

Creating Goons

Inserting goons into encounters is a simple matter of selecting a Goon type from the below table. Each Goon type has a corresponding Goon Rating, which determines how effective they are in combat. The GM can feel free to modify a Goon group's rating if they wish!

Each Goon group is an abstract representation of a group of nameless thugs or creatures of an unspecified count. The first value of their rating is their Danger Rating, and the second value is their Training Rating. Danger Rating represents how dangerous, lethal, and durable a Goon group is, whilst their Training Rating represents their overall skill and difficulty to encounter.

DESIGN NOTE: It's important to remember neither Danger or Training ratings represent the precise number of goons in the group, but rather an abstract measure of their overall quality. A swarm of one million angry hornets could have the same rating as five Goon with Tommy guns.

Goon Type	Danger	Training
Rubbish	5	1
Trained	5	2
Veteran	6	2
Elite	6	3

Using Goons

A Goon squad acts like any other NPC the GM controls, having their own place during initiative and etc. However they do interact with the normal rules in unique or different ways, which are all covered below in the following bullet points.

- A Goon group is always a single entity.
- Goons can only ever perform one maneuver and one action during their turn. They can never suffer strain for an additional maneuver.
- Goons are an abstract group of individuals, and so talents and other abilities that target individuals won't have an effect of a Goon group, unless the GM grants otherwise.
- When making any skill check, the Goon group rolls a number of ability dice equal to their Danger or Training rating (whichever is the highest), and then upgrade a number of dice equal to their Danger or Training rating (whichever is lowest).
- Goons do not have any specific weapons. Their attacks are an abstract representation of whatever "armament" fits their theme.
- Goons can only attack targets up to short range away if they would thematically be able to so, although the GM may spend a Story Point before attacking to increase that to medium range for the duration of the attack. This is assuming of course that it makes sense (eg. why would a group of snarling wolves suddenly be able to attack targets at medium range? Perhaps out of nowhere a few unseen ones of them lunge from the woods!).
- When a Goon group attacks, they deal wound damage equal to their check's un-cancelled number SUCCESS symbols. To represent the sheer weight of numbers of a Goon group, the damage they deal ignores personal scale soak value. Additionally, a Goon group can spend 2 ADVANTAGES to inflict 1 strain damage on their target.
- When a goon group is attacked they do not suffer damage in the traditional sense, instead they reduce their danger rating by 1 for every number of uncancelled SUCCESS symbols in a combat check made against them. When a Goon group's Danger Rating is reduced to at least 0 it is destroyed. However, to represent the staying power of a Goon group, add a number of setback dice equal to the Goon group's training rating to any skill checks made against them.
- Weapons with the Blast, Linked or Autofire qualities are especially suitable for taking down Goon groups, and to represent this, combat checks made against a Goon group using a weapon with one of these qualities, will always add one SUCCESS symbol to the check's result.
- Because Goon groups don't have a traditional wound threshold, effects which inflict damage won't have any effect on the Goon group. However, the GM can rule otherwise and allow certain effects to reduce the Goon group's Danger Rating if they feel it's appropriate to do so.
- To represent the often-unending number of goons, the GM may spend a Story Point to add 2 to a Goon group's Danger Rating. This can be used to exceed their original starting number!