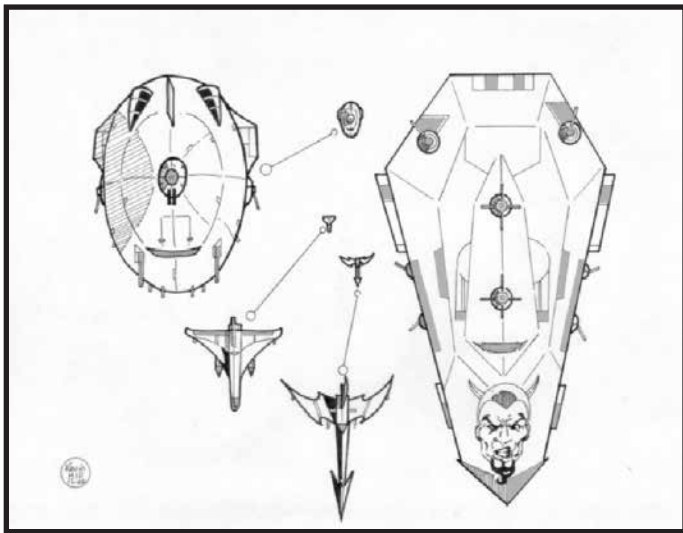
The Space Voyager

Originally just an exploration ship, the Space Voyager has been turned into a battleship. It doesn't look sleek by any stretch of the imagination, with its blocky frame, stubby wings and protruding landing gear. But who cares? This baby is a bad mo-fo in a battle, and that's what really counts!

Starmasters

Starmasters are the only small starfighters used by the Allegiance in the series. They are quick little buggers with elongated wings and a slightly rounded body frame. Unsurprisingly, though, some episodes existed wherein the Starmasters looked quite different than that.

The Starmasters' arsenal packs a good wallop for ships their size, boasting twin laser cannons and two missiles. They can also be modified to replace all their other weapon systems with very large bombs capable of causing a lot of damage.



The Imperial Order Armada

The Oblivion

The Oblivion is Kargorr's personal war cruiser, and is easily the most intimidating ship in the galaxy. It has all manner of weaponry and nearly impenetrable armor. And it also sports a wicked-keen Kargorr head on the front. Seriously.

Ravagers

Ravagers are the only small starfighters used by the Imperial Order in the series. While not quite as quick as the Starmasters, they are more heavily armored and can take one heck of a pounding before going down. Ravagers look like long narrow spikes with wings on the side.

The Six Episodes

Below, you'll find full descriptions of all six episodes aired in the fall of 1985. But be warned, most of the episodes are... well, let's just say there's a reason the series was cancelled so quickly.

Episode 1: "The Journey (Part One)"

In the futuristic year 2000, astronaut Jason Bravesteel and his young companion, Ricky Munson, left Earth in an experimental starship called the Space Voyager. The mission was a simple one: to travel beyond the Milky Way galaxy, and into unknown space. It was an exploratory mission that was doomed to failure.

Shortly after exiting our solar system, the starship came into contact with a strange space anomaly. It was a swirling red and purple energy mass that began to grow like a fungus, engulfing the Space Voyager and its crew.

Everything went black.

When Jason and Ricky came to, they were drifting through space in an unknown galaxy. Suddenly, their view screen sparked to life and they saw an unpleasant face appear before them. "I am Kargorr, ruler of the universe!" the man exclaimed. "You shall surrender to me at once! Muhaha *cough* hahaha *wheeze* haha!"

A fleet of black starships appeared, their weapons trained on the Space Voyager. Unarmed and outnumbered, Jason Bravesteel attempted a daring escape, but the ship was captured in a tractor beam.

They were brought before Kargorr's right-hand man, Skarfist, on a nearby space station. Just as Skarfist was about to imprison them, three individuals barged in and attacked Skarfist and his Wartroopers. While the battle was raging, the leader of the rescuers, a man apparently of Native Amercian heritage, introduced himself as Jeremy Strongblood. He said his partners were Ophelia Onyx and Lugg.

Following a pulse-pounding running laser-gun battle, the group made their way to Strongblood's spacecraft. Unfortunately, it was now being guarded by at least a dozen Wartroopers. They looked back and heard the approaching bad guys from the direction they came from. Cliffhanger, anyone?

Episode 2: "The Journey (Part Two)"

Stuck between a rock and a hard place, Bravesteel sprung into action. He leapt up and pushed open the grate to a ventilation tunnel. The others followed, and the bad guys never even noticed.

Within minutes, Jason had led them to his own ship, the Space Voyager, which was being studied by a few cowardly engineer types. A few punches later, and our heroes were in control of the starship and zooming out into space!

Did You Know?

The opening theme song for *Galactic Heroes* was performed by Richard Hesh using a cheap fifteen-dollar synthesizer. While it was certainly a god-awful song, it would've been worse had the producers not stepped in and eliminated the lyrics. Yes, the lyrics made the weak "instrumental" even weaker.

Want to read these dreaded lyrics? Here you go!

Galactic Heroes take the fight to Karrrrrrgor.
Galactic Heroes save us one and all.
Galactic Heroes thump and whack, sock and slam,
kick and thwack until the bad guys fall.

Galactic Heroes fight to keep us safe from tyranny.
Galactic Heroes smack 'em 'round and make the
bad guys flee.
Galactic Heroes know that only victory's the key.

Galactic Heroes rock the stars.
Galactic Heroes travel far.

Come join the Galactic Heroooooooooooooes.

See? Told you it was bad!

But Kargorr's men weren't far behind in their black starfighters. The evil-doers tried everything they could muster to take out the Space Voyager, but Bravesteel's keen piloting skills and his cunning tactics allowed them to prevail and zoom away to a forested planet called Homeworld.

Once there, Jeremy Strongblood explained that the ruthless (but idiotic) Kargorr somehow managed to take over the galaxy and establish the Imperial Order, an empire so vast that nothing is beyond their grasp. Recently, a small group of courageous men and women formed the Allegiance, a rebellion of sorts, though they've been unable to find a

leader worthy of the cause. He then commented that Bravesteel displayed all the right skills and abilities to assume the mantle of leadership. With a handshake, Jason Bravesteel accepted the offer and the credits rolled.

