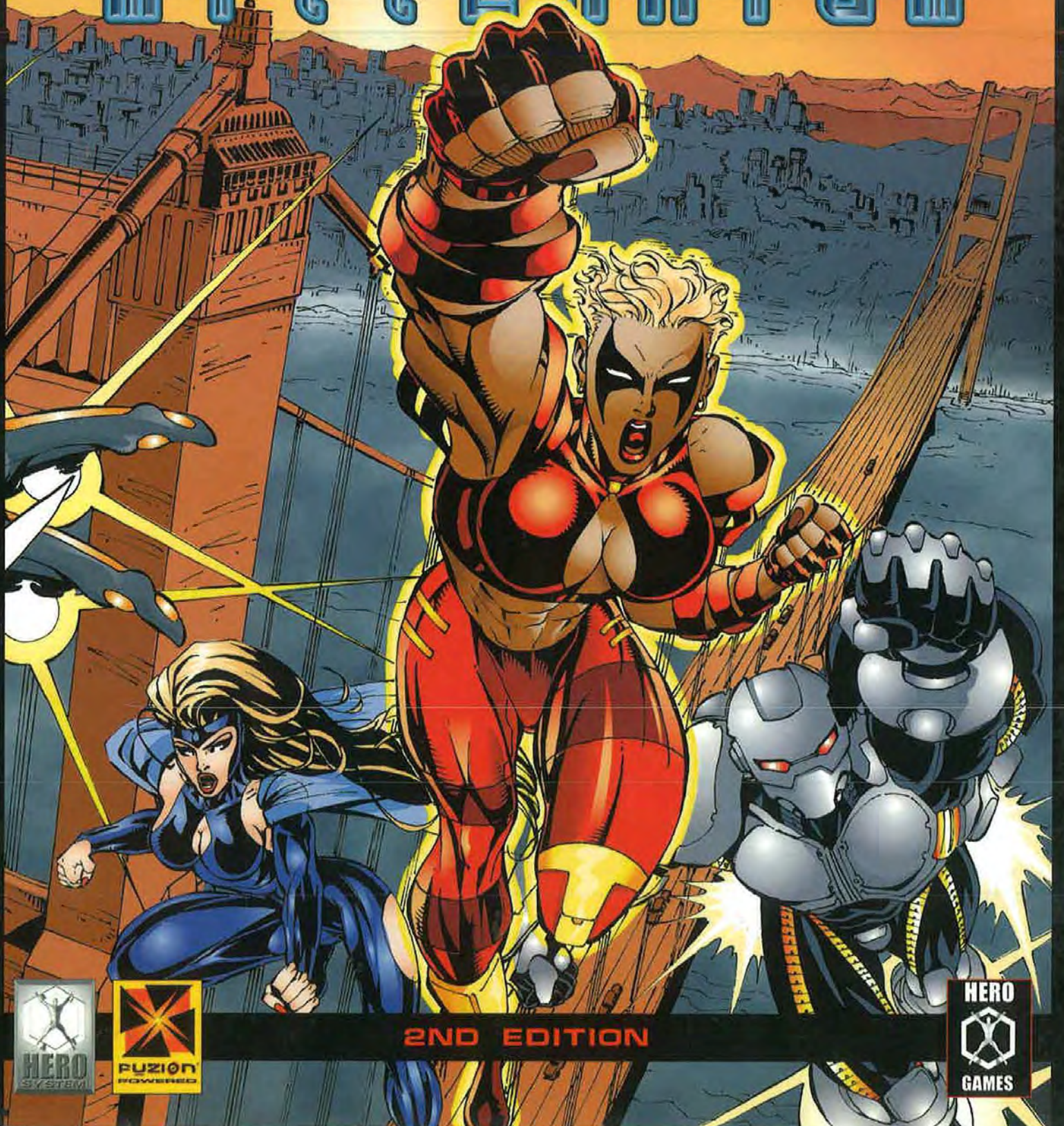


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CHAMPIONS[®]

NEW
MILLENNium



2ND EDITION





ABOUT THIS EDITION

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WHAT'S IN THIS?

Welcome to the new **Champions World...not the same as the old World!** This is **Book One** of our new campaign series, and while it will have elements from previous books and modules, let us assure you that it's a whole new ball game. Yup, even a lot of the names have been changed, innocent or otherwise. In comic-book terms, what we're doing here is called a *revitalization*.

Great term that...revitalization. It gives us carte-blanc to re-approach all of our old material with an eye towards what works best and makes a good campaign. It allows us to rethink the structure of the world, tighten the continuity, and remove conflicting elements.

We wanted a story-driven, role-playing world that wouldn't drop the ball on action, character development, coherent background, and series growth. We figured that's what you want too. Whether you're new to Champions or an old-time player, this is where it all starts. Grab your dice and let's go.

Campaign-wise, this is the first appearance of Bay City, hub of super-hero and paranormal activity in the West Coast area of the United States. Here you'll encounter the **Champions**, the premier super-hero team on the planet, and the main focus of this book. Whether you and your players want to use the characters we provide or create heroes of your own, this book contains all you need to start a new campaign or jump-start your old one.

Heroes need a headquarters and vehicles and that's all here. They need allies and enemies and we've got them too. These days they even need a proper social, economic, and political plan to exist in this ever-changing, complex world...so we show you how all that stuff works. This is a team-oriented campaign...you just plug in your characters or our own (and make 'em yours) and you're ready to roll.

Paranormals don't just grow on trees. We'll show you where they came from as well as some of the world's super-history. You'll see how to create characters that fit in with the campaign and tie in with the ongoing story-lines. Why be some side-bar, second-banana, nobody hero that can't even eke out a measly back-up feature in somebody else's comic! Hah! Read our guidelines and you'll be running a must-have, double-bag character in no time!! Isn't that what role-playing is all about?

Now get on out there and stomp Evil!

—Bruce and the crew at Hero Games

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More information about Fuzion and the Hero System can be found at the Hero Games Web site:
<http://www.herogames.com>.

Last Issue, Everybody DIED. Who will save the world NOW?



CHAMPIONS[®]

NEW
MILLENNIUM

Enter the New Millennium – if you dare! Earth's mightiest superheroes have died defending the planet. Now it's up to your heroes to fight against the supervillains, the global conspiracies, and the mystic forces that threaten the world. Are you up to the challenge?

The award-winning roleplaying game Champions gets a whole new universe to play in with *Champions: New Millennium*. This complete campaign sourcebook for superhero roleplaying has everything you need for action-packed adventure. Your high-powered superheroes battle in the finest comic book tradition across a world that's not quite like our own.

- Complete information on the Champions supergroup – use them as your starting heroes for instant playability
- Background and information on the world of the New Millennium
- Dozens of key supervillains and organizations
- Complete Fuzion™ rules
- Complete Hero System® 5th Edition stats

Campaign setting for the "#1 RPG of all time"
- *InQuest* magazine

Hall of Fame award winner
- *Academy of Adventure Gaming Art & Design*

Welcome to the New Millennium, Hero. Hope you survive.

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