



SUPER MISSION FORCE

BY SCOTT R. PYLE

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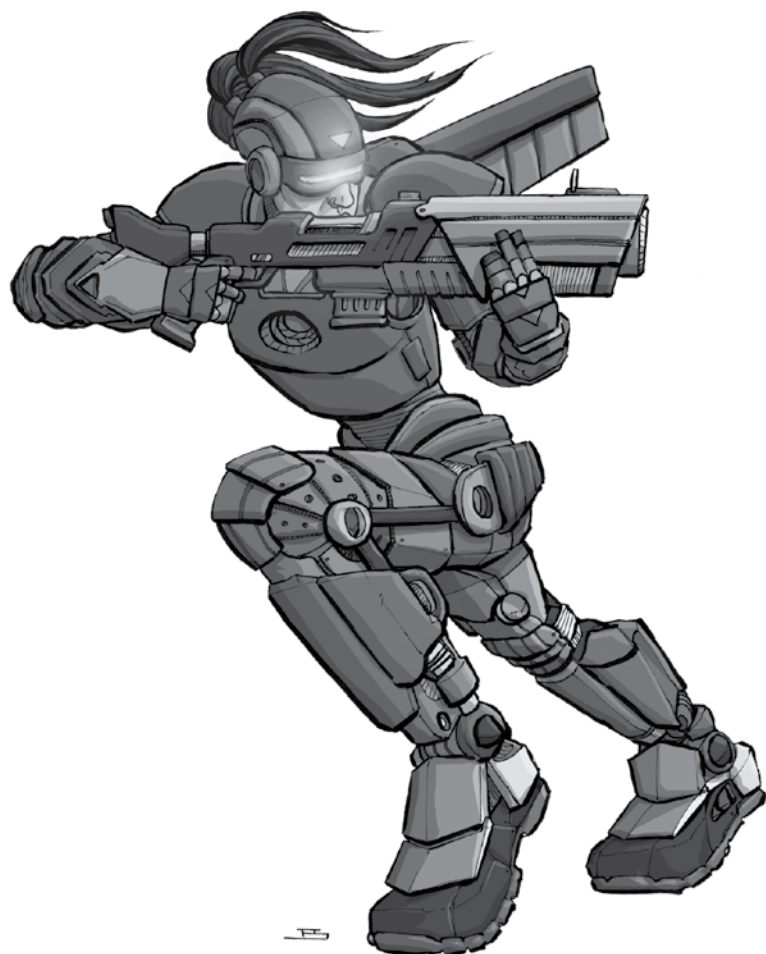
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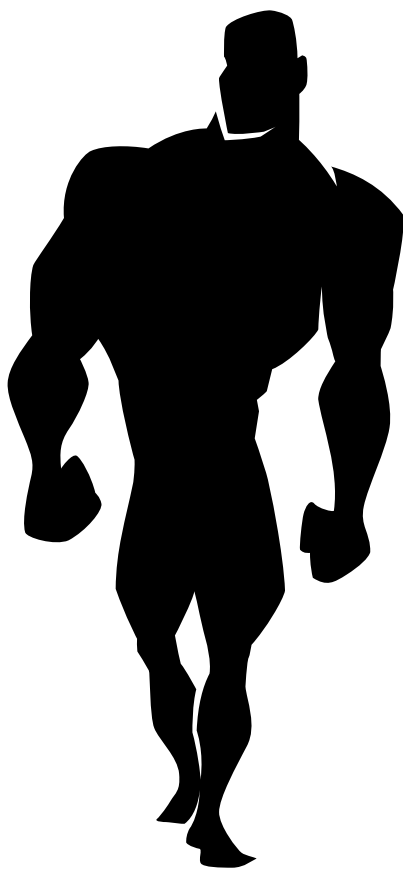
CHAPTER 1: INTRODUCTION & BASICS

Super Mission Force (SMF) gives you the tools to run fast superhero skirmishes between teams of heroes or villains in a comic book world of your choosing. SMF utilizes the Goalsystem engine for fast and fluid play with a minimum of bookkeeping. We've written these rules for 28mm figures, but it's really easy to halve all movement and ranges to accommodate 10mm or 15mm figures. This lets you make use of whatever figures you've got in your collection.

Playing surfaces from 2' × 2' to 4' × 4' will work just fine for these games.

The Goalsystem rules use multiple six-sided dice (D6s) to provide a random element when resolving conflicts on the tabletop. Each player should have about 10 D6s, a measuring tape or ruler marked in inches, and enough miniatures to fill out his or her super team.

The miniature figures in your SMF games could represent a team of prime-time supers, a desperate group of outlaw mutants, a profiteering quartet of super-villains, alien peace-keepers, or whatever else your collection might suggest!



MODEL COUNT AND BASING

Playing a game of SMF requires as few as two character figures per side, but we've found the most interesting games occur with about four figures per side. You can also field hordes of figures using our easy and fun henchmen rules!

Most figures in the game represent a unique character, and should be individually mounted on some sort of base. Bases facilitate consistent measurement between characters and make models more stable in play. Ideally, all models will be based consistently, but if this is not the case, that is OK and will not adversely affect play. The shape of a model's base in SMF does not matter—round, square, hexagonal, etc. will all work within the rules.

MODEL ARCHETYPES

Super Mission Force is all about super battles! We describe character and henchmen models using the classic archetypes that define the genre. This lets you make characters and build super-teams quickly, and then get right into the action! We'll get into the descriptions of these archetypes later in Chapter 2, but when we mention them in the examples below, we do so in **bold** for clarity.

SMF BASICS

In all of the rules below, we apply the terms “character”, “figure”, and “model” interchangeably to refer to the game’s miniature combatants.

THE KEY RULE

SMF belongs to its players. If you don't like the way something works, discuss it with your gaming group and make a change that works for everyone.

THE GOAL ROLL

Goal rolls comprise the heart of SMF. Most actions in the game require a goal roll, and during every goal roll a figure has a certain number, or pool of dice which its player must roll. The player rolls the dice and looks for dice rolling 4 or greater (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Players ignore dice rolling less than 4. The shorthand notation for dice in SMF is the number of dice followed by the letter "D", so you would note a pool of six dice as 6D. We also refer to goal rolls in these rules as checks.

THE RULE OF 4D

Every character figure in SMF rolls 4D for any check unless a power or situation dictates otherwise.

Example: Empath is not a natural melee fighter. She rolls 4D on her melee attack and defense checks. On one exchange she rolls her 4D and gets 2, 3, 5, and 5 for a total of 2 goals.

Example: Wildman is a born brawler. He rolls 5D for his melee attacks. On one exchange he scores the following: 1, 3, 4, 5, and 5. This throw scored a total of three goals.

THE POWER OF 6

Rolling a 6 is special in SMF. Any dice resulting in a 6 count as two goals instead of the normal one goal.

Example: As a brawler Wildman defends in melee with 5D! He rolls and scores 2, 2, 4, 4, and 6 for a total of four goals--6s count for 2 goals!

THE CHANCE ROLL

Any time a player needs to figure out the results of an unsure situation that occupies a "gray" area in the rules, he or she can use a Chance Roll. *Simply roll 2D, and note the number of goals scored.* If it becomes a matter of degree, the more goals generated, the better. If no goals are rolled, things go against the roller.

Certain power abilities, scenario conditions, or other circumstances within the rules will call for Chance Rolls, and many of those rolls may require more than a single goal for the result to go in favor of the roller. When it comes to powers we often refer to these rolls as "recharge rolls".

CHANCE & RECHARGE: BEHIND THE NUMBERS

When you roll 2D, you can potentially score the following number of goals: 0 (25% chance), 1 (33.33% chance), 2 (27.78% chance), 3 (11.11% chance), or 4 (2.78% chance). We use Recharge chance rolls as a sort of resource management mechanic. So you're guaranteed the use of particularly potent power or sub-ability once per game, and you might need to roll 1+, 2+ or even a 3+ to use it again during the same game. Armed with this info, you'll know you have a 75% chance to score a 1+, a 41.67% chance to score a 2+, and a 13.89% chance to score a 3+.

UNOPPOSED GOAL ROLLS

For unopposed goal rolls, players roll 4D counting up the number of goals.

TARGET NUMBERS

Target Numbers represent fixed values that must be matched or exceeded with an unopposed goal roll. This most often reflects non-combat tasks like scanning for an objective. Target

numbers are denoted as “TN#”. We set TNs by situation or scenario, or by the power level of a certain model or condition, or they can be created by a neutral gamemaster, or GM.

Here are some sample TNs and their relative difficulty levels:

TN1 Easy

TN2 Average

TN3 Hard

TN4 Very Hard

TN5+ Extremely Hard

TNs usually range from *TN1* to *TN5*, anything higher becomes extremely challenging.

Example: Doc Shock attempts to detect Mind Hawk in clear conditions. It's a TN2 task to spot a model in the open.

Doc possesses 4D due to the Rule of 4D, and Sky rolls 1, 1, 3, and 5, for a total of just one goal. He cannot see Mind Hawk!

Example: Wildman attempts to traverse dangerous terrain.

The scenario dictates that successfully bypassing this obstacle is a TN4 task. He rolls 6D for the task and scores 1, 2, 3, 4, 4, and 6 for four goals (remember the Power of 6), allowing him to pass through the dangerous spot unharmed!

OPPOSED GOAL ROLLS

When two figures actively work against each other their players make opposed rolls for them. Opposed rolls comprise some of the most important die rolls in the game. This most often occurs during combat. When one figure attacks another, the attacker matches his relevant dice pool against the defender's relevant dice pool in an opposed contest.

The figure gaining more goals (dice rolling 4+) wins the contest, and in the case of combat, harms the target or evades damage (in the case of the defender). In combat, ties normally go in favor of the defender.

*Example: Abby's **blaster** unleashes her energy blasts on an alien brick. The **blaster** scores 4 goals on his attack roll, while the brick gets only 2 goals on his defense roll. The **blaster's** shot strikes home, and may spell doom for the brick!*

RE-ROLLS

A character's powers, special maneuvers, or backgrounds often allow his player to re-roll failed dice in specific situations. Whenever Re-rolls come into play, a player can pick up a die that rolled less than 4 and roll it again, or if he's feeling lucky, he can pick up a die that rolled 4 or 5 and try to throw a 6 with it! The same die may never be re-rolled more than once, even if a throw has "extra" re-rolls left over.

For an easy reminder, we note the number of Re-rolls allowed on a throw in brackets next to the relevant trait or dice pool. For example, if Sky's **brawler** gets 1 Re-roll on his 5D melee attack, he would note it like this: 5D[1]. You can use a trait's Re-rolls on each throw of the relevant dice pool.

Temporary Re-rolls

Add Temporary Re-rolls from powers and abilities into a *Re-roll Pool*. Your Re-roll pool may never exceed six Re-rolls. You can keep track of these temporary Re-rolls using the notes section on our official character sheet from the back of this book, or using beads, chips, or counters of your own devising. Spend these temporary Re-rolls on dice throws just like permanent Re-rolls granted by powers. You must commit to spending them before rolling any dice. You can also add them to dice throws with permanent Re-rolls. *A model may never benefit from more than four Re-rolls on any dice pool throw.*

Example: Sky's brawler possesses claws granting him one re-roll on his 5D melee attack pool, so he notes this on his roster as 5D[1]. If Sky rolls this pool and gets 3, 3, 4, 5, and 5, he can pick up one failed dice and roll it again. If on a later throw he gets a 1, 4, 5, 5, and 6, he could pick up the 1 and throw it again.

Example: If Sky's mutant also received +2 Re-rolls from his ally's Enhance power, he'd note a "2" in his notes field. If he wanted to use these temporary Re-rolls on an attack roll, he'd roll 5D[3], and have the ability to re-roll up to three dice on his throw. If he rolls and gets a 2, 4, 5, 5, and 6, he could re-roll the 2, but only once. Once spent on this throw, those two temporary Re-rolls would be expended.

MOVEMENT

SMF figures move at a rate based on their archetype. Certain powers possessed by figures can alter the base rate to make a model faster or slower.

CHAPTER 2: FIGURE AND TEAM CREATION

Players build super teams of figures by selecting from a list of basic model archetypes and then customizing each one with a few easy power selections. There's no number crunching or points costs in this process! It's all about making selections.

Remember, characters roll 4D for any action their archetype or powers do not grant a bonus to.






STEP 1: PICK YOUR ARCHETYPE

CHARACTER ARCHETYPES

We list a number of archetypes in the following pages. Choose one for each character figure on your team. Each archetype lists a number of basic stats and power options. As you make your selections for each character, note them on a blank character sheet. We grant you permission to photocopy or print out blank sheets from the appendix in the back of the book.

A character or model archetype includes:

- Name
- Archetype
- Basic Stats:
 - Move rate 
 - Body damage boxes 
 - Psyche damage boxes 
- Major Powers
- Minor Powers
- Backgrounds

Each team may only include one of each archetype except for the Wildcard—two of those are allowed! Diversity is the key to a successful comic series!

PERSONALIZE YOUR ARCHETYPE!

We gave each model archetype a standard name, and you should always note this name on the “Archetype” line of the character’s record card in the space we provide. But SMF is a supers skirmish game, so we encourage players to think of a flavorful codename that more colorfully describes their characters. Write this in the Name slot at the top of your character sheet. You can make up your own name, or if you’re using these rules to play super battles with famous comic characters from other companies, use one of those!

Example: Scott makes a Brick archetype model and calls him D-Block. His character sheet reads:

Name: D-Block

Archetype: Brick

In the above example Scott further establishes a unique identity and history for his character. He can write this on the back of the sheet, or include it in a separate write-up along with the info on the other members of his team.

BLASTER ARCHETYPE

You project destructive energies, or use a bow and quiver loaded with gadget arrows! Cover your allies as they approach their foes, then move forward and finish them off! Customize your blaster with whatever minor powers best capture the look and feel you're after.