Episode 3: "Along Came a Ziggle"

The episode opened with a horde of Wartroopers, led by Bestial Betty and Razor Fang, raiding a primitive village filled with human-sized humanoids called Bearoids that looked like bears. Not fearsome bears, but cute ones, like giant teddy bears with colorful fur.

Despite the Bearoids' best efforts, the Wartroopers quickly rounded them up. Kargorr himself arrived in his hover-chariot, to oversee the final stages of the operation. After being asked by Bestial Betty why he's taking them all prisoner, Kargorr tried to recall his reason, but failed. He muttered that he'd remember eventually. From the bushes, one young Bearoid watched sadly as his people were herded into a prison ship.

Meanwhile, Bravesteel, Ricky, and Strongblood landed the Space Voyager down on the same planet, hoping to rally the Bearoids behind their noble cause. Unfortunately, they found nothing but smoldering ruins where the village once stood. They heard sobbing coming from one of the mostly intact buildings. It was the young Bearoid who escaped Kargorr's attention. He explained that his name was Ziggle, and that his people were captured by a man named Kargorr.

They raced to the clearing where the prison ship was... but it had just lifted off! Luckily, a gaggle of Wartroopers as well as Kargorr himself had not yet left. Kargorr was still trying to remember why he wanted to capture the Bearoids.

The heroes leapt into action, trouncing the Wartroopers handily. But Kargorr aimed his disintegration pistol at them and they were forced

to surrender. Suddenly, Kargorr looked up to see Ziggle on top of the cliff. Using a fallen tree limb for leverage, Ziggle sent the boulder crashing down on Kargorr, trapping him beneath its bulk.

Just as the heroes converged on the tyrant, one of his starships swept down and used its teleportation beam to relocate him aboard his own ship, known as the Oblivion. As he was being beamed away, Kargorr made sure to spout out, "You've not seen the last of me, you slobbering fools! I shall destroy you all!"

The episode ended with Bravesteel and company promising to help Ziggle find and rescue his fellow tribesmen. Ziggle officially joined the Allegiance.

Episode 4: "Curse of the Crypt King"

Two explorers entered a previously undiscovered tomb and stumbled across a chamber with a sarcophagus in it. The curious duo opened it to find a mummy with a large crown and elaborate jewelry. The mummy's arms raised and he lunged at them. The scene faded to black and cut to a commercial break.



When the show returned, we were treated to a space battle between the now-armed Space Voyager and a slew of Imperial Order fighters. The Space Voyager was able to take out most of them. Thankfully, the enemy ships were equipped with top-notch escape pods (which had parachutes on them for some reason). In the end, the numbers game had worn down our heroes' ship and they were forced to make a crash landing on the nearest planet.

The ship came to a screeching halt in the middle of a forest, further damaging its hull. Lugg and Ricky agreed to stay behind and work on the repairs, while the Bravesteel, Strongblood, Ziggle, and Ophelia ventured out to find help.

Meanwhile, aboard the Oblivion, Kargorr told his minions that they will "follow those idiotic boobs and finish them off once and for all!"

As Bravesteel and crew made their way through the thick woods, they come across the two explorers who seem to have been driven insane. They frantically tell the heroes about finding the tomb and about a curse the mummy placed on the entire planet and anyone who comes to it. According to their tale, they barely escaped the mummy, but they are afflicted with the curse. Suddenly, a tree branch came falling down. Bravesteel leapt forward and knocked the two explorers out of harm's way. The bad luck had already begun, and the curse was now on our heroes as well.

Back at the Space Voyager, Lugg and Ricky found themselves under attack by a horde of Wartroopers. Kargorr was hovering to the rear of his attack squads on his hover-chariot, bellowing out orders, and then changing them mid-stride. He had them so confused that they were getting soundly thrashed by Lugg and Ricky.

Razor Fang approached Kargorr to tell him that the scout vehicles have spotted Bravesteel and a few others due north of here. In return, he ordered Razor Fang to bring a group of Wartroopers and

follow him so they can deal with "those meddlers" first-hand. And with that, the battle was on! But, of course, it was mostly poor Razor Fang and his troops that did most of the fighting. Kargorr wasn't much help. First-hand indeed! At this point, the ground began to shake and gaping chasms opened up, swallowing trees, boulders and anything else that couldn't move away fast enough. Chaos ensued as all the villains went scattering to their spaceships out of fear. The curse had struck again.

To everyone's surprise, the mummy shambled into the area where Bravesteel and his companions stood. It raised its hands high and blue energy swirled around them. It was clear this undead spooky guy wasn't here to chit-chat.

Thinking quickly, Bravesteel stayed calm and threw down his weapons. The others followed his lead. He stepped forward and explained that no one here meant the mummy any harm. He promised that they would all leave the planet peacefully in return for it lifting the curse. Inexplicably, the mummy agreed, telling them to travel safely. The episode ended with them blasting off into space, not bothering to explain how they finally fixed the Space Voyager. Seriously.

Did You Know?

"Curse of the Crypt King" is widely considered the worst episode of the series. From the thin plot to the poorly thought-out fight scenes, it was simply a dud. The anti-climactic, asinine ending alone was enough to make you scratch your head and yell out, "What the hell were they thinking?"

In 1999, MegaCoolStuff.com presented a poll for the worst cartoon episode of all time. Guess what episode ranked #1? Yep, you got it right. "Curse of the Crypt King" came in first, garnering 89% of the votes. How's that for sheer crapitude?

Episode 5: "Kargorr's Secret Weapon"

The story began in a laboratory. Kargorr paced back and forth impatiently, while Dr. Devastation worked on a new gizmo. Finally, Doc announced that his masterpiece is completed, much to Kargorr's delight. Kargorr began jumping up and down with glee, but hit a pipe with his head in doing so. Shaking it off, he said, "At long last, Bravesteel and his band of miscreants shall be all mine! Now we must lure them to the planet Ziblagax, and into my ambush!"

