



UNSTOPPABLE HEROES UNIVERSE

UHU Alpha Game Master and Playtest Guide

How to Run, Observe, and Report the Working Build

Alpha Playtest v0.1

This is a consolidated working build assembled from recoverable UHU RPG rules and explicitly labeled alpha-test procedures. It is not a verbatim recovery of every earlier chat message.

FREE TESTING BUILD - NOT FOR RESALE

Rules, numbers, profiles, and scenarios marked as ALPHA TEST DEFAULTS are deliberately provisional. Their purpose is to generate useful playtest evidence before canon decisions are locked.

1. Your Job in This Alpha

Run the rules as written whenever possible, but do not protect the rules from the players. If something is unclear, record the exact question, make a temporary ruling, continue play, and report it. A playtest that quietly patches the system is useful for your table and nearly useless for development.

2. The Golden Log

- Record the page or rule name for every question.
- Record how long the interruption lasted.
- Record the temporary ruling.
- Record whether the ruling materially changed the outcome.
- Record whether the answer existed but was hard to find, or simply did not exist.

3. Core Clues and Investigation

If access and a reasonable method exist, reveal any clue required for the campaign to continue. Roll for quality, speed, context, extra evidence, or consequence. Do not hide the only door behind a failed Perception roll and then spend twenty minutes watching everyone become furniture.

4. Objectives

Degree	Progress/Failure alpha default
Exceptional Success	3 Progress
Strong Success	2 Progress
Standard Success	1 Progress
Setback	0 Progress plus minor consequence
Serious Failure	0 Progress plus 1 Failure
Catastrophic Failure	0 Progress plus 2 Failures

A typical alpha Objective uses a Failure Limit of 3. Progress requirements should be written in the scenario. Do not assume 4 or 6 Progress is universal.

5. Social Conflict

Use Core Checks when the outcome is uncertain and the target can reasonably be influenced. The target's goals and boundaries matter. A successful social check can change willingness, information, access, timing, or terms. It does not erase agency.

Attitude	Alpha DN adjustment
Allied	-4
Cooperative	-2
Neutral	0
Unfriendly	+2
Hostile	+4

These attitude adjustments are inherited candidate values. Report whether they feel too strong or too weak.

6. Encounter Construction

Threat Value is not calibrated yet. Do not pretend otherwise. Build encounters from known profiles and then record outcomes.

- For a first alpha fight, use roughly one ordinary hostile action source per hero, counting a Group as one source.
- A Boss should usually have one normal turn plus limited Villain Actions, not multiple unrestricted turns.

- If an encounter contains a damaging Hazard, reduce the number or output of enemies until you have evidence the combination is reasonable.
- If an encounter requires Objective actions, remember those actions compete with attacks. That is part of the difficulty.
- Track actual Rounds, Stress lost, Wounds, denied actions, Reactions, Momentum/Crisis use, and real table time.

7. Action Ratio Diagnostic

Action Ratio = effective hostile action opportunities per round / effective hero action opportunities per round. This is a diagnostic, not an encounter-budget formula. Count full Major-equivalent offensive opportunities. Do not give a movement-only effect the same weight as a full attack just because arithmetic desperately wants a tidy fraction.

8. Adjudicating Alpha Gaps

Gap	Temporary ruling priority
Unclear timing	Use the least retroactive interpretation; prevention before trigger, then interrupt, trigger, response.
Missing Range detail	Use the printed Zone Range and keep the result consistent for the Scene.
Missing Condition detail	Use the Condition Catalog in the Core Rulebook, then log the mismatch.
Unclear Source/Realm interaction	Choose Normal, Suppressed, or Forbidden for the Scene, record the reason, and do not change it mid-Scene without a new event.
Unclear power stunt	Charge 1-3 Momentum by scope and forbid permanent new capabilities.
Missing construction cost	Do not improvise a permanent cost during play. Treat the capability as scenario-only and report it.

9. Alpha Tags

Tag	Meaning
RULE-MISSING	the required rule was absent
RULE-UNCLEAR	the rule existed but reasonable readers disagreed
RULE-SLOW	the rule worked but caused excessive handling time
BALANCE-HIGH	an option dominated comparable choices
BALANCE-LOW	an option was rarely worth using
AGENCY	a procedure reduced meaningful player participation or crossed character-control boundaries
SYNC	two products or references disagreed
DIGITAL	the website/tool behaved differently from the PDF
SETTING	the mechanics failed to express the intended UHU fiction

10. Session Debrief

- What was the most confusing rule?
- What was the slowest repeated procedure?
- What was the most satisfying rule?
- Which character or option dominated?
- Which option was ignored?
- Did anyone lose meaningful participation for more than one turn?
- Did Momentum create heroic choices or only math patches?
- Did Crisis feel like pressure or GM cheating?
- Did Wounds feel consequential without becoming punitive?
- Were Objectives worth spending actions on?
- Did the UHU Realm/Source ideas matter in play?

11. Version Discipline

Write the PDF version, website build, and any house rules at the top of the session log. Do not combine results from different builds without labeling them. Otherwise every later conclusion becomes archaeology, which is a fine career but a bad QA workflow.