BASIC STATS



6"



6



6

MAJOR POWERS (CHOOSE ONE)

Archery, Power Blasts

MINOR POWERS (CHOOSE TWO)

Damage Field, Explosion, Flight, Force-Field, Iron Will, Resistance, Reflection, Super-Strength

If you choose the Archery major power choose your minor powers from the following abbreviated list: Enhance, Fortune, Iron Will, Savant, Super-Strength, or from any of the three Boosts. (see page 97)

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science



BRAWLER ARCHETYPE

You're a close-in fighter who relies more on sheer bravado, tenacity, or training than raw power. Customize your brawler with whatever minor powers best capture the look and feel you're after.

BASIC STATS



7"



7



6

MAJOR POWERS

Scraper



MINOR POWERS (CHOOSE TWO)

Enhanced Senses, Fortune, Iron Will, Melee Specialist, Regen, Resistance, Shield, Super-Agility

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science

BRICK ARCHETYPE

You're the bruising, super-strong fighter on your team. What you lack in subtlety you make up for with raw power! Customize your brick with whatever minor powers best capture the look and feel you're after.

BASIC STATS



5"



8



6

MAJOR POWERS

Super-Strength

MINOR POWERS (CHOOSE TWO)

Armor, Burrowing, Density Increase, Leaping, Magic Artifact, Massive, Rage, Resistance

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science



MASTERMIND ARCHETYPE

You're the master planner, natural leader, or brilliant tactician of your team. Your guidance can make or break the destiny of your group! Customize your mastermind with whatever minor powers best capture the look and feel you're after.

BASIC STATS



6"



6



6

MAJOR POWERS

Enhance

MINOR POWERS (CHOOSE TWO)

Armor, Flight, Force-Field, Gadgets,
Iron Will, Power Blasts, Savant,
Super-Strength



BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar,
Business, Criminal, Espionage, Exploration, High Society,
Journalist, Medicine, Military, Monarch, Performance, Public
Safety, Science, Social Science

MENTALIST ARCHETYPE

Perhaps you're the brain-burning psychic warrior of your team, or maybe the empathic healing hand? Your power can lay even a mighty-muscled super low where all others fail, or bring your friends back from the brink of death! Customize your mentalist with whatever minor powers best capture the look and feel you're after.

BASIC STATS



6"



5



8

MAJOR POWERS (CHOOSE ONE)

Mentalism, Healing

MINOR POWERS (CHOOSE TWO)

Enhance, Enhanced Senses, Flight, Iron Will,
Rapport, Savant, Telekinesis, Teleport

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar,
Business, Criminal, Espionage, Exploration, High Society,
Journalist, Medicine, Military, Monarch, Performance, Public
Safety, Science, Social Science



METAMORPH ARCHETYPE

Your versatile body makes you the Swiss-Army knife of supers! You might possess stretching powers, elastic skin, shape-shifting powers, adaptive nanites, or something else, but no matter what, you can get the job done. Customize your metamorph with whatever minor powers best capture the look and feel you're after.

BASIC STATS



6"



6



6

MAJOR POWERS

Metamorph



MINOR POWERS (CHOOSE ONE)

Armor, Enhanced Senses, Iron Will, Mimic, Resistance, Savant, Super-Agility, Super-Strength

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science

SORCERER ARCHETYPE

You practice the arts arcane. You use your magic to unlock mysteries and delve into new worlds, and your spells are a boon to your allies. Customize your sorcerer with whatever minor power best capture the look and feel you're after.

BASIC STATS



6"



6



8

MAJOR POWERS

Sorcery

MINOR POWERS (CHOOSE ONE)

Flight, Entangle, Iron Will, Jinx, Rapport, Sonic Blasts, Summoning, Teleport

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science

SPEEDSTER ARCHETYPE

You move at lightning speed! Streak into battle to scout the field or get the first strike in! Customize your speedster with whatever minor powers best capture the look and feel you're after.

BASIC STATS



40"



6



6

MAJOR POWERS

Speed

MINOR POWERS (CHOOSE TWO)

Density Decrease, Iron Will, Melee Specialist, Reflection, Resistance, Savant, Stun, Super-Agility

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science



WILDCARD ARCHETYPE

Some supers don't fit into easy categories. That's where this archetype comes in! You possess a dynamic mix of minor powers that give you a wide array of options in any super slugfest.

BASIC STATS



6"



6



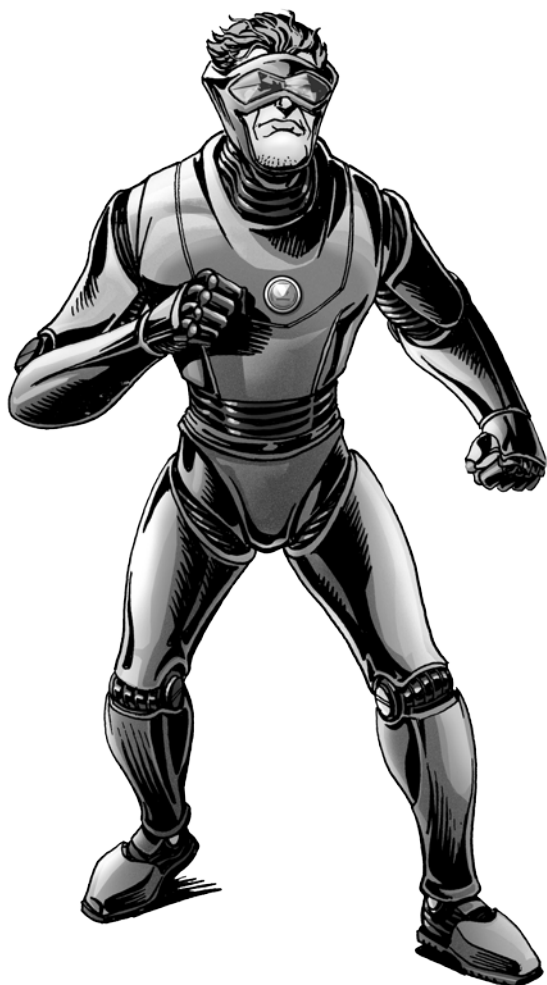
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MINOR POWERS (CHOOSE FOUR)

Amphibious, Armor, Barrier, Burrowing, Construct, Density Decrease, Damage Field, Density Increase, Dispel, Duplicate, Enhance, Enhanced Senses, Entangle, Explosion, Flight, Force-Field, Fortune, Gadgets, Grenades, Growth, Immortal, Invisibility / Obscurement, Iron Will, Jinx, Leaping, Magic Artifact, Massive, Melee Specialist, Mimic, Multiple Limbs, Parasite, Power Blasts, Rage, Rapport, Reflection, Regen, Resistance, Savant, Save, Servitor / Sidekick, Shrinking, Sonic Blasts, Stun, Summoning, Super-Agility, Super-Strength, Telekinesis, Teleport, Vampire, X-Factor

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science



ALTERNATE POWER LEVEL ARCHETYPES

If you want to model a lower-powered hero of the streets, a hero who's a bit tougher than our standard archetypes, or a super of truly mighty proportions, talk it over with your gaming group and get their agreement to use the **Street-Level**, **Super**, and **Powerhouse** archetypes we're offering here in this section. We suggest you get comfortable with the rules and playing with our nine standard archetypes first before employing these, but that's entirely up to you and your game group.

If you care about maintaining game balance (sometimes an elusive quest) in your SMF games while still using these special archetypes, here's a quick and dirty guideline. We've setup our standard games around four-character teams comprised of four standard archetypes. Work within that framework to figure in the other archetypes.

- Powerhouse = 2 Standard Archetypes
- Super = 1 1/2 Standard Archetypes
- Two Street Level = 1 Standard Archetype

Using these guidelines, here are a few sample team configurations:

- Four Standard Archetypes
- One Powerhouse, 2 Standard Archetypes
- Three Standard Archetypes, Two Street Level Archetypes
- One Powerhouse, One Super, One Street Level

We would advise not exceeding six characters on a team. This will keep the activations per player within acceptable limits, and still allow for plenty of variation in team building.

Always remember the most important rule of a Goalsystem game—if you don't like the way something works talk with your group and change it!

STREET-LEVEL ARCHETYPE

You're a hero or villain whose habits and powers keep you close to the streets. Protecting a neighborhood or small borough, or pulling small jobs like bank heists are your specialty. Two Street-Level characters count as one normal character for purposes of team balance.

BASIC STATS



6"



5



5

MAJOR POWERS

none

MINOR POWERS (CHOOSE TWO)

Amphibious, Armor, Barrier, Burrowing, Construct, Density Decrease, Damage Field, Density Increase, Dispel, Duplicate, Enhance, Enhanced Senses, Entangle, Explosion, Flight, Force-Field, Fortune, Gadgets, Grenades, Growth, Immortal, Invisibility / Obscurement, Iron Will, Jinx, Leaping, Massive, Melee Specialist, Mimic, Multiple Limbs, Parasite, Power Blasts, Rage, Rapport, Reflection, Regen, Resistance, Savant,

Save, Servitor / Sidekick, Shrinking, Sonic Blasts, Stun,
Summoning, Super-Agility, Super-Strength, Telekinesis,
Teleport, Vampire, X-Factor

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar,
Business, Criminal, Espionage, Exploration, High Society,
Journalist, Medicine, Military, Monarch, Performance, Public
Safety, Science, Social Science

SUPER ARCHETYPE

You're somewhere between one of the nine standard archetypes and a Powerhouse. For game balance purposes you count as 1 1/2 times a normal archetype. Choose one of the nine standard archetypes as your base. Then choose two additional minor powers from your list. You may also trade two minor power selections from your own list for one minor power from any other archetype list. You may also trade up to two minor powers for up to two Boosts. Customize your super with whatever minor powers best capture the look and feel you're after.

BASIC STATS



variable



variable



variable

MAJOR POWERS

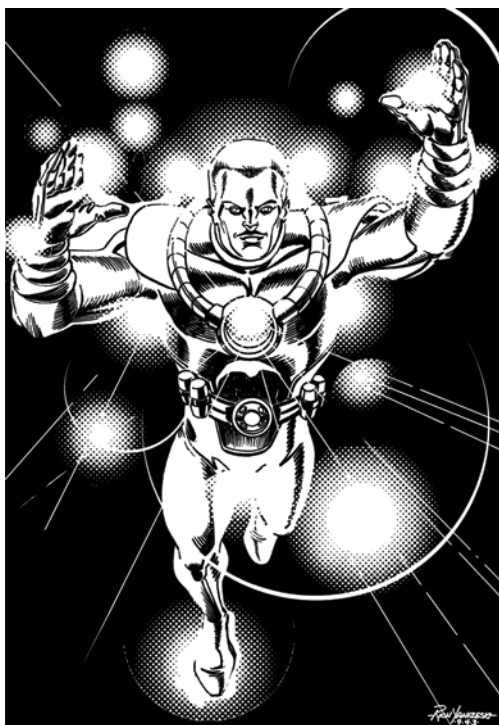
Archetype dependent

MINOR POWERS

Archetype dependent + 2 additional

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science



POWERHOUSE ARCHETYPE

You're one of the mightiest beings on the planet, or maybe you just have lots of cool powers! This archetype combines the best aspects of two of the standard archetypes listed in the preceding pages. That's right, take two of our archetypes and jam them together! You get the better Move, Body, and Psyche ratings between the two. You get *both* major powers, and the appropriate mix of minor powers between the two of them.

BASIC STATS



variable



variable



variable

MAJOR POWERS (CHOOSE TWO)

Archetype dependent

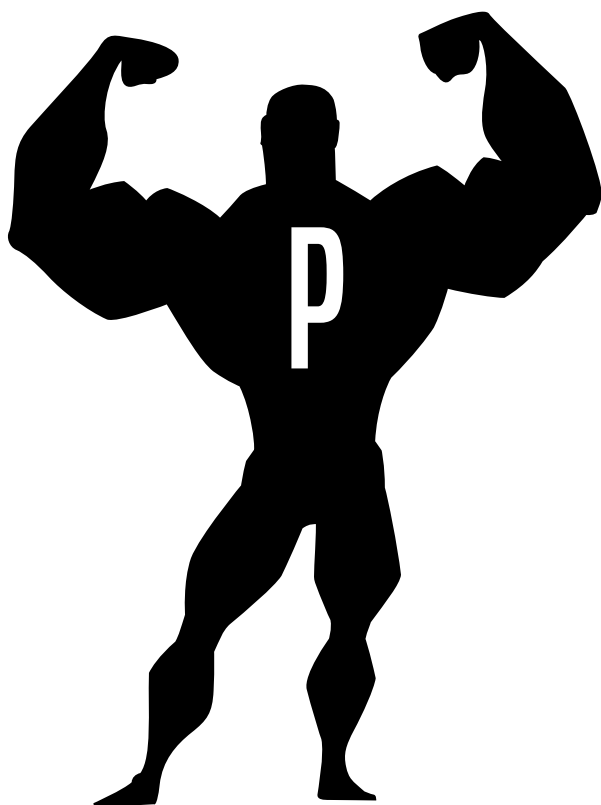
MINOR POWERS (CHOOSE THREE TO SIX⁺)

Archetype dependent

BACKGROUNDS (CHOOSE TWO)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science

† You only get three minor powers if one of your archetype choices is the Metamorph, and as many as six if one of your archetype choices is the Wildcard.



SUPER-POWERS

Ahead we provide a comprehensive list of powers that allow characters to do amazing things on the comic book battlefield. Each power designates whether it's *major* or *minor*, and includes a full rules description. Unless otherwise noted, anytime you see a dice adder, i.e., +2D, it means you add those dice to the standard 4D pool. So that +2D adder creates a 6D pool for the throw. Some powers will just state the dice pool you use, i.e. Power Blasts (minor) designates a 5D[1] pool for its attack.