Meanwhile, Lugg, Ophelia, and Strongblood were training at the Allegiance base when Bravesteel and Ricky came in. Bravesteel informed them that a small group of Wartroopers have been spotted heading toward an Allegiance-friendly village on the planet Ziblagax. He told them that he's going alone, since there isn't many of the Wartroopers there.

A short while later, Bravesteel landed in the village. In the distance, he could see about twenty Wartroopers coming his way. When he started to talk to the villagers, they all stripped off their robes to reveal... more Wartroopers. Kargorr, Dr. Devastation, Bestial Betty, Razor Fang, and Skarfist came out of hiding as well. Kargorr aimed his new gadget at Bravesteel and announced that he's going to shrink him down to the size of an insect.

A series of zig-zagging movement patterns enabled Bravesteel to evade the subsequent blasts. "Bah!" shouted the frustrated Kargorr, "He's too quick! Get him!"

They all attacked Bravesteel, and finally managed to subdue him. After gloating a little, Kargorr zapped the hero, barely reducing his size. "What manner of trickery is this?" shouted Kargorr.

Dr. Devastation says, "I thought you wanted the device to shrink the target by an inch." To which the enraged Kargorr replied, "No, you mindless nitwit! I wanted it to reduce the target's size down to an inch!"

Bravesteel managed to slip away from his captors and begin attacking them in earnest, while Kargorr threw a temper tantrum. Bravesteel snatched the device and escaped back to the Space Voyager.

Afterward, back at the Allegiance base, Bravesteel had just finished telling the others about his adventure that day. "Lookie here!" giggled Ziggle while holding the device, "This sucker has different settings. You really could have been shrunk down to an inch tall. But Kargorr just didn't have it set right. Hyuk, hyuk, hyuk." At that point, everyone's favorite retarded walking, talking bear accidentally zapped himself down to the size of a small rock. Everyone chuckled as the episode ended.

Episode 6: "A Way Back Home"

While at the Allegiance base, Bravesteel and Ricky received a sub-space message from Ophelia. She told them that she has come across a strange red and purple energy mass, just like the one that led the two astronauts here. According to her instruments, it would only last for a few hours at most.

Meanwhile, Kargorr addressed his minions, telling them that he has discovered the location of the Allegiance's base, and that he will lead an attack on it with every starship and dropship at his disposal. It would be an assault on the grandest scale!

Members of the Allegiance stood in the docking bay to say their heartfelt goodbyes to their leader

Did You Know?

Kargorr was voiced by a different actor in every episode. According to those who worked on the show, each actor quit after doing a single episode due to their disliking of the character and the scripts in general. One actor reportedly said, "That character is the most pathetic villain I've ever seen, and the story is just as bad. I wish you gentlemen all the luck in the world, but I just can't do this job."

and his teen sidekick. He shook hands with them all as the duo stepped into the Space Voyager. Suddenly, loud klaxons began to go off, indicating an impending attack.

Bravesteel ordered a ground force to be organized, while he took a small fleet of starships up to try and intercept the invasion.

In what was no doubt the best sequence of the series (and indeed one of the best sequences in any cartoon ever), the battle commenced both above the planet and on the ground. Starfighters engaged in dogfights, and scads of Allegiance soldiers desperately defended against an army of Wartroopers. The total sequence lasted for just over 13 minutes, which is rare in cartoons.

When the smoke finally cleared, it was the Allegiance who stood triumphant, but it was a hard-fought victory to say the least.

The next scene showed Bravesteel and Ricky telling the others that they have decided not to go back. Said Bravesteel, "We are needed in this galaxy far more than in our own. This is our home now, and you are our family."

The closing scene showed the purple and red space anomaly. Finally, it flickered and then disappeared.

Did You Know?

The Allegiance was originally going to be called the Alliance. But it was decided that this was too similar to the "Rebel Alliance" from another franchise, so the decision was made to change it to something else - the Space Federation. Needless to say, this name got the axe too.

Interestingly, the final change was made too late to alter the toy packages, which still listed the good guys as members of the Space Federation. These action figures are worth significantly more than the ones with the updated text on the packages.



While it's true that only the first six episodes aired on television, the scripts for most of the other episodes still exist. Below, you'll find a handful of episode seeds inspired by some of those scripts. Feel free to flesh them out!

"Armageddon Out of Here"

When a new planet pockmarked with volcanoes is discovered on the outer fringes of the galaxy, Kargorr becomes obsessed with establishing Imperial Order presence. The PCs learn that only one race exists there – aliens, called the Snoofers, who look curiously like humanoid anteaters and spit a lot when they speak. The Snoofers are peace-loving people who worship a powerful, mystic orb located deep underground. Two traitorous Snoofers named Gunk and Splat told Kargorr of this sentient artifact, which explains why he was so insistent on landing on the planet.

A race to the orb will likely ensue, allowing for any number of fun headaches for the PCs and Kargorr alike – cave-ins, gaping chasms (possibly with a shaky rope-bridge), mole critters, rolling boulders and so on.

Once they reach the orb, who introduces itself as Blup-Blup, it explains to everyone that its presence is the only thing preventing the planet from blowing apart. Blup-Blup also mentions that it's dying and that the world doesn't have long before oblivion. Kargorr is having none of it! In an effort to use its power for himself, he grabs Blup-Blup, raises it above his head and gives a big villainous diatribe about how he now possesses the ultimate power and blah, blah, blah! However, touching Blup-Blup causes it to die immediately, giving the villain no power whatsoever. That's when they feel the entire

world shaking and see the planet starting to come apart at the seams.

Can the heroes get back above ground before the planet explodes? Can they help save the Snoofers from a fiery fate? Is there any way to resurrect Blup-Blup and save the planet after all? That's all up to you and your group!

“Mob Rule”

Kargorr has been captured after underestimating the Allegiance during a raid on one of their secret strongholds. Safely imprisoned while he awaits a trial (which makes very little sense, but come on, this show's terrible!), a group of radical locals manage to overtake the guards and swipe the cretin.

