

Any villain worth his salt will have a number of nameless henchmen to do his bidding, even dying for him if directed. Though primarily meant to be used by NPCs, characters with high rank in some organization such as a national military or intelligence agency might logically have numerous underlings. These poor schlubs are represented with the Mooks Resource, and have some special combat rules.

MOOKS (RESOURCE)

Mooks represent your character's underlings. They might be hired hands, or members of the same organization working under him. Whatever the case, they work for your character and do his bidding. Mooks only have two statistics, detailed below, though each serves two functions.

Mooks are fanatically loyal for no apparent reason (or at least they're too afraid to turn against you). This means they can never be swayed by enemies to act against you. At best, an enemy can hope to delay or confuse them.

You get to define your mooks' function, and direct their actions. Abusing or taking advantage of mooks may result in grumbling within the ranks, but that's about it. Only when their spirit is completely broken (by the enemy) will they run for their own lives.

Mooks are your foot soldiers and should be armed and armored as such. They shouldn't have any really unusual equipment—that's where Followers and Allies come in.

Purchasing additional Levels of this Resource either increases the number of mooks your character has, or improves his existing ones.

MOOKS	NUMBER	SKILL	DEFENSE
0	5	4	4
1	10	4	4
2	20	4	4
3	40	4	4
4	80	4	4
5	160	4	4

** INSTEAD OF INCREASING THE NUMBER OF MOOKS, YOU MAY IMPROVE THEM BY +2 SKILL RATING, AND +1 DEFENSE RATING FOR EACH ADDITIONAL LEVEL.*

Number: This is simply the number of mooks in the group.

Skill (Initiative): This is the group's rating in any and all combat Skills appropriate to the situation; these can even

change from encounter to encounter (so you don't have to buy multiple groups of mooks to perform different functions). If any non-combat Skills are needed for some reason, use half the listed rating. This number is also used as the group's Initiative rating.

Defense (Morale): This is the group's Defense rating. This number is also used as the group's Morale rating.

RESERVES (TALENT)

Unique

Prerequisites: Intimidation 4 or Rank 2

Your character has, or is part of, a large organization employing many people. When he needs more troops, he can call upon a reserve of personnel.

Benefit: You may boost your character's Mooks Resource as though it were a Talent, but he does not need to have this Resource in order to boost it. Your character benefits from having more foot soldiers for the remainder of the scene, after which his Mooks reverts back to its normal Level.

Normal: Your character is unable to boost the number of his underlings.

MOOKS IN COMBAT

Before starting combat, write down the statistics for your mooks. Write down their different attack forms. Though their Skill remains the same, the same group can use different weapons from encounter to encounter, so their attacks may vary. A single mook squad can even be split into separate groups if desired, each using different attack forms.

INITIATIVE

Use the group's Skill rating as its Initiative rating. You can Take the Average or roll as normal. All mooks act at the same time.

COMBAT MANEUVERS

Normally, mooks are unable to use combat maneuvers, but leader characters may use the following new combat maneuver to direct their minions.

DIRECT MOOKS

Instead of making an attack of his own, a character may direct the underlings provided by his Mooks Resource to certain actions (on their next action). An NPC provided by a Resource may also command mooks belonging to the same character.

Rally: Mooks taken out by nonlethal damage may be rallied and sent back into the fray. Make an Intimidation roll (Difficulty 2); the number of extra successes is the number of mooks who rejoin the battle.

Double-Up: The mooks may make a second attack on a particular individual on their next action, with no penalty; there must be at least two mooks attacking the chosen target.

Combat Maneuver: The mooks may use a specified combat maneuver on their next action:

- *Autofire* (Burst Fire only; may target an entire group or a specific character)
- *Cautious Attack* (mooks use $-2/+1$ instead of $-4/+2$; the entire group uses the maneuver)
- *Charge* (standard only; may only be used for an initial engagement)
- *Grapple* (may target an entire group or a specific character; for each 5 mooks, or fraction thereof, attacking a single target, the mooks get a $+1$ bonus to their attack roll)

ATTACKS BY MOOKS

Mooks aren't smart enough to take advantage of their usually overwhelming numbers, commonly attacking one at a time. As a result, they only get one attack per turn against any individual they're fighting, regardless of numbers. There are two exceptions to this rule. First, if they are directed to Double-Up by a leader (see **COMBAT MANEUVERS** above). Second, if there aren't enough mooks remaining to attack all available targets.

Although it usually doesn't affect the number of attacks they make, it is important to know how many mooks are ganging up on an individual. To determine this, simply divide the total number of remaining mooks by the number of remaining heroes, and round up; assign any odd-men-out as you see fit.

Sometimes there will be a mix of mooks and individual NPCs (such as Followers or Allies) in the same battle. In this situation, split the mooks up as above, but they don't attack a character engaged with one or more NPCs. Instead they hang back, keeping the character from escaping.

ATTACKS AGAINST MOOKS

When fighting mooks, you do not target individuals; you fight the mob as a whole. Individual mooks are taken out of the fight as soon as they receive a single wound, lethal or nonlethal. Extra successes on attack rolls carry over to additional targets. For example, if your attack roll versus a group of mooks results in a Degree of Success of 3, then you take three mooks out.

You can't take out more mooks in a single turn than are attacking you. Mooks cannot be stunned, knocked out, or knocked down.

DEFENSE

Unless the entire subgroup facing an individual is somehow compromised, mooks don't usually lose their Active or Passive Defense; if this is justified in some manner, simply use half, rounding down for Passive Defense, and up for Active Defense. They also don't suffer from the multiple attack penalty—you're attacking a mob, not an individual.

MORALE

When a group of mooks is reduced to half its original number or less, make a Morale roll (Difficulty 2). If the roll fails, then the mooks will use the Cautious Attack combat maneuver each turn until the end of the battle; mooks use -2 attack / $+1$ Defense rather than the usual $-4/+2$. If the roll is a critical failure, the mooks break and run for it, or surrender if escape is not possible.

When the group reaches one-quarter its original number or less, make another Morale roll (Difficulty 4). Failure of any sort results in the group breaking.

There may be other situations in which a Morale roll is warranted. Many of the same circumstances that would trigger a Courage roll for a character would be appropriate. This is left to GM discretion.

It's also possible that a leader can keep his mooks from breaking ranks. If a group of mooks is making a run for it, a leader may use his next action to make an opposed roll of the mook's Morale versus the leader's Intimidation. If the leader wins, they return to the fight.

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