Some powers or more potent aspects of a power may be limited use abilities. These abilities can be used automatically the first time, and then Recharge on a successful Chance roll, and we indicate this in the power text. You can always check to see if an ability recharges prior to committing to use it. *A Recharge check costs a free action, and you can attempt to recharge a given power or ability once per turn, at the start of your turn.* With three free actions per turn, you could potentially try to recharge three different powers or abilities during your turn. You never make more than one recharge check for a single power in one turn.

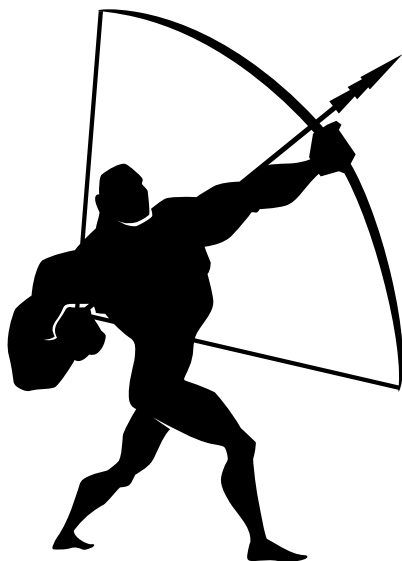
Feel free to re-skin powers by changing their names—just be sure to let your fellow players know what you're up to!

AMPHIBIOUS (MINOR)

You're equally at home in water or on the land. Ignore the effects of Difficult terrain that is defined as deep water, including any damage that might normally apply to a model without this trait. Your denser musculature grants you +1 Re-roll vs. Body-damaging attacks and +2" Move. You also gain +1D[1] for melee attack and defense rolls against non-Amphibious foes when you're both in deep or hazardous water. You can swap Amphibious into any archetype's minor power selection options.



ARCHERY (MAJOR)



You're a super-archer! You carry a bow and a quiver of high-tech arrows that come in handy for a number of situations! Your quiver includes plenty of blast arrows and a number of specialty arrows. You get unlimited use of the Power Blast (minor) power, and then a selection of three other minor powers from the following list: Entangle, Leaping, Melee Specialist, Obscurement, Sonic Blast, Stun, Super-Agility. This list comprises your quiver of trick arrows. You can use one per turn,

and its effects carry over to the beginning of your next turn. Once you use one of your trick arrows during a game, note it. You cannot use it again unless you make a 2+ recharge roll for it. You can change the contents of your quiver between games by expending a story point (see Chapter 5 for more on story points).

ARMOR (MINOR)

You possess damage resistance from super-thick skin or some kind of worn armor. Ignore the first lost Body damage box you suffer from each melee or ranged attack. You also suffer no knockback from foes unless they possess Super-Strength.

Example: Ox possesses super-tough skin granting him Armor. He takes a power blast from Doc Shock that results in 3 lost Body, but his Armor reduces this to only 2 lost Body!

BARRIER (MINOR)

You can use a special action to create a *TN3* (Body 4), 3" long × 2" tall × 1" thick barrier on the battlefield. Make a standard 4D check when you create your barrier. Each goal you score can add 1" to the barrier's width and height. You can place the barrier up to 10" away from you. You must place your barrier on solid ground, or anchored between two solid objects. Use the rules for breaking objects in Chapter 3 when models try to break through your barrier. You can stack barriers on top of each other, or one behind the other. You can remove a barrier you created from play by simply spending a free action. You cannot place your barrier on top of models, or in any way use it as an attack. Recharge 2+

BURROWING (MINOR)

You can travel underground at your normal Move rate. It costs a free action to submerge and start burrowing, or stop burrowing and re-surface, but once you've surfaced, you cannot burrow again until next turn. You can burrow through or under any intervening terrain as if it were normal ground. You cannot resurface within a solid object, so plan your movement accordingly. If you choose to surface in base contact with a foe and you wish to attack him you count as charging. Instead of attacking when you surface, you can create fissures and tremors that could unbalance your foes. When you surface use your special action to create these tremors; any enemies within 5" of you must make a *TN3* check or be knocked down. While burrowing you remain close enough to the surface to be attacked, but you're more difficult to hit. While burrowing you gain +1 Re-roll to your defense checks against Body-damaging attacks because you're submerged. Mark burrowing characters with a counter to let everyone know their special status.

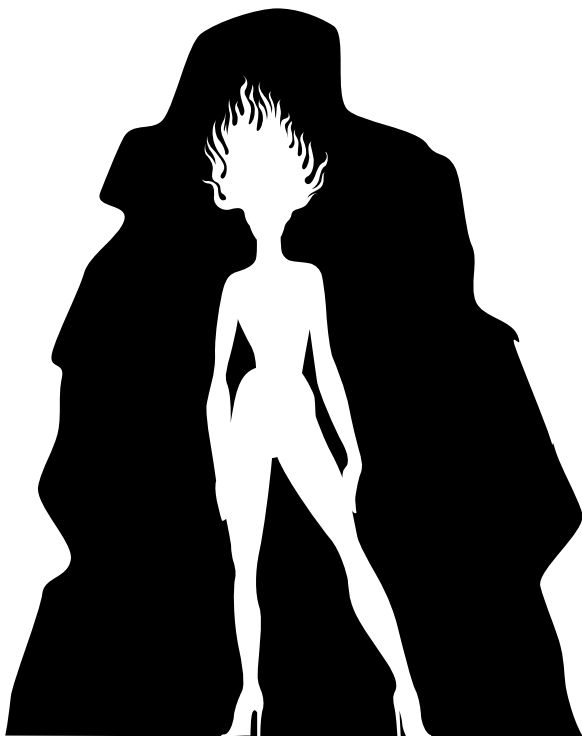
CONSTRUCT (MINOR)

You're an android, robot, golem, or some other artificial being! Your inhuman mind grants you +1 Re-roll against any Psyche-based attack or effect. Select either +1 Body or +2" Move to better reflect your inhuman physiology. You also gain +1 Re-roll on any pre or post-battle Magical or Science check. Choose which one at character creation. You can swap Construct into any archetype's minor power selection options.



DAMAGE FIELD (MINOR)

Spend a free action to activate or deactivate this power. You surround yourself with a deadly field (crackling energy, quills, acid, etc.). Anyone touching you (successful attacks or knockbacks) suffers a 4D[1] Body damage attack. This damage does not cause knockback, and is unaffected by the Force-Field power. Resolve this after resolving any successful attack action. Anytime you handle a scenario objective while your power is active make a 2+ Chance roll; if you fail the objective is harmed by your power and does not count toward victory.



Push It: Anytime you activate your damage field you can declare that you're pushing its power--the field increases to 6D[1] until the beginning of your next turn, then shuts down.
Recharge 2+

Example: Echidna has a body with super-hard quills. He gets punched by the Siberian. First Echidna's player notes the Body damage done by Siberian's attack, then rolls his 4D[1] Damage Field against the burly Russian! Next turn he decides to Push It. His field damage increases to 6D[1], but it will shut down at the beginning of the following turn, and he'll have to make a 2+ recharge check to restart it.

Example: Echidna punches Siberian back! He hits and first resolves the melee damage, then makes the 4D[1] check for his Damage Field, and Siberian resists as normal.

Example: Bot hammers Echidna's teammate, Wildman. He delivers 10" of knockback to the unlucky mutate as well, and his path takes him directly into Echidna! Now Wildman must also defend against his teammate's 4D[1] Damage Field.

DENSITY DECREASE (MINOR)

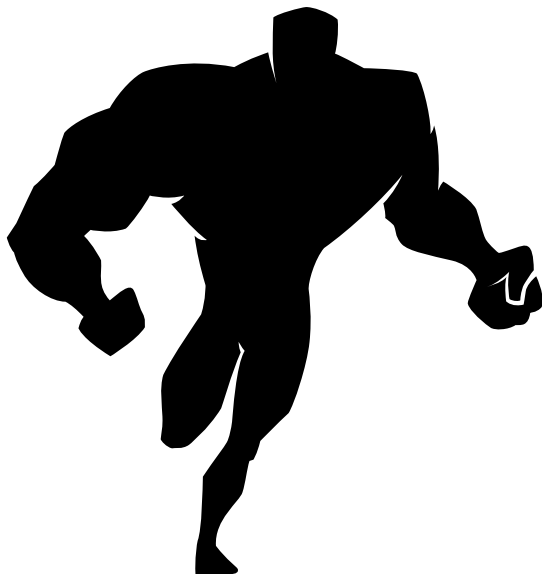
Spend a free action to activate this power with a 1+ Chance roll. At the start of each turn, spend a free action and make a 1+ chance roll to maintain your ghostly form. If the check fails, you can try again next round as normal.

- While insubstantial you are immune to any Body damage attacks or grapples.
- You can also pass through any terrain obstacles as if they were open ground, but you must end your turn on clear terrain.
- Ghostly Attack: While this power is active and you are in melee contact with a foe, spend your combat action and make a 1+ Chance roll; on a success your foe suffers the loss of one Body damage. Armor has no effect on this power.
- While insubstantial you cannot make Body-damaging attacks or otherwise physically interact with other models or scenario objectives.

DENSITY INCREASE (MINOR)

With a thought you become super-dense. At the start of your turn, before any movement, you can spend a free action to activate this power. While this power is active, you can charge at your base Move value only. While super dense you gain +1 Re-roll on melee attack checks and +1D to melee and ranged defense checks against Body damaging attacks. You're also immune to all knockback.

Example: Goradiator (Move 5") spends a free action and activates Density Increase. He can charge, but he only gets to move 5", but thanks to his power he'll get +1D[1] to his attack (+1 Re-roll for DI, and the normal +1D for charging).



DISPEL (MINOR)

You can nullify your opponent's powers or power effects. Spend a combat action against a single foe in melee or up to 5" away and make a 5D opposed Psyche attack. This does no damage. On a success, each goal you win by cancels one of the target's powers or boosts of your choice (major powers require 2 goals). Your opponent loses access to the power(s) you choose to cancel until the start of your next turn. Opponents that lose Flight will suffer a fall. Should you be KO'ed your target's powers return immediately. You can also direct this power at effects like Barriers, Entangles, and Summoned creatures. Use the exact same procedure detailed above, but instead of taking the target's power away, you remove the effect (i.e., the barrier, the entangle, or the summoned creature). Measure the distance from the effect, not its creator. If you target the same character more than once during the course of a battle, he gains +1 Re-roll to resist your power after the first attempt. Recharge 2+

Example: Nada-X wants to cancel Doc Shock's major Power Blasts. He rolls 5D and scores 4 goals, while Doc defends with 4D and scores only 2 goals! Nada-X nets 2 goals, just enough to cancel Doc's Power Blasts until the beginning of his next turn. Later he tries to banish a creature summoned by Prof. Weird. The creature is 4" away,

and even though the Prof. is 10" away, Nada-X can still attempt the check since he's targeting the effect instead of the power.

DUPLICATE (MINOR)

You can use a special action to create a copy of yourself! This copy possesses all of your boosts and powers (except for Duplicate) and Move value, but a base Body and Psyche of just one each. Your copy appears within 5" of you, and can act the turn you bring him into play. Additionally your copy automatically fails any KO checks. So long as you make your recharge check each round, you can keep duplicating yourself. Your duplicates always act on your initiative (either before or after you). When one of your duplicates takes damage and suffers a KO, it could take a toll on you. Make a *TN2* check. If you fail you suffer 1 Psyche damage. If you're KO'ed, remove your duplicates from play. Recharge 2+

Example: The Wildcard alien Z-Rox (Move 6", Body 6, Psyche 7, Duplicate, Super-Strength, Enhanced Senses, Clever) uses a special action and copies himself! The Z-Rox duplicate possesses the following profile: Move 6", Body 1, Psyche 2, Super-Strength, Enhanced Senses, Clever. When the duplicate Z-Rox arrives within 5" of the master version,

he can take his turn as soon as Z-Rox himself finishes his turn. If he gets hit, he's KO'ed and Z-Rox has to make a TN2 check or suffer 1 Psyche damage.

ENHANCE (MAJOR)

You can increase the capabilities of characters within 10" of you. Use a free action and make a 6D check. Every two goals you score grant your target +1 Re-roll to his Re-roll pool. You can split Re-rolls between multiple targets within 10" of you.

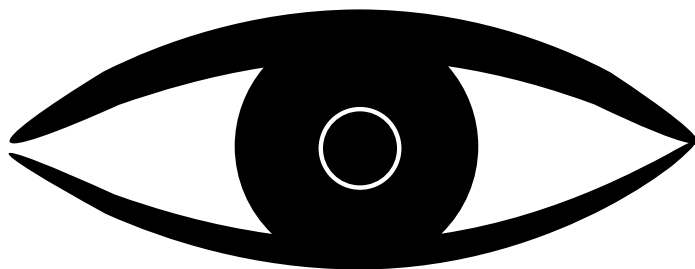
Example: Prof Weird tries to Enhance Ox and Simian. He rolls 6D and scores 4 goals! This gives him +2 Re-rolls to impart, and he gives one to Ox and one to Simian.

ENHANCE (MINOR)

You can increase the capabilities of characters within 5" of you. Use a special action and make a 5D check. Every two goals you score grant your target +1 Re-roll to his re-roll pool. You can split Re-rolls between multiple targets within 5" of you.

ENHANCED SENSES (MINOR)

You possess heightened physical and/or psionic senses that allow you to ignore environmental conditions like darkness, and grant you +2D on perception checks to spot hidden, invisible, or obscured characters or characters out of your line of sight. So long as you're not KO'ed, your team gains +1 Re-roll on initiative checks--the effects of multiple characters with this power do not stack. You also gain +2D on pre and post-battle Adventure and Investigation checks.