Their plan is to take him back to their city and make him ingest a goopy honey-like substance that will permanently transform him into a statue (yes, a statue!). He will still be alive but completely unable to move for the rest of his days.

Obviously, this doesn't wash with the Allegiance. Everyone's entitled to a fair trial... even Kargorr. The PCs will have to figure out how to keep this punishment from being enacted and save the villain.

The local villagers will prove to be tough customers and won't take kindly to Allegiance interference. They can't be talked out of carrying out their punishment unless the PCs devise a truly compelling argument. Don't make it too easy. Regardless of what route they take, the road should be very bumpy.

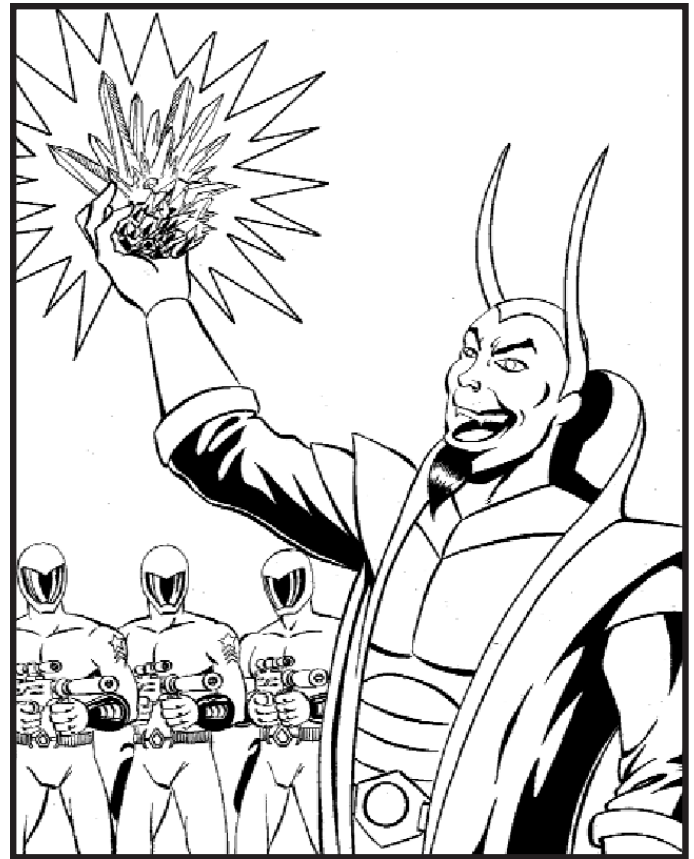
Ideally, while both parties are at odds, Kargorr's minions will rescue him, restoring the series' status quo. That said, don't make it an automatic outcome; give the PCs a chance to thwart the rescue attempt. This scene could be a good opportunity to heavy-handedly show the villagers the errors of their way, thus nailing the whole “moral of the story” shtick. Perhaps during the rescue, one of the henchmen

captures the man who was going to force-feed Kargorr the sludge, with plans to execute him for treason without a trial. It's okay to slam the message right in the players' faces. Subtlety has no place in a show like *Galactic Heroes*.

“Krellstone Fever”

Krellstone is generally a rare mineral on Brightstarr. However, at the beginning of this episode, a miner strikes it rich by finding a previously undiscovered type of Krellstone. He goes to the neutral town of Bryansburg to brag about the shimmering blue mineral to anyone who is willing to listen to him... such as Razor Fang, who immediately goes running back to Kargorr with the news.

The Allegiance also catches wind of this new development. The unknown properties of this new type of Krellstone intrigues them. After all, who knows what kind of great things it could do for the people of the galaxy?



Did You Know?

In 2009, filmmaker Adrian Potter proposed a script for a live-action *Galactic Heroes* film. His script was laughably bad, even more so than those from the original series. In this treatment, Jason Bravesteel became hot-headed Jessica Bravesteel and Ricky Munson was portrayed as an old man who drank a serum that caused him to become ten years old again. As if that wasn't silly enough, Kargorr was a spider-like alien with a serpentine voice and twelve mouths. Did we mention that all the core members of the Allegiance were capable of melding themselves together to form a gigantic, grotesque-looking humanoid named Jibbity Blublu.

Needless to say, Potter's vision never became a reality... and the world is a better place for it.

By the time the PCs can investigate, Kargorr has beaten them to the punch. He's now on Brightstarr and has some of the Krellstone in his possession. As it turns out, it's exactly what he needed to complete a doomsday device that Dr. Devastation has been working on called the Orbital Mind Control Cannon. Should this weapon be completed, Kargorr would possess the ability to permanently control the populace of any planet he shoots with it.

It's up to the PCs to concoct a plan to keep this from happening. This is easier said than done, because they are, as always, seriously outmanned and outgunned. Perhaps they'll sneak on board the Oblivion and demolish the cannon. Or maybe they'll steal back the Krellstone. The choice is theirs!

"The Plague"

The populace of an Allegiance-friendly planet has been devastated by an epidemic that leaves them weak and unable to do anything aside from lying down, sweating profusely and hallucinating. The PCs learn of this when they visit the planet to deliver supplies to them.

Unfortunately, nothing seems to cure the disease. Eventually, one of the least-affected civilians informs them that there's a reclusive witch doctor named Zugrah who lives up in the mountains; she might know of a way to cure this insidious disease.

It's up to you to determine how involved and lengthy the search is. You can make it pretty much instantaneous or maliciously treacherous.

Zugrah assures the PCs that he can concoct a brew capable of cleansing the body of the plague. He possesses all the ingredients... except one: a powerful healing herb known as Pozen. This sounds easy enough, right? Well, as it turns out, not so much. You see, Pozen can only be found on one planet and the only known source of it is heavily guarded by the Imperial Order. Kargorr may be dumber than a bagful of hammers, but even he's not oblivious to Pozen's medicinal value.

