



UNSTOPPABLE HEROES UNIVERSE

UHU Alpha Playtest Package

Read Me First

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.

Package Contents

File	Purpose
UHU_Alpha_Core_Rulebook_v0.1.pdf	Contiguous playable rules baseline, including the previously missing procedures.
UHU_Alpha_Player_Quick_Reference_v0.1.pdf	Condensed table-side reference for players.
UHU_Alpha_Scenario_Characters_v0.1.pdf	Five scenario-only profiles for immediate testing without final character-construction costs.
UHU_Alpha_Starter_Campaign_Broken_Moonbase_v0.1.pdf	Three-session noncanonical UHU campaign designed to exercise the alpha rules.
UHU_Alpha_GM_and_Playtest_Guide_v0.1.pdf	How to run, observe, log, and report an external playtest.
UHU_Alpha_Feedback_and_Known_Gaps_v0.1.pdf	Tester forms plus an explicit list of provisional rules and unresolved design areas.

Recommended Distribution

- Players: Core Rulebook, Quick Reference, Scenario Characters.
- Game Master: all player files plus Starter Campaign and GM/Playtest Guide.
- Everyone after the session: Feedback and Known Gaps packet.
- Do not give players hidden GM sections of the Starter Campaign before play.

Free Playtest Notice

This package is intended for free alpha/beta testing of the UHU RPG working build. It is not a final commercial release. UHU names, characters, setting material, and branding remain the creator's intellectual property. Testers may use these files for playtesting and feedback, but should not sell, repackage, or present the material as their own.

Version Rule

When a future alpha changes any core procedure, increase the visible version number and keep old feedback tied to the version used. Do not overwrite history and then wonder why the data disagrees.

What Was Fixed for This Package

- Edge / Burden behavior is now explicitly defined.
- Momentum / Crisis spending has a complete alpha procedure.
- Stress / Wound / Defeat / recovery procedures are playable.
- Minor and Major Conditions have alpha effects.
- Advancement has a clearly quarantined test schedule.
- Action economy, Delay, Ready, Reaction refresh, movement, Range, and cover are contiguous.
- The rulebook no longer depends on access to scattered earlier chat fragments.