ENTANGLE (MINOR)

You can entrap foes with a ranged attack up to 10" away. This could be summoned tentacles, plant vines, elastic limbs, telekinesis, or anything else you can think of. Make a 5D Body-based entangle attack that does no damage. On a success, your foe is entrapped by your power, and cannot move or make Body based melee and ranged attacks. Foes gain +1D on Body damaging attacks against him while entrapped. He can use a move or special action to make a breakout attempt. Make the attempt against a TN of 1 + goal difference on the entangle attack. The attacker can also spend a free action to simply release the target. If you entangle a flying target he is tethered in place. If he fails his first breakout attempt he lands on the spot below him and remains entangled. You may entangle multiple targets over several turns.

Example: Mind Hawk wants to use her psi-tendrils to trap Bot. She makes her 5D attack and scores 5 goals, while Bot scores 3 goals on his defense—he's trapped! On his turn he can spend a move or special action to attempt to free himself vs. a TN3 (1 + 2 for the goal difference).

EXPLOSION (MINOR)

You can spend a combat action to literally explode! This counts as a Radius Attack (See Chapter 3 for more details on this). Make a 4D[1] attack check. Anyone within 5" of you must roll to resist the attack. Anyone within the next 5" is also affected but resists with +1 Re-roll. You reform at the end of your next turn. Until then you're a shapeless ball of energy who cannot speak, attack, or be targeted with physical attacks.

Example: Volatar battles Captain Starr in melee combat as his sidekick Starr-Lad looks on from 9" away. On his turn Volatar explodes and scores 4 goals on his 4D check! Captain Starr resists the attack with 4D and scores 2 goals, suffering 2 lost Body. Starr-Lad resists with 4D[1] and scores 4 goals, dodging the blast. Meanwhile, Volatar will reform at the end of his next turn!



FLIGHT (MINOR)

Activate this power and take flight at the beginning of your move action. You can land as a free action. You can fly up to 20" per turn, ignoring any grounded models or obstacles in your path. You may choose to land on an object or piece of terrain, or hover in place. When you do hover you float 15" above the tabletop. When hovering you cannot be targeted with melee attacks by foes on the ground. When you attack a grounded foe in melee you are considered to be landed, and cannot take off again until your next turn. This counts as charging. You can carry a single passenger or object commensurate with your strength level. A flying character with normal strength can carry a single normal sized passenger, but a super-strong flyer can carry large objects aloft with them.

Characters targeted by and targeting flying foes with ranged attacks should simply measure the linear distance between them.

Note: If you possess both Flight and Speed, you can apply Speed's base movement to your Flight move value for a total flying Move of 60".

Example: Grav-Girl (Flight) starts her turn on the ground and takes off as part of her Move action. She flies 10" and along the way swoops down and strikes at Wildman. She hits him and does 2 Body damage. She's now landed and in melee with Wildman.

Example: Doc Shock targets Ferrosaur with a ranged attack. She hovers 15" in the air, and 24" away from Doc, but his player simply measures the 24" linear distance. That's well within Doc's 30" Power Blast range!



FORCE-FIELD (MINOR)

You wield protective energies. Decide when you acquire this power whether it shields against Body or Psyche damage.

Your Force-Field grants you a separate 4D defense goal roll against incoming attacks. If an attack gets through, you must make a second defense goal roll against the full incoming attack. You may also protect additional characters within 10" of you. Use a special action and make a 4D check and note your goals:

2 goals = 1 character

3 goals = 2 characters

4 goals = 3 characters

Decide which characters to protect before making your check. Protected characters must remain within 10" of you to enjoy your Force-Field's benefits.

Maximum Protection: You can push your Force-Field to its limits, rolling 6D instead of 4D for its protection, but succeed or fail, the power shuts down after this one enhanced use. You must decide to push your field prior to your foe's attack goal roll. Recharge 2+

Example: Blue Torch has a Force-Field. He decides he wants to protect his pals, Super-Charger (5" away) and Kid Dynamo (8" away). He rolls 4D and scores 2 goals! He can protect only one of his friends, and he chooses Kid Dynamo.

FORTUNE (MINOR)

You're darn lucky or capable of manipulating probabilities in your favor when it counts the most. Gain +1D[1] on a defense roll against any attack. You can decide to use this ability after you've made your initial defense roll! Recharge 2+

GADGETS (MINOR)

You have an array of gadgets and devices in your utility belt or bag of tricks that you can use to give you an advantage against your foes. Make a Chance Roll at the start of your turn. The number of goals rolled is the number of Re-rolls added to your Re-roll pool.

You also have a 3D, 10" Body-damage ranged attack.

GRENADES (MINOR)

You possess a 3D, 5" ranged Body attack with a 3" Radius effect. Alternately, before rolling any dice, you can declare you're throwing a stun grenade. This attack works just like a 3D version of the Stun minor power, but also includes the 3" Radius effect.

GROWTH (MINOR)

You can grow to giant size! Use a free action to activate or deactivate your growth at the start of your turn. When active Growth grants you the following:

- +4" Move and +2" Reach
- +1D to melee attack rolls
- Attack flying models as if they were on the ground.
- You're large enough to serve as a "mount" for one normal sized or shrunken model. Riders use 1" of their Move value to climb aboard or dismount when in base contact with you.

Foes also gain +1D on Body-based ranged attacks against you. **Giant Option:** You're always giant-sized! This grants the same as above, but with a further +1 Body and -1 Psyche.

HEALING (MAJOR)

You can heal yourself, or a character in melee contact with you. Roll 6D. Every two goals you score restores one lost box of either Body or Psyche damage, or you can mix the boxes restored. You cannot restore more damage boxes than your target began with. Your power also grants you +2D on any pre or post-battle Arcane or Science checks.

Example: Empath wants to heal Wildman (down 2 Body and 1 Psyche). She moves into melee contact with him and rolls 6D. She scores 5 goals on the check, and decides to heal 1 Body and 1 Psyche.



IMMORTAL (MINOR × 2)

You can't die! While this might sound great, it does have its drawbacks. You automatically fail all KO checks. When you fail a KO check you miss your next turn. On the following turn, you spring up with all of your Body and Psyche damage restored. If you're KO'ed again in the battle, you go down again, lose your next turn, and spring back up on the following turn with all damage restored. And so on. You never make post-battle injury checks if you happen to end a game KO'ed. You also never gain experience bumps with the rest of your team. This power counts as two minor power selections and can only be taken by Wildcard archetypes, and may not be included as part of a Powerhouse or Super package.



INVISIBILITY / OBSCUREMENT (MINOR)

You can render yourself difficult to see (Obscurement) or unseen (Invisibility) as a free action. Choose which option when you create your character. Anytime a foe tries to detect you, he must make a *TN3* (obscurement) or *TN4* (invisibility) perception check. If your foe fails this check it grants you the following bonuses based on the situation:

- +1 Re-roll to Body damage attacks (obscurement) / +2 Re-rolls to Body damage attacks (invisibility)
- +1 Re-roll to Body damage defense (obscurement) / +2 Re-rolls to Body damage defense (invisibility)
- +1D to hide checks (obscurement) / +2D to hide checks (invisibility)

On a success your foe sees enough of you to attack or defend against you as normal. Foes get a detection check whenever they want to attack you, defend against you, or spot you.

You can also choose to use a special action and extend your power to another friendly character within 10" of you. So long as this character remains within 10" of you, he enjoys the benefits of your power. This lasts until the beginning of your next turn. This taxes your powers and adds +1 difficulty to your Recharge checks.

Recharge 2+ (Invisibility) / Recharge 1+ (Obscurement)

Example: Bender possesses Invisibility. While invisible she charges Wildman. The savage mutate possesses Enhanced Senses (allowing him to roll 6D instead of the normal 4D), so as Bender charges in, he makes his TN4 perception check and scores 5 goals! His keen senses spot her and she gets no bonuses against him! Next round Giantess sees Wildman seemingly battling the air, and surmises he faces an unseen foe. She rushes in to help! She tries her TN4 perception check and fails! Bender will enjoy her +2 Re-rolls against Giantess, and she'll need them! At the beginning of her next turn, Bender will need to make 2+ Recharge roll to maintain her Invisibility.

Example: Bender chooses to extend her power to protect her teammate, Bot. At the start of her next turn her recharge roll rises from 2+ to 3+.

IRON WILL (MINOR)

You can resist the effects of mental powers better than most! Gain +1D to your defense checks against any Psyche based mental attack. Also gain +1D on all KO checks.

JINX (MINOR)

You can curse others with bad luck! Make a 5D, 15" ranged Psyche attack. If you score more goals than your opponent, then he will have the TNs for all rolls he has to make on his next turn increased by one. Also, any movement actions taken will require a *TN3* check (not increased by the Jinx), with one Body lost per goal missed—from tripping, exploding manhole covers, falling pianos, etc. Targets cannot suffer the effects of more than one jinx at once.

*Example: Crimson Harridan tries to put the Jinx on Ox (11" away). She rolls and scores 4 goals; Ox defends and scores 2 goals! Any TN Ox faces on his next turn increase by +1! When Ox moves on his turn, he makes his *TN3* check and scores only 1 goal and suffers 2 lost Body from the Harridan's Jinx!*



LEAPING (MINOR)

Your super-strong legs propel you high into the air with prodigious leaps! Exchange your standard move for a 4D action check. Declare where you want to land. You can leap up to 10" + goals scored high and 20" + goals scored long. If your path takes you past a flying foe, you can make a single melee attack against him, or if you land in base contact with an enemy model, the leap counts as a Death From Above charge and you can make an attack at +2D (instead of +1D for a normal charge). If your target rolls more goals than you on your charge exchange, you land a number of inches away from him equal to the difference in your goal totals. Your target decides where you deviate.

Example: Ox makes a super leap! He rolls 6D (4D + 2D for his major Super-Strength) and scores 5 goals. He can leap up to 15" high and up to 25" long on this leap. If his path crosses Grav-Girl hovering nearby, he can attack her! Alternately, he could land in base contact with Giantess and attack her at +2D instead-this would count as a charge. If Giantess successfully defended and beat Ox by 2, he would deviate 2" in a direction of her choice.

MAGIC ARTIFACT (MINOR)

You wield a powerful artifact that acts as both a melee weapon and a ranged weapon, as well as granting you other powers. Your artifact grants you +1 Re-roll on melee attacks, or you can make a 15", +1 Re-roll ranged attack. You can also employ its energies for the Flight and Force-Field minor powers. All of this great stuff comes with a price, however. Your artifact carries a heavy geas from the patron or force who awarded it to you. In addition to its Recharge check each round (see below) your team must pay 1 story point after each battle you participate in. If your team does not ante up, you do not enter the next battle until the beginning of round 3. This represents the complications associated with bearing such a rare gift and heavy burden. Recharge 2+ (3+ if you pushed your Force-Field)

Example: Thunderer (a Brick) wields a mystical mallet granted him by his demi-god uncle, Wotan. When it's working his mallet adds +1 Re-roll to his melee attacks, making them 6D[1]. He can hurl it for a 4D[1], 15" ranged attack, and he can also spin it to fly like a helicopter and deflect incoming attacks. On his first turn he has access to all of these amazing abilities. On round two he rolls 2D and scores only 1 goal-his mallet stops working! At the beginning of his next turn (during round three) he rolls 2D and scores 2 goals. Thunderer is back in business for this round and will check yet again at the beginning of his fourth turn.

MASSIVE (MINOR)

You're up to twice the size of a normal model! You gain +2 Body and +2" to your Move. Your size and mass also grants you +1 Re-roll on charge attacks. You're also large enough to serve as a "mount" for one normal sized model. Riders use 1" of their Move value to climb aboard or dismount when in base contact with you. Your size makes you easier to hit! Foes gain +1 Re-roll on Body-based melee and ranged attacks against you.

MELEE SPECIALIST (MINOR)

You possess some sort of special weapon or enhanced melee training--chi energy, claws, energy sword, esoteric martial arts, hammer, etc. It's intrinsically part of your character, and cannot easily be taken from you. It grants you +1 Re-roll on melee attack rolls, +1 Re-roll on melee defense rolls, and +2D on any checks to break objects or escape entangles. Alternately, you can trade your +1 Re-roll defense bonus for a 2" Reach on your melee attacks. Make this decision at character creation.

MENTALISM (MAJOR)

You possess brain burning, mind-controlling mental powers!

Your power grants you the following abilities:

- **Mental Blast:** You project a spear of mental energy into your foe's cerebral cortex. This 15" range, 6D attack does Psyche damage. This attack cannot be used in melee.
- **Mind Control:** Roll 6D vs. an enemy target up to 15" away. This is a Psyche-based attack that does no damage, but instead takes control of the target on a successful check. The target immediately activates under your control and may take a free action and either a move, attack, charge, or special action. Mind control is incredibly draining for the mentalist. Recharge 2+
- **Telepathy:** Gain +2D on pre and post-battle Image and Investigation checks.

METAMORPH (MAJOR)

You possess ultimate control over your body. You may be elastic and malleable, or a shapeshifter capable of assuming multiple forms! You maintain a somewhat normal humanoid form that allows you to wear clothing and communicate

normally, but you can will this form to stretch or change at your whim. Choose either the Elasticity or Shape-Shifter tracks when you select this power.

At the beginning of each game, and then at the beginning of each turn, spend a free action and select one of the packages of powers and benefits listed under your track. These each represent different forms or shapes your body can take:

Elasticity

- Form 1: Melee Specialist, +6" Move, +10" Reach
- Form 2: Multiple Limbs, Save, Super-Agility
- Form 3: Entangle, Resistance, Stun (Body)

Shape-Shifter

- Form 4: Leaping, Melee Specialist, +4" Reach
- Form 5: Enhanced Senses, Entangle, Super-Agility
- Form 6: Armor, Flight, Power Blasts (minor)

If you're a Shape-Shifter, you can replace any power or ability in the above forms with the Amphibious power.

If you take the Shape-Shifter track you can give up the minor power selection the Metamorph archetype grants you and instead choose one of the forms from the Elasticity track to give yourself even more versatility!