The PCs will now have to devise a way to get a hold of one Pozen leaf (which is all Zugrah claims he needs). The players will undoubtedly field a lot of interesting ideas for how to pull this caper off, which is a good thing. Let them choose one and run with it, no matter how far-fetched it is. In fact, the more far-fetched, the better!

In the end, the PCs will likely succeed in their goal and help bring the people back to good health. However, if things go south for them, you have the perfect set-up for a follow-up episode wherein they find a previously unknown source of Pozen. Retrieving it shouldn't be a cakewalk, however. Fill their journey with hazards of all kinds.



PC Guidelines



Creating Player Characters for *Galactic Heroes* is extremely straight forward. There aren't really any series-specific modifications to the process. That said, there are some things that should be considered.

Jason Bravesteel and Crew

More than with any other series book to date, we have integrated a specific cast as the series' protagonists. We've also included them as ready-to-use PCs. However, don't let that keep you from replacing them with your own heroes. Alternatively, you can intergate your heroes into the mix of existing characters. This is your series and nobody's going to tell you what to do with it, aside from Kargorr, but since when did his opinions matter?

Regardless of what PCs the characters use (i.e., their own or the ones provided in this series book), they cannot escape having Ziggle around. See the sidebar on page 22 for details on how to handle Ziggle.

Anachronistic Accessories

Prior to taking on the *Galactic Heroes* toy line, KidFun Toys produced quite a few other lines, mostly of the "cheap and forgettable" variety. This left them with an enormous back-stock of generic accessories, typically from their toys from the 1960s and '70s. Obviously, by the 1980s, these looked very dated. Still, they wanted to get rid of them all and asked Bennett-Hughes Productions to integrate those accessories in the show so they could package them with the action figures. This certainly explains the old-fashioned "ray guns" carried by Jason Bravesteel and Ricky Munson.

You might consider this design asthetic when envisioning the gear your PC will carry. It has no game effect, but adds character to any hero.

Don't Be Afraid to Get Silly!

Let's not pretend that *Galactic Heroes* was a good cartoon series. It was rubbish. However, that can be half the fun of running and playing it as a Cartoon Action Hour: Season 3 series. You aren't hindered by quality! Get ridiculous. Get weird. Get mind-bogglingly, head-scratchingly lame. This is far more freeing than one might imagine. When there's no limit to what you can do, the series will assuredly become a lot more memorable.

Star Power: 3

Tier & Trait Points: Human, 18

Other Rules:

None

Ready-to-Use Player Characters

Here is a complete group of five ready-to-play *Galactic Heroes* Player Characters.

JASON BRAVESTEEL

Star Power: 3 Upgrades taken: #4, #4, #1

Qualities

- Leader of the Allegiance
- Earthman astronaut
- Pilot of the Space Voyager
- Celebrity across the galaxy
- Selfless

Traits

A BORN PILOT 5 (+2 when piloting the Space Voyager)
 RAY GUN 4 (Accessory, Devastating, Area)
 COURAGEOUS 4
 TOTALLY AWESOME IN COMBAT 4
 AMAZING STUNT 2

LUGG

Star Power: 3 Upgrades taken: #1, #1, #3

Qualities

- Tough-guy behemoth
- Protective of friends
- Amnesia

Traits

“LUGG WILL SMASH NOW!” 4 (Action Feature, Area, Devastating, +2 vs. multiple opponents)
 TOUGH 5 (+2 vs Big Attacks, +2 vs Area Attacks)
 STRONG 5
 BIG 4
 I REMEMBER HOW TO DO THIS 2 (Fickle)

OPHELIA ONYX

Star Power: 3 Upgrades taken: #4, #1, #1

Qualities

- Fiery vixen with amazing aim
- Brave to the point of carelessness
- Born into the Imperial Order
- No sense of humor

Traits

LASER PISTOL 5 (Accessory, Area)
 RANGED COMBAT EXPERT WITHOUT PEER 5 (Devastating)
 PILOT 4 (+2 vs. male characters)
 ATTRACTIVE 2
 KNOWLEDGE OF THE IMPERIAL ORDER 2
 TOUGH 2

RICKY MUNSON

Star Power: 3 Upgrades taken: #1, #1, #5

Qualities

- Teenaged sidekick
- “Great Scott!”
- Trouble follows him

Traits

DEFT AND SPEEDY 5
 RAY GUN 4 (Accessory, Devastating, Area)
 ATHLETIC 2
 EARNEST 2
 SMART 2
 I CAN TOTALLY DO THAT! 1* (+2 vs. any DN of 10+)
 Versatile (Versatile: COMPUTERS, SNEAKY; 3 undefined Traits)

*Teen sidekicks were always designed to be a reflection of the teenaged reader/viewer, and Ricky is no different. Kids saw themselves in Ricky and this Versatile Trait reflects this, as he is always able to do just what the story needs, be it piloting a second starcraft, tinkering with an engine, speaking just enough of an alien tongue to get by, etc.

Note: Technically, Ricky was also granted one more Upgrade than usually allowed in the standard rules for character creation (“Versatile” counting as two Upgrades). But we made a benevolent exception for him. After all, he is the teen sidekick in a very strange sci-fi show.

JEREMY STRONGBLOOD

Star Power: 3 +1 Oomph Upgrades taken: #4, #1, #6

Qualities

- Native American combatant
- Disturbing visions
- Doesn't trust computers and science
- Knowledge of ancient ways

Traits

LASER PISTOL 4 (Accessory, Area, Can bounce off reflective surfaces)
 AT ONE WITH NATURE 4 (Advantage – Can remove 1 Setback Token or the effects of a Devastating Trait from a friendly character upon rolling successfully vs. DN 10)
 HTH COMBAT 4
 WILL OF IRON 4
 TRACKING 3



What About Ziggle?



Ziggle was written as the comic relief character. His size and appearance were dramatically different from scene to scene, as was his skillset. To truly capture the awesomeness that was Ziggle, we suggest the following:

Use Ziggle as a Companion, with Star Power 1.