MIMIC (MINOR)

You can copy the powers of a character in melee or within 5" of you. Once per turn use a free action to make a 5D Psyche-based opposed check against your target. If you win each goal scored grants you a power or boost of your choice from the target. For friendly models make the check against a TN2. Major powers count as two powers for purposes of this check result. You retain copied powers for the remainder of the game, or until you spend a free action to clear them, at which point you can attempt to copy another target's powers, or even the same target as before if you choose. You cannot attempt to copy the same character's powers multiple times in one turn.

Example: Tabula Rajah possesses the Mimic power and finds himself in melee with Giantess. Unable to match her physical prowess, he instead tries to copy it! He rolls 5D vs. her 4D and wins 4 goals to 1. Winning by 3 goals, he copies her Super-Strength (major) and Massive (minor) powers. That expends his 3 goals.

MULTIPLE LIMBS (MINOR)

You have more limbs than a standard human. This could be a mutation, species trait, or the result of advanced cybernetics or robotics. No matter the reason, you can make an extra Body damaging melee attack on your turn. If you charge, this second attack does not gain the +1D charge bonus. You can also gain a maximum of 10" of Reach with your extra melee attack. These Reach attacks are weaker than normal melee attacks. Up to 5" is -1D, while greater than 5" out to 10" is -2D. Alternately instead of Reach your character gains +1 Re-roll for all Grapple attacks and Grapple defense rolls. Recharge 2+

PARASITE (MINOR)

You drain the vital energies of your foes and use them to power and heal yourself! Make a 5D Psyche based attack against a foe in melee contact with you. If you remove at least 1 Psyche damage box, you may heal one of your own missing Body or Psyche damage boxes, or add +1 to your Re-roll pool.

POWER BLASTS (MAJOR)

You shoot blasts of power (concussive force, cosmic energy, electricity, etc.) from your eyes or hands. You can make 30" ranged attacks at +2D[1]. Your blasts are physical in nature and inflict Body damage.

POWER BLASTS (MINOR)

You shoot blasts of power (concussive force, cosmic energy, electricity, etc.) from your eyes or hands. You can make 15" ranged attacks at +1D[1]. Your blasts are physical in nature and inflict Body damage.

OPTION: VARIABLE POWER

Not all Power Blasts have to be the same! You can select one or more of these options at chargen for both major and minor Power Blasts.

- Subtract 5" from your range and add +1 Re-roll to its dice pool
- Subtract 1D from your dice total (so 5D[1] becomes 4D[1]); gain one of the following: +1" Move, +1 Body, +1 Psyche
- Move or Shoot: If you choose to move during your turn, you cannot use your Power Blasts; gain +1 Re-roll on any attack with your Power Blasts.

RAGE (MINOR)

The madder you get, the tougher you get!

- Make a 1+ Chance roll each time you suffer any Body or Psyche damage. On a success you immediately gain a cumulative +1D to melee attack and Psyche defense rolls. This bonus maxes out at +2D. Your Rage bonuses last until the end of the battle.

Example: Super-brawler Lucius Clay loses one Psyche damage box from a mental attack. His player makes a Chance roll and scores 2 goals. Lucius gains +1D to melee attacks and Psyche defense rolls. He later suffers two Body damage. His player rolls again and scores 1 goal! He gains a further +1D, for a total current Rage bonus of +2D.

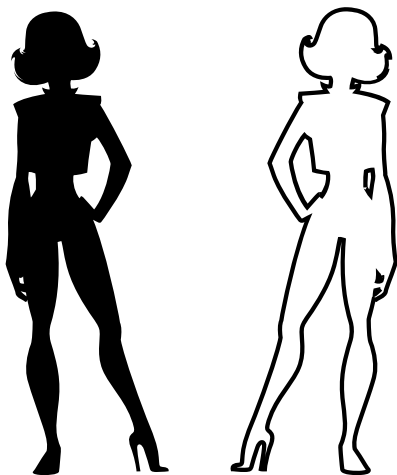
RAPPORT (MINOR)

Choose another character on your team; you possess a special mental link with that character. This link grants you both additional strength. So long as both characters are not KO'ed, they can share +1D between them for any defense

checks. As soon as one of the characters uses the +1D, it's spent for that round. The +1D refreshes at the beginning of each new round.

REFLECTION (MINOR)

You can sometimes turn Body-damaging attacks back on your attacker! Anytime you successfully defend against a Body-damaging attack you can choose to make a Chance roll. On a 2+, your attacker suffers 2 Body damage. Armor reduces the damage from this effect, but Force-Field has no effect on it. Reflection has no effect on failed Damage Field attack checks. Reflection damage does not cause knockback.



Example: The Speedster Red Bolt uses his Reflection when targeted by Doc Shock. Doc blasts Red Bolt and misses! Red Bolt invokes Reflection, makes his 2D Chance roll and scores 2 goals! Doc suffers 2 Body damage!

Example: Later in the battle Red Bolt finds himself in melee with Wildman. He misses Red Bolt with a vicious kick and Red Bolt again invokes his Reflection, but this time scores only 1 goal, failing to turn Wildman's attack back upon itself.

REGEN (MINOR)

You possess the potential to heal yourself! This could be from a natural mutant power, injected nanites, cosmic energy, or whatever. At the beginning of any turn you begin at less than full Body or Psyche, make a Chance roll. You regain 1 + goals scored lost damage. You can spread this healing between both of your damage tracks. If you lose the last box in either damage track, but make your KO check, your healing could slow down. Make a Chance roll for Regen, but only the goals on the throw count as your healing. This power stops working for the rest of the battle if you fail a KO check. You also gain +1D on your goal roll prior to post-battle Injury checks.

Example: Wildman starts his turn down 2 Body and 1 Psyche. His Regen kicks in, and he makes a Chance roll and scores 1 goal. That's good for 2 healing. He decides to heal 1 Body and 1 Psyche. Later in the battle he suffers a terrible attack and loses all of his Body. He makes his

KO check, and when his turn begins, he's relegated to just a Chance roll for the healing. He rolls 2D and scores no goals! No healing for Wildman this turn!

RESISTANCE (MINOR)

You're super-tough! Gain +1D on all defense checks from Body damaging attacks and +1D on KO checks.

SAVANT (MINOR)

You're brilliant and you enjoy +1 Re-roll on any checks during a battle that involve non-combat situations. This includes initiative, movement, objective, perception, and summoning checks, but not KO checks. Your brilliance also translates into tactical acumen. At the beginning of each battle, after all models have been placed, but before the first round begins, you may take a non-charge Move action. If multiple Savants are in the game on different teams, roll off using a D6 to determine who takes this extra move first, second, and so on. High dice roll goes first. You also gain +2D to pre and post-battle Science checks.

SAVE (MINOR)

You can assist a nearby character as things go bad! Once per round, as a reaction during another character's turn, you can cancel or mitigate the effects of knockdown, knockback, and falls on a character within 10" of you. You can completely eliminate the knockback if it starts within your 10" range, or cancel a knockdown effect on a character who passes within your 10" range. You can also cancel the negative effects of a falling character. You can completely eliminate a character's fall if it starts within your 10" range, or cancel a fall's damage if the character lands within your 10" range. If you cancel a character's knockback or fall, that character is not knocked down.

While you can only save other characters once per round, you can save yourself as many times as necessary! If you choose it, cancel the effects of a knockdown or knockback on yourself. If you choose it, cancel any falls you suffer, or suffer no damage when you land after falling.

Example: Polymer looks on as his teammate Serpent gets knocked off of a high ledge! Checking the range, Polymer sees that Serpent is only 8" away, so he activates his Save for that round and cancels the knockback on Serpent, placing him at the edge of the drop-off, standing upright.

SCRAPPER (MAJOR)

You're a resourceful, tenacious close-in fighter. You possess the following abilities:

- +1D on melee attack rolls
- +1D on melee defense rolls
- Reduce any melee gang-up bonus foes gain against you by -1D.
- Counterattack: You possess the Reflection minor power limited to melee attacks.



SERVITOR / SIDEKICK (MINOR)

You have a servitor or sidekick who sometimes shows up to help out! This might be a young ward, a robot you built, an old Army buddy, or anything else you can think of! Make a 1+ Chance Roll before each battle. If you succeed, you begin the battle with a sidekick or servitor character. He or she counts as an ally and team member for

the battle. The model possesses a single minor power of your choice (excluding the Servitor/Sidekick and Magic Artifact powers), Body 4, Psyche 4, and a Move of 6". If you fail the Chance roll, your servitor/sidekick still shows up, but not until the beginning of round 2! He or she shows up in your deployment zone. If your servitor/sidekick perishes, you can replace him before the start of the next battle, but your chance for him to show up that next battle rises to 2+. In subsequent battles the Chance Roll returns to 1+.

SHIELD (MINOR)

You possess a super-hard shield. Your shield grants you +1 Re-roll to melee attacks, and +1 Re-roll to melee and ranged defenses against Body damage attacks. You can also hurl it as a 3D, 5" ranged attack, and it always returns to your hand. If you wish you can ricochet your ranged attack to a second target within 5" of you. In this case you make a single attack goal roll, and your targets make separate, +1D defense goal rolls.

SHRINKING (MINOR)

Use a free action and shrink to bug size! You can grow back to normal size as a free action. While in your shrunken state you gain the following benefits:

- +2D to Hide checks and pre and post-battle Espionage and Investigation checks
- +1D on defense checks against Body damaging attacks
- Momentum charge: start your charge shrunken and finish it at normal size and in base contact with a foe! Attack that foe at +2D instead of the normal +1D for a charge. Recharge 2+
- When you're shrinking is active you can use non-shrinking models as a mount. Use 1" of your Move value to climb aboard or dismount a legal character in base contact with you. If you ride into melee on a charging character, you do not count as charging, but you do count as being part of the melee.

You suffer double knockback while shrunken! For example, 2" of knockback would be 4" if you're shrunken.

SONIC BLASTS (MINOR)

You possess sonic powers you can direct at foes with maddening force! This is a 4D[1], 15" Psyche-damage ranged attack.

SORCERY (MAJOR)

Your knowledge of the arcane arts makes you a dangerous and versatile foe. Select one major power (excepting Sorcery) and four minor powers (excepting Magic Artifact and Shield). This list comprises your grimoire. You can access two powers from your grimoire each turn, but you must follow the normal rules for activating each power. Once you use one of these powers during a game, note it. You cannot use it again unless you make a 2+ Recharge roll for it. Remember, recharge rolls require a free action, you've got three free actions per turn, and you can check each power or ability for recharge once per turn. Passive powers like Regen activate on your command and count as being used when they first activate. For example, a Sorcerer with Regen takes three Body damage. When his next turn begins he chooses to activate it and rolls 2D, scores 2 goals, and heals three Body, and Regen counts as being used and does not activate until it recharges.

Any power you activate lasts until the beginning of your next turn. If you fail to re-activate a power like Flight or Super-Agility, you land safely or find yourself safely at the bottom of whatever vertical surface you were clinging to.

If a power in your grimoire has two Recharge rolls, one for Sorcery and one for the power itself, always use the harder of the two rolls to see if the power returns for use. Any power that also possesses some ability to push or extend its capabilities is +1 harder to Recharge with Sorcery. So after pushing your 4D Force-Field to 6D, it would require a 3+ Recharge check.

You can change the contents of your grimoire between games by expending a story point (see Chapter 5 for more on story points).

Example: Prof Weird is a Sorcerer and possesses the Sorcery major power and the Teleportation minor power. His grimoire powers include Healing (major), Power Blasts (minor), Flight (minor), Force-Field (minor), and Telekinesis (minor). On round one Prof activates Power Blasts (minor) and Flight (minor). He takes off flying, hovers 15" above the battlefield, and uses Power Blasts to target Wildman 12" away. At the start of his next turn, he uses free actions to see if Flight and Power Blasts remain available. He rolls only 1 goal for Flight, and the power deactivates; he floats

gently to the ground. He rolls 3 goals for Power Blasts and can blast away again this round. In the meantime he chooses Force-Field as his minor power for the round.



SPEED (MAJOR)

You possess blinding speed! Your base move is 40". You can move over deep or dangerous water terrain as if it was clear ground so long as you do not stop. If you do stop while in deep water, you have to make the same swimming check as a normal character. So long as you end your movement on level terrain, you can move up vertical objects as if they were normal ground.

You can also spend a combat action to do either (but not both) of the following:

- **Machinegun Punch:** You strike your foe hundreds of times in the span of several seconds. This is a +1D melee attack that cannot be used on the charge. Recharge 2+
- **Move-by Attack:** Attack foes along your path as you move by them. So long as your attack succeeds, you can disengage from the combat without suffering the normal free attack and move to the next foe along your path. You can take any path between foes so long as you adhere to normal movement rules. Once an attack fails, your momentum is halted and you remain in base contact with the foe who successfully resisted you. This does not count as a charge attack. Recharge 2+

STUN (MINOR)

You can stun foes with either a Body or Psyche based attack. Decide which when you acquire this power. Stun is a 5D, 15" ranged attack that inflicts no damage, but rather impairs a target's actions for a certain period of time.

Whether physical or mental, successful stuns leave your target hobbled until the end of his next turn. When his next turn starts he can take one free action and either a move action or a combat/special action, but not both. Stunned characters also cannot charge. Anyone attacking a stunned character gains +1 Re-roll on his attack check.

The stun clears at the end of the affected character's turn. The effects of multiple stuns do not stack.

Example: Bug-Man sends a swarm of gnats into the Ox's face! He rolls his 5D Body-based Stun vs. Ox's 4D defense and wins 3 goals to 1! When Ox's next turn begins he gets one free action and either a move or combat/special action. Ox uses his free action to try to detect a hidden foe, and then chooses to move in his foe's direction. Had he been able to reach his foe, he could not have also attacked him. His turn ends and the stun clears.