At the beginning of each episode, all the Players roll a d12. The highest roll gets Ziggle as a companion for the entire episode. To make matters even more exciting, the GM will randomly determine Ziggle's functions (see the Companion rules on pages 105-106 of the CAH: S3 core rulebook).

Additionally, Ziggle is the epitome of fickleness, so any time a player wants to have Ziggle assist their PC, the GM (note GM, not player; this roll is done in secret) first must roll the d12 as per the Fickle rules on page 107 of the CAH: S3 core rulebook.

If the Fickle roll makes Ziggle unusable, or if he has a 0 rating in a particular function, Ziggle will respond with, "Oh, no, Ziggle can't do that" and then pout. Yes, he really was that obnoxious on the show. Note that Ziggle might be able to do something in one scene and not in the next, thus the endless comic relief (read: annoyance and frustration) of Ziggle.

To create Ziggle's functions, the GM will roll a d12 three times:

1-2	Combat
3-4	Toughness
5-6	Stealth
7-8	Move (Leaping, Climbing, and Running)
9-10	Think
11-12	Manipulate

The first Function rolled will have a rating of 3, the second function rolled will have a rating of 2 and the third function rolled will have a rating of 1. If a function is rolled more than once, add the numbers together. So, if Stealth was rolled 1st and 3rd, Ziggle would have Stealth (3+1=4) 4.



Kargorr: Now do you understand why I loath that little flea-pit?! All I've heard from you pitiful readers over the years was how horrible of a person I am for saying such rotten things about "poor little Ziggle". Bah! Now perhaps you can appreciate my opinion of him! In fact, I think you owe me an apology! This very minute! I want you to get down on your knees and fervently swear your loyalty to me and the mighty Imperial Order and admit that I'm the universe's most fear-inspiring overlord ever to sit atop a throne...and that my mere presence is enough to make grown men and women tremble! *clears throat* Sorry, I got sidetracked. [pauses] What was I saying? Drats! I'm completely drawing a blank!

Villainous GMCs

What's Up With All These Versions of Kargorr?

By this point, you've no doubt picked up on the fact that *Galactic Heroes* was an inconsistent mess of a show. Things changed without explanation from one episode to the next. One such thing was Kargorr himself. That's right, even the series' master villain sometimes seemed like an entire different character at times. While it could be argued that there were roughly twelve variants of the character, we've decided to go with the two most common (v.1 and v.2), plus one special version (v.3). This special version is meant to be in line with the Kargorr we all know and love as the co-host of the CAH: S3 core rulebook; he perpetually breaks the 4th wall and directly addresses the players, their characters, and even the GM.

We recommend the GM randomly determining which version of Kargorr to use at the beginning of each episode. If she is staying true to the show, she should roll only for versions 1 and 2. Otherwise, she should roll for all three versions. She could even create an altogether different version if she wants to really shake things up and stay true to the source material!

KARGORR (v.1)

Star Power: 4

Qualities

- Interplanetary Warlord
- Obsessed with Destroying the Allegiance
- Temper tantrums
- Can be a bit of a klutz

Traits

DO THE WARLORD THING 6 (Versatile: ARMIES AT HIS BECK AND CALL [Action Feature], RESOURCES, WEALTH; 4 undefined Traits; Fickle)

HOVER CHARIOT 5 (Vehicle, Minor; Situational Boost - When linked with PILOT) Qualities: Unique Construction for Kargorr, Colorful energy trail, Operator is completely exposed; Traits: CAN TAKE A BEATING SURPRISINGLY WELL 5 (Situational Boost - When in a chase), HOVERING 5 (Mode of Travel: Air), SLEEK MANEUVERING 4, ENERGY CANNON 3 (Big Attack), CLOAKING DEVICE 2, SECRET GLOVE COMPARTMENT 1

IMPERIAL SCEPTER 5

LIGHT ARMOR 4

STRONG-WILLED 4

AGILITY 3 (Fickle)

PILOT 3

KARGORR (v.2)

Star Power: 4

Qualities

- (Inept) Over-fiend of the Imperial Order
- Obsessed with destroying the Allegiance
- Fabulously Wealthy
- Pathetic

Traits

HOVER-CHARIOT- 5 (Vehicle, Minor) Qualities: Personal vehicle fit only for a ruler of the galaxy, Open Cockpit, Loud, Protective Shields; Traits: DOUBLES AS A PODIUM FOR DELIVERING MAGNIFICENT SPEECHES 5 (Deactivate- Protective Traits), HIGHLY MANEUVERABLE (Mode of Travel- Flight- Air) 5, OF COURSE IT IS ABLE TO FLY IN SPACE 3 (Mode of Travel- Space)

BLADED SCEPTER 5 (Accessory)

ARMOR 5

LEADERSHIP 5

A COMPETENT PILOT 3

Notes

- As much as he is the series main villain, Kargorr is not above using his Pathetic Quality to his advantage, preying upon the compassion of the heroes.

- The HOVER-CHARIOT's ability to Deactivate a Trait indicates that when delivering one of his magnificent speeches, members of the Imperial Order are actually able to attack more effectively, finding weaknesses in their opponent's armor or their ability to dodge laser fire or whatever. Yes, it's hard to believe, but it actually is effective!

KARGORR (v.3)

Star Power: 4

Qualities

- (Inept) Over-fiend of the Imperial Order
- Hates Bravesteel and Ziggle with a burning passion
- Thinks he knows everything about Cartoon Land... but doesn't

Traits

BREAK THE 4th WALL 7 (Deactivate: All Traits, Fickle)

HOVER-CHARIOT- 5 (Vehicle, Minor) Qualities:

- Personal vehicle fit only for a ruler of the galaxy,
- Open Cockpit, Loud, Protective Shields; Traits:

DOUBLES AS A PODIUM FOR DELIVERING MAGNIFICENT SPEECHES 5 (Deactivate- Protective Traits),

HIGHLY MANEUVERABLE (Mode of Travel- Flight- Air) 5, OF COURSE IT IS ABLE TO FLY IN SPACE 3 (Mode of Travel- Space)

BLADED SCEPTER 5 (Accessory)

ARMOR 5

LEADERSHIP 5

A COMPETENT PILOT 3

Notes

- The BREAK THE 4th WALL Trait is incredibly powerful, but it also is fickle. Whenever he uses it, he needs to directly address the player or character, belittling them, pointing out their flaws, and how they are not nearly as great as the almighty and all-powerful Kargorr!
- The HOVER-CHARIOT's ability to Deactivate a Trait indicates that when delivering one of his magnificent speeches, members of the Imperial Order are actually able to attack more effectively, finding weaknesses in their opponent's armor or their ability to dodge laser fire or whatever. Yes, it's hard to believe, but it actually is effective!