SUMMONING (MINOR)

You can use a special action to summon beings to fight for you and your team! The type of being or creature you summon is based on its difficulty to summon. Roll 4D and check your goals:

- 3 goals = Body 4, Psyche 4, Move 5", 1 minor power
- 4 goals = Body 5, Psyche 5, Move 6", 1 minor power
- 5+ goals = Body 6, Psyche 6, Move 7", 1 minor power

Alternately, on a 4+ goal check you can choose to summon a henchmen group with one minor power (see Chapter 4: Henchmen). Summoned models show up within 10" of you. Summoned characters may not possess the Magical Artifact or Summoning powers. Your summoned character or henchmen move and act on your activation, and may act the turn they arrive. If you successfully summon a creature or henchmen, you must recharge this power to use it again. Recharge 2+

SUPER-AGILITY (MINOR)

You are gifted with incredible, sometimes superhuman athleticism! You gain +2" to your move and +1 Re-roll on all defense checks against Body damaging attacks, and any check to avoid being knocked down. You can move up, hang from, and walk along vertical surfaces as if they were normal ground. You can also spend a Move action to move between structures or other vertical terrain pieces within 15" of each other by swinging on lines or making highly agile leaps. You must be in contact with one of the structures before initiating this move. Place yourself anywhere on the structure within 15" of your starting point.

Example: Arachno-Man (Super-Agility) starts his turn next to a building and moves straight up the side 9" (his normal move). Next turn, he measures and notes a nearby building sits 14" away. He spends his Move action and places himself on the side of that building. It pays to be super-agile!

SUPER-STRENGTH (MAJOR)

You're a powerhouse of muscle, possessing vast levels of superhuman strength.

- +2D to melee attack rolls, entangle escapes, grappling checks, and on breaking objects
- Make 4D ranged attacks against foes up to 10" away (representing hurling massive objects)
- Inflict knockback at 4" per Body instead of the normal 1"
- +2D on Jumping and Leaping checks

Note: You cannot possess both Major and Minor Super-Strength.

SUPER-STRENGTH (MINOR)

You possess enhanced strength greater than any normal human.

- +1D to melee attack rolls, entangle escapes, grappling checks, and on breaking objects
- +1D on Jumping and Leaping checks
- Inflict knockback at 2" per Body instead of the normal 1"

TELEKINESIS (MINOR)

You can move objects with your mind, grapple foes at range, and levitate yourself and others! You gain the following abilities:

- As a special or combat action lift, carry, and wield objects up to 15" away as if you had minor Super-Strength--this includes using an object as a super-club! Any target must also be within your 15" range.
- On your move action levitate yourself and one friendly character within 15" of you up to 6", and up to 15" in height. Your friend must remain within your 15" sphere of TK influence. You and your levitated friend must land at the end of your move. Your TK has no effect on Burrowing, Density Decreased, or Density Increased characters.
- Use a combat action to grapple a foe up to 15" away as if you possessed minor Super-Strength.
- You cannot use TK to engage characters using the Flight power.

TELEPORT (MINOR)

You can move from one point to another instantaneously! Teleporting costs a move action, and when you do so make a goal roll. You move up to 10" + 5" per goal scored. You can move to any point on the board whether you can see it or not. If you teleport out of melee combat, your foe still gets a free attack on you. If you're knocked back from a successful hit, measure your teleport distance from the point where your knockback ends.

You can carry friends in base contact along with you, but this drains you. After carrying passengers, your power needs to recharge. This varies based on the number of passengers:

- 1 Passenger = Recharge 1+
- 2 Passengers = Recharge 2+
- 3 Passengers = Recharge 3+

Example: Skipjack is a teleporter. During a battle she wants to teleport. She spends her move action and rolls 4D, scoring 2 goals on the check-she teleports 20". Later that battle she finds herself in base contact with allies Wildman and Doc Shock and wants to teleport all three of them in one go. She rolls 4D and scores 3 goals, teleporting the trio 25"! On her next turn she'll need to spend a free action and make a 2+ Chance roll to see if her teleport power recharges and can be used again.

VAMPIRE (MINOR)

You're a life-draining vampire! You possess a 4D[1] Psyche attack you can only use in melee. Any foe you KO in melee using this power suffers an additional -1 to his Injury check, and if that foe later perishes during the post-battle sequence, make a 2+ Chance roll. On a success that foe rises again as your undead thrall! Re-stat him as a Servitor/Sidekick, and add that power to your character sheet. If you scored 4 goals on the chance roll he also gains the Vampire power. If you already have a sidekick, he becomes another option when you roll to see when your sidekick shows up.

Example: Drago is a vampire. He moves into melee with Giantess and attacks, scoring 3 goals. Giantess defends and scores 2 goals. She suffers 1 Psyche damage as a result. In a later battle Drago KO's Karthoum. During the post-battle Karthoum dies! Drago makes his Chance roll and throws a pair of sixes-4 goals! Karthoum will return as Drago's thrall, and also gain the Vampire power himself!

X-FACTOR (MINOR)

You're as resourceful as they come! At the beginning of each game, before any characters have been placed, select one of the archetype maneuvers from Chapter 3 as a minor power for the game. Be sure to select a maneuver that fits your abilities and power set.

BACKGROUNDS

A character's powers define his superhuman capabilities, but his backgrounds further outline his full capabilities and reveal what he can do in pre and post-battle sequences to aid his team.

ALIEN / DIMENSIONAL

You're from another world or another plane of existence! If it's another world, you're an alien. If it's another plane of existence, you might be a god or demi-god, or mystic creature of some kind. +2D on Magical or Science checks (choose which one at character creation).

ARCANE

You know magic and the arts arcane. Your study of esoteric writings, weird places, and strange beings from other dimensions has opened new worlds of understanding for you. +2D on Magical checks.

ART

You work in one or several mediums to create art of some kind. This also covers writing of all kinds, except technical writing, which would go under Science. +2D on Creative checks.

ATHLETICS

You possess past experience in serious athletic endeavors. +2D on Adventure checks.

BLUE COLLAR

You're a tradesman (carpenter, electrician, plumber, etc.) or a laborer. You work hard with your hands to make your living. +2D on Image checks.



BUSINESS

You're a successful business person, or you were. +2D on Resource checks.

CRIMINAL

You have a criminal background as a petty crook, supervillain, or both! Maybe you've reformed, or maybe you still practice your villainous ways! +2D on Underworld checks.

ESPIONAGE

Your experience includes work in the world of clandestine operations. Secret agents, spies, and deep cover operatives can all claim benefits from this background. +1D on Adventure checks and +1D on Military checks.

EXPLORATION

You've traveled the world and survived harsh climates, angry natives, and rough terrain. You know how to swing on ropes, climb mountains, and navigate trackless jungles. Exploration can also grant the ability to speak other languages. +2D on Adventure checks.

HIGH SOCIETY

You're rich. This background indicates your connection to fabulous wealth and your ability to navigate the upper echelons of the rich and famous. +1D on Image checks and +1D on Resource checks.

JOURNALIST

You're a member of the fourth estate. You make your bones as a print writer or editor, TV personality, or online journalist. +1D on Image checks and +1D on Investigation checks.

MEDICINE

You know how to make sick people better. This background represents advanced medical training. +2D on Science checks.

MILITARY

You are, or were, a warrior. This can include both formal and informal military service. +2D on Military checks.

MONARCH

You are, or were, a potentate. Maybe you've been exiled, or left your kingdom of your own accord, but you still have at least some tie to your old life of royalty. +1D on Image checks and +1D on Resource checks.

PERFORMANCE

You have training as an actor, dancer, or performer of some type. +1D on Creative checks and +1D on Image checks.

PUBLIC SAFETY

Police officers, firefighters, park rangers, private dicks, and others fall into this background. +2D on Investigation checks.

SCIENCE

You know science! Pick a discipline if you want, or keep it vague (this is comic book science after all), but this trait gives you access to all sorts of technical knowledge and jargon. +2D on Science checks.

SOCIAL SCIENCES

Law, politics, economics, history, education, anthropology, archaeology, and many other “soft” disciplines all fall under this background. Social sciences can also grant the ability to speak other languages. +1D on Investigation checks and +1D on Adventure checks.



STEP 2: RECORD AND CUSTOMIZE

Every Brawler isn't the same. You might have one who wields a shield and embodies the best aspects of the American ideal, while a second one wields unbreakable claws and suffers from berserker rages. Once you pick your archetype, think about your character, and the model you're using for him, and select the major powers, minor powers, and backgrounds that best help you describe him. As you're making these decisions, you'll be recording them on a piece of paper, or a copy of one of our character sheets from the back of this book.



STEP 3: BUILDING A SUPER-TEAM

Now that you know how to build a single character model, we need to discuss making a whole team. Super-teams in comic books usually fall into one of two categories: heroes or villains. Sometimes stories or series will mix things up a bit and combine heroes and villains on the same team. You get to decide the background and allegiances of your team's members, and the more time you spend on this, the deeper your play experience will be.

Decide among the members of your game group how many models you want on each team. We like running teams of four character models. This allows for quick, compelling games with plenty of variety. Another option involves building a roster of five to seven characters (and maybe a henchmen group or two) and fielding four of them per game. Players can elect to play larger games, but we feel like the sweet spot for SMF is four characters per side.

BOOSTS

If you're struggling with choosing a minor power, or feel like none of the powers available fit your vision of your character, we've got something for you! You can trade one minor power for a Boost! Boosts come in three flavors and will give your character a few minor advantages in some key areas. Pick one of the following and note it on your character sheet and final dice profiles.

CLEVER

You're quick wits and keen mind make you a team asset!

- Add +1D to your leader's (or your own if you're the leader) initiative so long as you're not KO'ed.
- You gain +1 Psyche damage box.

FAST

You're no speedster, but you're quicker than normal!

- Add +4" to your base Move.
- Add +1 Re-roll to your Ranged Body defense dice pool.

TOUGH

You're one tough cuss!

- Add +1 Body damage box.
- Add +1 Re-roll to your Melee Body defense dice pool.

TRADE OFF

If you want even more customization, you can select this option. Gain one additional minor power from your archetype list by selecting two of the following: -1 Body damage box, -1 Psyche damage box, or -1" Move value. You can instead select all three and gain one minor power of your choice from the Street-Level archetype list.

CHAPTER 3: ACTIONS & COMBAT

THE COMBAT ROUND

Like most miniatures games, **Super Mission Force** features a specific sequence of events that helps to organize the chaos of comic book action. This sequence is known as the Combat Round, or Round for short. The SMF combat round breaks down into two phases:

- 1.) Initiative
- 2.) Take Turns

ROUNDS AND TURNS

In SMF, a Round consists of a number of Turns equal to the number of character models and henchmen groups involved in the battle. Each model gets a Turn to activate.

PHASE 1: INITIATIVE

The Initiative phase in SMF determines the order in which models will take their turns. When the last model to act in a round has completed its last action, a new round begins with a new Initiative phase.

Before the battle begins, each player designates one of his models as the Leader of his team. At the beginning of each Round, each player makes an Initiative goal roll for his leader.

Leaders possess an Initiative dice pool equal to 4D, plus any modifiers from powers and backgrounds. The leader who scores the higher number of goals wins the initiative for that round and may decide whether he wishes to activate one of his models first that round, or whether he wishes to defer to his opponent.

Break any ties by comparing Initiative dice pool totals. If these totals are tied, then each opposing side rolls a single D6 until a high roller is determined, and that high roller wins the initiative.

When one model activates it takes its turn, then a model from the opposing team activates and takes its turn, and so on until all models have taken their turn for that round.

If you're playing a game with more than two players, conduct initiative in the same manner, with each player activating a character in order of initiative, i.e., Doc Shock's team (4 goals), Black Templar's team (2 goals), and Phaedra's team (1 goal).

Example: Doc Shock and Black Templar are the respective leaders of their teams. Doc's a Savant (+1 Re-roll to initiative), so his Initiative total is 4D[1]. Templar has no special bonus, and has just 4D for his Initiative pool. If both characters score 3 goals on their checks, Doc's team gets to call the first activation as his Re-rolls trump Templar.

MULTIPLE LEADERS

When a team's leader is removed from play, its player must choose another model from the band as the new leader.

CARD-BASED INITIATIVE

There are lots of great sets of superhero playing cards out there! Folks who want to use them in their games and try a different initiative system can use the following rules.

When determining Initiative using this alternate method, use a standard deck of 54 playing cards (counting Jokers), and every character model and henchmen group receives one card to determine initiative.

Each round players should take turns dealing from the deck to each character model or henchmen group. When the cards from the deck are exhausted, players should shuffle the discarded cards from previous rounds and begin dealing anew. Deal cards face-up and determine turn order by the value of each card in the following manner:

Joker (black)

Joker (red)

Ace

King

Queen

Jack

10 - 2

Comparing the cards' suits breaks any ties:

Clubs (1st)

Diamonds (2nd)

Hearts (3rd)

Spades (4th)

Enhanced Senses, Savant, and the Clever boost each grant one extra card to a character or henchmen group of the player's choice. A character or henchmen group can never be dealt more than two cards and takes the better of the two for initiative.

PHASE 2: TAKE TURNS

This phase consists of a number of Turns equal to the number of character models and henchmen groups involved in the battle. In this phase, each model takes a turn and performs a number of actions. There are four types of actions in SMF: Move, Free, Combat, and Special. Models may perform one Move action, and either one special or one combat action per turn. Models may perform up to three free actions.

MOVE ACTIONS

Every model in SMF gets a Move Action during its turn. Models normally move between 5" and 8" based on their archetype. A model may split this up over the course of its turn, interspersing this movement with the performance of other actions, including combat.

Example: Wildman moves 7". When his turn comes up, he activates and moves 4" to attack an injured foe. He expends his combat action, makes a solid attack and knocks the enemy out of commission. He then uses the remaining 3" left on his movement, seeking cover behind a nearby tree.

MEASURING & BASE CONTACT

Players measure all movement in SMF in inches. Remember, halve listed move rates for 10mm or 15mm scale games! Players should measure movement from the edge of the model's base to the edge of an opposing model's base (in the case of measuring distances for charges and ranged combat).

Base Contact occurs when one model's base touches another model's base. This is normally the only way enemy models may fight in melee.

PRE-MEASURING

Players may always pre-measure distances before, after, or during a model's move.

FACING

We assume all characters can see 360 degrees around themselves--we don't sweat facing in SMF!



CHARGING

A Charge is a type of Move action. Models who charge add half their normal move rate to their final move for movement for that turn. A model charges to either cover extra ground, or meet a foe in melee. Charging models run all out, and may do nothing else that turn. However, charging models that make it into base contact with another model can make one attack on the model at +1D.

A model that charges and attacks a foe at the end of its charge is essentially combining its Move and Combat actions for its turn, and can do no other combat or special actions that round.

Movement based powers cannot be used on the charge unless the power text specifies that it can.

Certain free actions like searching for hidden models may still be attempted prior to charging. Models that charge to cover extra ground can do nothing else but move and perform free actions during their turn.

Charging is the most common method of entering melee. You can always check the distance between models before declaring a charge. A model may charge an enemy that it cannot see because of terrain or other factors, but it must first make a *TN2* goal roll to succeed. This is a free action.

Models in active hiding cannot be charged unless the would-be charger wins an opposed contest. This is a free action. A model that fails to detect an intended target cannot charge it, and may instead choose to charge another foe, or do something else.

Unlike normal movement, charge moves may not be split up around other actions. For example, a model with a total charge of 11" could not charge 6" into an enemy, take him out on the subsequent attack and then spend the remaining 5" of its Move distance to seek cover.

DIFFICULT GROUND

Muddy fields, shallow water, and uneven terrain can slow a model down. Models moving through areas designated as difficult ground halve whatever portion of their movement that occurs in the difficult area. Models may charge through difficult ground.

Example: Doc Shock (Move 6") starts his turn in a swampy morass labeled as difficult ground. He can move normally for 3", or charge 4.5".

Example: Speedster Red Bolt wants to charge a foe who stands in the center of a 18" diameter field of loose stones (difficult ground). Red Bolt (40" Move value) begins his turn in clear terrain and moves the first 20" through it into the difficult ground. While he has 20" of movement remaining, the difficult ground will cut this to 10", and luckily Red Bolt's hyper-speed will get him there!

MOVING THROUGH MODELS

You can move through spaces occupied by friendly models, but not enemy models. You can never end your move in a position where your own base is atop the base of another model.

KNOCKED DOWN/STANDING UP

Models in SMF will sometimes find themselves knocked down for one reason or another. Models that are knocked down must spend 2" of their Move action to stand up. You can still charge the turn you get up, but you don't gain the normal +1D to your charge if you meet a foe in melee. Be sure to figure your total charge distance based on your Move value -2".

Knocked down models are more vulnerable to melee attacks, and models in melee against them receive a +1D bonus on the attack goal roll. Knocked down models are effectively prone, and gain +1D to defend against ranged Body-based attacks.

MOUNTS

Some powers allow characters to act as mounts for other characters. The character riding a mount moves along with his mount and may dismount as part of his move action. Any character mounted on another may be targeted with attacks as normal. If your mount gets knocked back, you go with him and must make a *TN3* check to remain mounted.

OTHER TYPES OF MOVEMENT

Several other types of movement might allow characters to interact with unique terrain features or take up enhanced positions on the battlefield. These count toward the character's allotted move allowance during its Move action.

CLIMBING

Buildings and walls outfitted with stairs and ladders are treated normally for purposes of calculating distance moved. Climbing a surface without stairs or ladders is a special kind of movement that halves the model's movement total. A model may not Charge up a vertical surface without stairs or a ladder, and must stop at its base and wait until next turn to begin its ascent.

CRAWLING

Crawling is a type of movement that may occur after a model drops prone or gets knocked down. A model crawls half its movement value, or if it drops prone in the course of normal movement, half its remaining movement value.

JUMPING

Characters wishing to jump a chasm or vault an obstacle make a standard 4D goal roll. They can jump 1" horizontally and .5" vertically for each goal rolled.

Jumps totaling less than the character's movement value cost him that much of his movement for his turn. For example, a character with 6" Move jumps a 2" chasm, and could then move a total of 4" more that turn. Horizontal jumps may be combined with the Charge action, but may not exceed the character's total move + charge allowance for his turn.

Through the course of his charge a model may attempt to make vertical leaps over any number of intervening obstacles. This requires the normal jumping goal roll outlined above, but if he fails a jump its movement for that round ends.

Players may always pre-measure the distance needed to jump a chasm or vault an obstacle. Characters that don't score enough goals to make the jump over a chasm have a chance of falling! They must make a *TN3* check. If they succeed, they hang from the edge and must spend 2" of movement at the beginning of their next turn to pull themselves up. If they fail, they fall. See Falling under Environmental Hazards later in this section.

FREE ACTIONS

Free actions require little time to complete and usually involve the model trying to quickly sense its surroundings. There are three major types of Free Actions characters will often do, but certain special situations might also require a free action. A model may perform up to three free actions per turn.

Dropping Prone

At any time during its turn a model may drop prone as a free action. Dropping Prone immediately ends any charge action, but normal move actions may continue at a crawling pace (see Crawling above). If you're prone you gain +1D to defend against ranged Body attacks.

Perception Checks

Most perception checks are 4D (plus dice and/or Re-rolls from powers) free actions. A perception check most often occurs when a character is trying to spot a hidden or out of sight foe or objective.

Recharge Check

Characters will often need to make a Chance roll to see if a power, or a certain aspect of a power, recharges and can be used again. This requires a free action and can be attempted once per turn per power/ability.

SPECIAL ACTIONS

These are actions that cover a wide array of options on the tabletop.

HIDING

A model that ends its turn in some sort of cover may choose to hide as a special action. A hiding model cannot be charged or targeted by ranged attacks unless the potential attacker wins an opposed contest with the hiding model.

Once a model chooses to hide, its turn ends. Attempting to spot a hidden model counts as an opposed free action. Models hiding in hard cover receive +2D to this contest, and models hiding in soft cover receive +1D. An opposing model spends a free action to attempt to spot a hidden foe; he only gets one attempt per hidden model.

USE ITEM/PICK-UP OBJECT

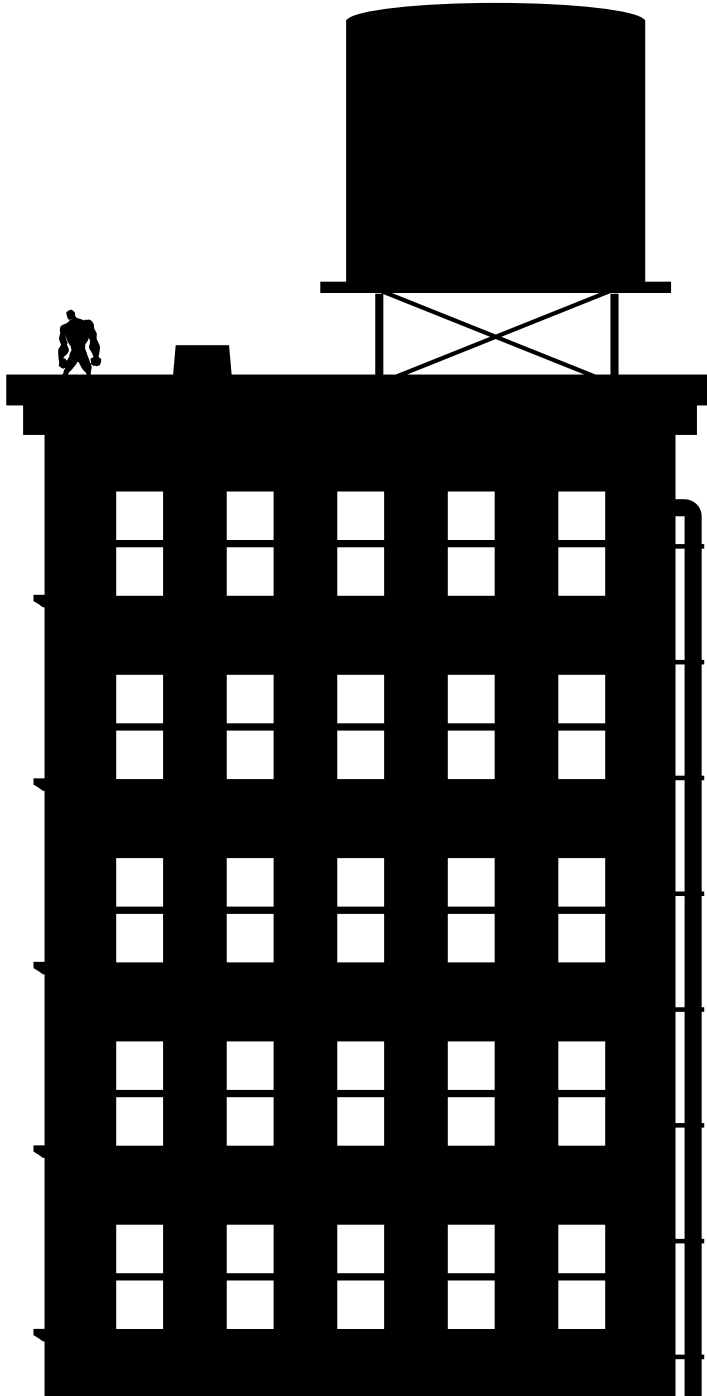
This is a catchall action category that allows models to interact with terrain objectives and objects in the field of play. Some scenarios or situations may call for the use/activation of a particular item (artifact, device, etc.), which could involve a standard 4D check.

Picking up an item always counts as a special action unless a scenario dictates otherwise. Using an item can either be a free action or special action, usually as the scenario dictates.

Some scenarios may call for the freeing of a prisoner, or the recovery of some object (an ancient tome, cosmic weapon, etc.). Some of these actions require goal rolls, and some require only the expenditure of a special action.

USE POWER

Certain powers require the expenditure of a Special Action. We explain the specifics of how these powers and abilities work in Chapter 2.



COMBAT

SMF features two types of combat: melee and ranged. Both involve opposed goal rolls. A model may expend its Combat action to do one of the two, but not both. In SMF, an attack goal roll can represent both a single, well-aimed blow, or a flurry of shots or swings.

CHOOSING TARGETS

When choosing whom to attack, a model may target any legal enemy model. An unengaged model may target any model it can see with a ranged attack, and a model engaged in melee may target any legal foe it can reach with a close combat attack.

MELEE

Melee combat in SMF requires combatants to be in base contact. Models may move normally into melee and expend their Combat action to attack, or combine their move with a combat action into a charge. Models that charge into close combat attack at +1D to their attack roll.

The attacking model in melee rolls 4D (plus any archetype and power bonuses) vs. the defender's 4D (plus any archetype and power). If the attacker gets more goals than the defender, he has hit, and the difference between the goals scored on the attack check and the goals scored on the defense check equal the Body damage inflicted by the attack.

If the defender ties or gets more goals than the attacker, she has fought him off or otherwise resisted the attack. An attacker who moved normally (i.e., did not charge) into melee can use its attack action as normal, but does not gain the benefits of charging.

Example: Wildman battles Bot somewhere near Pier 9. It's Wildman's turn and he has just charged into close combat with Bot.

Wildman's player rolls his 5D, +1D for the charge, for a total of 6D. He gets 3, 4, 4, 5, 5, and 6 for six goals. Bot rolls 5D on defense, and gets 2, 2, 3, 4, and 5 for two goals.

Wildman wins the exchange 6 goals to 2, and he inflicts 4 damage--4 lost Body on Bot!

BREAKING FROM MELEE

A model can move or charge away from melee, but his opponent can launch an immediate, free attack on the escaping model. This attack is still opposed, as it is assumed that the model breaking from combat is making a fighting withdrawal from combat. If he's fighting multiple opponents, each one gets a free attack versus a single defense goal roll. Even if the model breaking from combat suffers damage, it can still get away as long as it does not suffer a KO!

If a model attacks and damages a foe, then breaks from close combat that same round, the foe damaged by its attack does not get the normal free attack on the model breaking from combat.

MULTIPLE FOES IN MELEE

Characters ganging-up on a single defender gain a number of bonus attack and defense dice equal to their numerical advantage. If two models were attacking one model, each of the attacking models would gain +1D to their attack rolls. If on a later turn, a third model rushed in, all three allied models would gain +2D to their attacks for the three-to-one advantage.

Models with a numerical advantage in melee may break away without suffering the normal penalty for breaking from close combat. Models may not gain more than a +3D bonus from friends in melee.

AID IN MELEE

When a friendly model rushes in to help a comrade assailed by multiple foes, it engages one of the enemy models, and a separate close combat ensues. Keeping them in base contact, move the two models 1" away from the original melee.

Example: Giantess now battles Cuculcan and Alchemo. Not liking those odds, his teammate, Doc Shock, charges Alchemo. Doc and Alchemo break off into their own, separate melee combat 1" away, while Giantess and Cuculcan continue to battle.