RAZOR FANG

Star Power: 3

Qualities

- Muscle-bound lackey with dagger-like teeth
- Absolutely loyal to Kargorr
- One-track mind

Traits

CHOMPERS 5 (Action Feature, +2 vs Armor of any kind)

INCREDIBLY STRONG 7

EXTREMELY TOUGH 7

SKARFIST

Star Power: 3

Qualities

- Kargorr's hot-tempered right-hand man
- Irrational when angry
- Afraid of heights

Traits

MULTI-WEAPON 5 (Accessory, Versatile: ENERGY AXE [+2 vs. characters with one or more armor-based Traits], TWIN SHORT SWORDS [Area], CLUB [Big Attack]; 3 undefined Traits)

ARMED COMBAT EXPERT 5

PILOT 3

Note

The MULTI-WEAPON regularly transforms into three different weapons: an energy ax, paired short swords and a gigantic club.

BESTIAL BETTY

Star Power: 3

Qualities

- Cunning mistress of animals
- Crush on Jeremy Strongblood
- No sense of loyalty

Traits

ANIMAL CONTROL 7 (Companion*)

LASER PISTOL 5 (Accessory)

KNOWLEDGE OF ANIMALS 5

CRAFTY 3

*Kids often grabbed a plastic animal from their toy collection and used it with Bestial Betty as an animal companion (Star Power 2). These animals always had different functions, so every episode, the GM is encouraged to create a new animal, assigning the 9 points to the following functions, as outlined in the CAH: S3 core rulebook on page 106: Combat, Toughness, Stealth, Move (define type), Think and Manipulate.

In addition, she can use ANIMAL CONTROL to affect any animal, often calling forth swarms of space opossums to tie up the heroes or summoning a space pegasi to fly away... and even affecting Ziggle and other animal-like alien races!

VANYSSA MONTCLAIRE

Star Power: 3

Qualities

- Ingenious Military Leader
- A scientist, but not mad...
- Did not actually appear in the series*
- Mysterious reason for serving Kargorr
- Some weird thing is causing a roadblock (Must be the script...)

Traits

INSANELY SKILLED FIGHTER 10 (Area, Devastating)
GENIUS INTELLECT 9 (+2 if it has anything to do with
hard science)

SPACE COMMANDER 9

KEEN SENSES ACROSS THE BOARD 8

SCIENTIFIC TRAINING 8

ADAPTS FAST TO A NEW PLANET 6

HAS HER OWN PLANET TO RULE 6

PLAY RIVALS AGAINST EACH OTHER 6

SLEEK RAYGUN 5 (Accessory)

GOOD-LOOKING FEMALE 5

* This is a good Standard Quality to bring some of her abilities up or down a notch depending on the context.

DOCTOR DEVASTATION

Star Power: 3

Qualities

- Dastardly mad scientist
- Almost blind without glasses
- Will do anything for science

Traits

COMPUTERS 7

GALACTIC GENIUS 7

SCIENCE! 7



WARTROOPERS

Goon Rating: 1

Special Rules:

- Special Attack (Laser Blast)
- Specialist (Pilot)

ALLEGIANCE TROOPS

Goon Rating: 1

Special Rules:

- Special Attack (Laser Blast)
- Specialist (Pilot)
- Easily Led



Space Ship Write-Ups

Aside from Kargorr's hovercraft, vehicles have been statted independently of the characters, so that your PCs can use them or if you use these characters as PCs, you can mix and match as needed. Isn't that half the fun anyway? After all, some of the rarest versions of the Space Voyager toy had an image of a totally different-looking pilot pictured on the back of the package.

THE SPACE VOYAGER

Qualities

- Former exploration ship, retrofitted into a battleship
- Awesome protection
- Signature ship of Jason Bravesteel

Traits

SMALL LASERS 5 (Big Attack, Action Feature)
MASSIVE SIZE 12
DOUBLE LASER CANNON 10 (Area, Big Attack,
Devastating; Disadvantage – Can only fire every other round)
HEAVILY ARMORED 10 (Situational Boost – When linked
with ASTOUNDING SIZE, Situational Boost – When
defending against a Trait with the Big Attack special rule)
SMALL MISSILES 5 (Big Attack, Area)
FLIGHT 5 (Mode of Travel: Air)
SPACE TRAVEL 5 (Mode of Travel: Space)

STARMASTER

Qualities

- Allegiance starfighter
- Good in formation flight
- Highly maneuverable

Traits

SMALL MISSILES 5 (Action Feature, Big Attack)
TWIN LASERS 8 (Big Attack)
ASTRO-DRIVE 8 (Mode of Travel: Space)
STURDY FRAME 6
ATMOSPHERIC FLIGHT 5 (Mode of Travel: Air)

RAVAGER

Qualities

- Imperial Order starfighter
- Good in formation flight
- Intimidating

Traits

BLASTERS 9 (Big Attack)
HEAVILY ARMORED 8
ASTRO-DRIVE 5 (Mode of Travel: Space)
ATMOSPHERIC FLIGHT 4 (Mode of Travel: Air)

**Playset
Write-Ups**

ALLEGIANCE BASE

Traits

- TURRETED LASER CANNONS 9 (Area, Big Attack)
- COMMUNICATIONS CENTER 9
- ENERGY SHIELDS 9
- LOOK-OUT TOWER 9
- OBSERVATIONAL EQUIPMENT 9
- EMERGENCY SIREN 5
- HIDDEN WEAPONS CACHE 5
- LANDING PADS 5
- MEETING ROOMS 5
- RESERVE GENERATORS 5
- SECRET PASSAGES 5
- SUPPLY ROOM 5
- UNDERGROUND TUNNEL 5

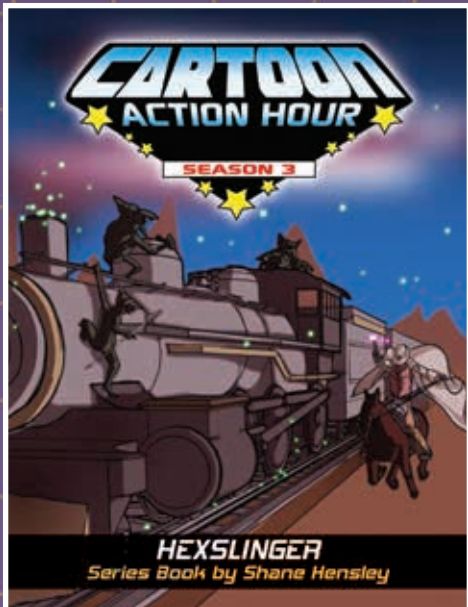
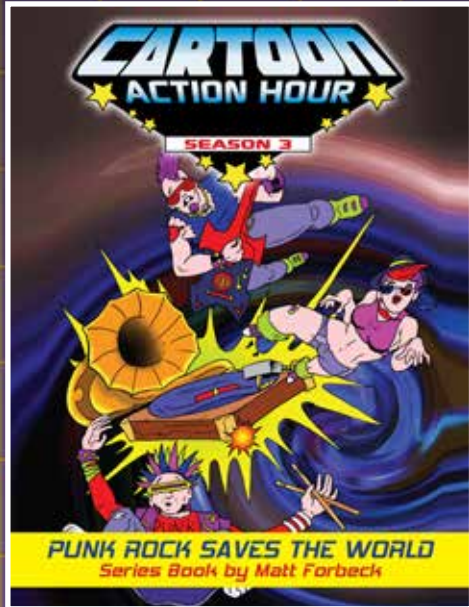
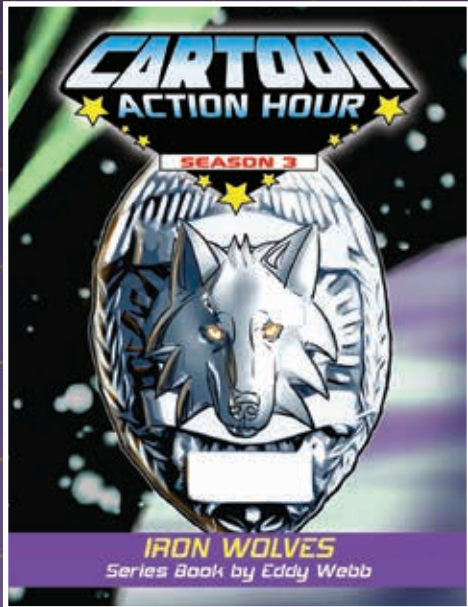
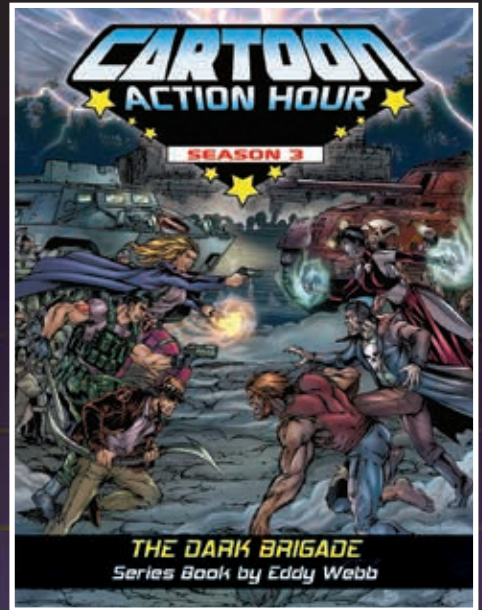
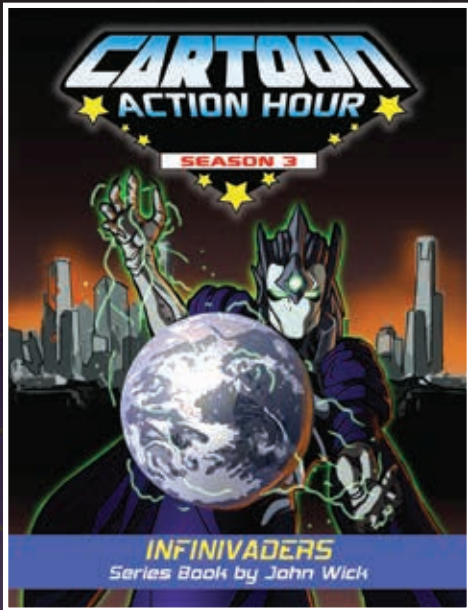
THE OBLIVION

This Kargorr's personal warcruiser and as much as kids might have wanted to play with it as a ship, it was just too big, measuring over 4 feet wide. Thus, it has been statted up as a Playset instead of a normal vehicle.

Traits

- BLASTER CANNON 12 (+2 vs planets or other Playsets, Fickle)
- ARMORED TO THE HILT 12
- GARGANTUAN 12
- EXPLOSIVE CANNON 10 (Area, Big Attack)
- SHREDDER CANNON 9 (Area, Big Attack, Deplete: Ship Armor)
- CARGO SPACE 7
- ALIEN TENTACLE WORM 5 (Accessory, Fickle)
- EMERGENCY SIREN 5
- HIDDEN WEAPONS CACHE 5
- LANDING PADS 5
- MEETING ROOMS 5
- RESERVE GENERATORS 5
- SECRET PASSAGES 5
- SUPPLY ROOM 5
- UNDERGROUND TUNNEL 5

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