GRAPPLING

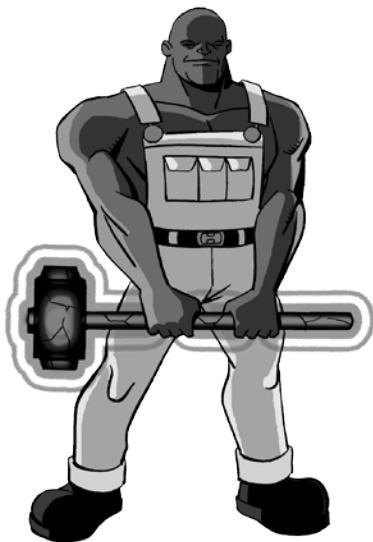
Grabbing and immobilizing a foe involves grappling. Make an attack check on your target in base contact. If you beat your foe's defense check he takes no damage, but you've grappled him! At the start of your next turn decide whether to maintain or release your grapple. If you maintain it, spend your combat action and make the check again, and if you win, you hold your grapple and can choose to apply the difference as squeezing damage to your foe. If your target wins, he's free; place him 1" from your base. A grappled foe can use his combat action to escape a grapple--he still counts as the defender and makes the opposed check as normal. If the grappled foe wins he escapes; place him 1" away from the grappler. If the grappler wins, he maintains his hold but does no further damage. A grappler can move up to half his normal move while grappling a foe. Characters attacking a grappled or grappling character gain +1D to the attack roll.

Example: Yeti tries to grapple Wildman. He moves into base contact and makes his 6D attack roll; Wildman defends with 5D. Yeti scores 4 goals to Wildman's 3, and grabs him! Later in the round Wildman get his turn and tries to escape. He gets only 2 goals to Yeti's 4, and fails! Next round Yeti acts first again and decides to maintain his grapple and squeeze Wildman for damage. He rolls 6D vs. Wildman's 5D and gets 5 goals to Wildman's 3--he maintains his hold and Wildman suffers 2 Body damage. Wildman gets his turn later in the round and again tries

his escape—this time he scores 4 goals and Yeti gets only 2! Wildman escapes the grapple, and his player places his model 1" away from Yeti. Wildman then uses his move action to get further away from the marauding brick!

DAMAGE FIELDS, GRAPPLES, AND ENTANGLES

When one party involved in a grapple possesses an active Damage Field, be sure to make the field's damage roll at the start of the field owner's turn. When a character with an active Damage Field gets trapped by the Entangle power, he also gets to roll the field against the entanglement.



THROWING A GRAPPLED FOE

You can throw a foe you grappled instead of squeezing him for damage! Instead of maintaining your grapple, make an opposed Melee check to hurl your foe in a direction of your choice. If you beat your foe's total, you hurl him a number of inches equal to the difference in your totals, based on your normal Knockback distance:

- Normal strength = 1" per goal difference
- Minor Super-Strength = 2" per goal difference
- Major Super-Strength = 4" per goal difference

Your hurled foe must make a *TN3* check or be knocked down when he lands. If you try to throw him into another character, use your goal difference as your ranged attack total, and your target uses his normal defense dice pool against ranged Body-damage attacks.

If you throw your foe off a precipice or other high object, consult the rules for Falling Damage later in this chapter.

If your foe beats your total on your throw attempt, he escapes your grapple. He can place himself up to 1" from your base.

REACH

Some powers grant a character the ability to strike a foe in melee without being in base contact. This is reach. No matter how long, reach attacks always count as melee attacks. If you attack a foe in melee using your reach and that foe later leaves your reach, you get a free attack on him just as if he had left base contact with you.



SUPER-CLUBS

Characters possessing Super-Strength can heft pieces of battlefield terrain and beat their foes with it! It's part of the comic genre, and as such you can your fellow players need to decide before the game begins what objects of terrain you're using are eligible to be wielded as weapons--super-clubs. Just to keep things simple, we break eligible terrain into three rough size categories:

- Small (mailbox, motorcycle) +1 Re-roll, +2" Reach
- Medium (dumpster, sedan) +2 Re-rolls, +3" Reach
- Large (dump truck, train car) +3 Re-rolls, +4" Reach

Characters with major Super-Strength can wield all three categories, while characters with minor Super-Strength can only wield small objects. Uprooting or hefting an adjacent object and attacking with it counts as a single combat action. You can also move with the object at your normal Move value rate before attacking with it if you choose to. Super-Club bonuses don't stack with the Re-roll from the Melee Specialist power. You cannot charge with a Super-Club.

You get one attack with a super-club, hit or miss, and then it's destroyed! Grab another one!

KNOCKBACK

SMF models dynamic super action, and so anytime a character delivers a melee attack to a foe that does Body damage, he can choose to knock that foe back 1" per Body inflicted.

So a strike doing 2 Body could knock its target back 2"! Use common sense when deciding the direction of the knockback—it should occur in the direction the attacking model is facing! Characters knocked back through objects suffer no additional damage, but subtract 1" of knockback per 1" of terrain they pass through.

If you're knocked back while breaking from combat, measure your subsequent movement from the point where your knockback ends.

A knocked back foe must make a *TN3* check or wind up knocked down. Remember, knockback is optional; it's the attacker's choice.

RANGED COMBAT

Ranged combat in SMF occurs when a model attacks another model from a distance beyond base contact. *In order to make a ranged attack, a model must have a power that specifies it works at a distance.*

Models roll their power dice pool as the basis for the ranged attack. Defending models oppose attackers with 4D (plus any power bonuses).

If the attacker rolls more goals than the defender, the shot results in a hit, and the difference between the goals scored on the attack check and the goals scored on the defense check equal the damage inflicted by the attack.

Psyche attacks do Psyche damage and Body attacks do Body damage.

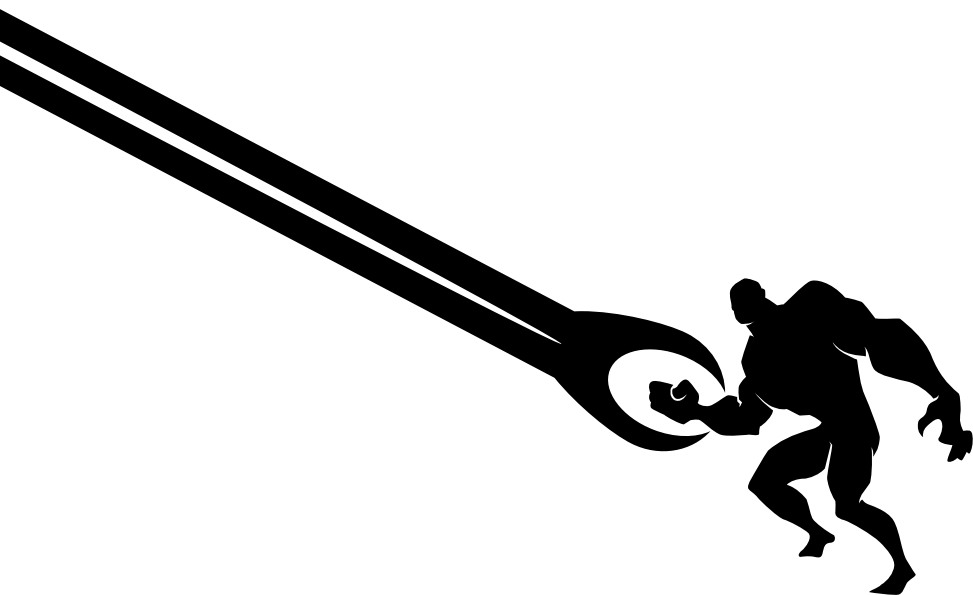
If the defender ties or gets more goals than the attacker, she has evaded or resisted the attack.

Example: Dock Shock fires his electro bolts at Mistress Nightmare. He rolls his attack and scores 5 goals on the throw, and Nightmare rolls her defense and gets only 1 goal. Doc has hit, and inflicted a devastating 4 Body damage on the mistress of fear!

Example: Mr. Brain blasts a foe with his Mentalism power, scoring a staggering 6 goals on the attack roll, while his lucky target scores an incredible 6 goals on defense! In spite of his amazing mind, Mr. Brain's foe resists his power.

RANGED ATTACKS IN MELEE

You cannot use ranged attacks in melee. If an active enemy model is in base contact with you, you'll need to disengage before you use your ranged attack power.



BLASTING INTO A MELEE

You can blast into a melee combat, but you might hit the wrong target if you miss! Designate your target as normal and make an attack check; your target makes his defense check as normal. If you score goals on your attack check but still miss, the other parties involved in the melee could be hit. If the original target was fighting a single foe, that foe makes a defense check against your total. If multiple foes are involved, decide randomly who gets it and that foe makes the defense check.

Example: Doc Shock blasts into melee where his teammate Giantess battles Bot. Doc scores 2 goals on his attack and Bot gets 3 on his defense--Doc misses and could hit Giantess! Giantess rolls her defense against Doc's 2 goals and scores 2 goals herself, evading the errant bolt. Next round Tabula Rajah rushes in to also attack her. On his turn Doc fires again, and misses again, this time with 3 goals on his attack. The players assign a 1 - 3 to Giantess and a 4 - 6 to Rajah and roll a D6. A five comes up, and the Rajah must defend against Doc's attack!

ATTACK RANGES

Targets beyond an attack's maximum range automatically evade or resist the attack. You can pre-measure ranges before declaring targets and rolling any dice.

Again, halve any ranges for 10mm or 15mm models.

Example: Doc Shock just expended his move, and now wants to blast Bot. His Power Blasts extend out to 30". He measures before officially declaring Bot his target, and finds the big robot is 31" away--too far! Doc seeks out another target.

SEEING TARGETS

A model must be able to see at least some part of its target to hit it with a ranged attack. The acting player should get down to the "model's eye level." If the attacking model cannot draw a straight, uninterrupted line to some part of its target, it may not fire. Models do not block line of site.



COVER

SMF counts two types of cover, hard and soft. Hard cover is any substance with stopping power like a starship's bulkhead, cave wall, or cantina table. Soft cover is a less durable form of cover that still might spoil an attacker's aim or deflect a shot. Examples of soft cover include foliage, bystanders, or drapery.

Models in hard cover gain +2D to their defense rolls.

Models in soft cover gain +1D to their defense rolls.

As models in SMF are thought to be in constant motion, a model need only be partially obscured by the cover to receive its full benefits. If even just a leg or arm is obscured, the model is in cover!

RADIUS ATTACKS

Explosive powers and certain special effects cover a wider area than normal. A radius attack affects a certain area in inches from the center of the original target, possibly affecting adjacent models. If even a portion of an adjacent model's base is touched by the radius attack, that model must also make an opposed defense roll against the same attack roll as the original target.

Example: Bomb-Blast possesses the Explosion minor power. The radius on this effect is 5" for its main effect, and up to 10" for its secondary effect. He moves into base contact with Killer Clown, then explodes! KC's criminal carry cronies, Super-Rube (6" away) and Strongman (11" away) stand nearby. Bomb-Blast scores 4 goals on his attack. Killer Clown and Super Rube both make defense rolls needing 4 or more to evade or resist the attack, while Strongman stands safely beyond the attack's 10" reach.

THE DETAILS OF DAMAGE

Every character model in SMF has two damage tracks (Body and Psyche) located on his game card. Characters usually begin every one-off battle at their peak Damage capacity in both tracks. Keep in mind that characters involved in a Campaign can sustain injuries that carry over from battle to battle. Characters lose Damage from battle or their environment--most often whenever they take hits in combat.

Mark damage off by moving from left to right on the stat card damage tracks. Damage tracks never go negative. Once a character model hits zero damage in either track, his or her player need not record further damage.

ENVIRONMENTAL AND OTHER HAZARDS

Characters also take damage from environmental hazards like heat, drowning, and falling, as well as weird effects from chemicals that could temporarily inhibit movement or actions. Rather than rolling dice for them, we assign static TNs to hazards that players roll against. If they fail, they suffer the difference in damage as if they had been hit by an attack.

BURNING

Characters trapped in flaming explosions, or otherwise surrounded by flame or superheated steam suffer a chance of catching fire. Characters who come in direct contact with fire must make a TN3 check or catch fire themselves. Once aflame, a character must make a TN4 check each round at the start of his turn or suffer the difference in Body damage. He may use a special action to put himself out. This requires only the expenditure of the special action and succeeds automatically, but only if the model removes himself from the environment which caused him to catch flame in the first place.

DROWNING

When a character enters or starts her turn in deep or hazardous water, he or she must immediately roll versus a TN3. If she passes the check she suffers no ill effects and moves as if

in difficult ground. If she fails the check she suffers the difference in Body damage and moves just 1" as she flounders for her life! Armor does not apply to this check.

Example: Wildman attempts to traverse a raging river defined as deep or hazardous water by the scenario. He enters the river and rolls 4D vs. TN3, scoring 3 goals! He's ok and swims forward 3.5" (half his Move). Next turn he rolls his TN3 check and this time scores only 2 goals! He suffers 1 Body damage, and moves just 1" forward.

FALLING

Falling often results in injury. The TN of a fall is equal to one plus one for every full 4" the model falls. Ignore the effects of falls of less than 4". Models who survive a fall begin their next turn knocked down, and must spend 2" of their movement to stand up. Falling TNs top out at TN8.

Example: Wildman falls 8" from the wing of a parked space cruiser. When he hits the ground he rolls 4D versus TN3 (1 + 2 for the 8"). If he scored only 1 goal on his check, he'd suffer 2 Body damage as a result.

POISON & DISEASE

Certain scenarios might feature dangers from either poison or disease. SMF treats both of these hazards using the same basic rules. Every poison or disease possesses a TN that must be resisted with a 4D roll--Armor has no effect on this damage, but bonuses from the Resistance power count.

Individual scenarios will detail how characters contact a poison or contract a disease. It will usually involve proximity to some spot on the battlefield, or perhaps to another infected model in the case of disease. When the affected model satisfies the poison or disease condition for contact, the player makes a roll to resist the effects.

We rate poison and disease by their TNs:

Mild = TN2

Serious = TN3

Severe = TN4+

Once a character fails the check, he takes the difference in damage as with a normal attack. The poison or disease may also have additional effects as laid out in the scenario. Here is an example poison:

Nerve Gas (TN3)

Effects: Affects any model within 2" radius of the contact point. Disperses after the first round it is contacted. Affected characters suffer damage as normal, and also must make a TN3 checks at the beginning of each turn after exposure. Failure means the character loses the rest of his turn due to crippling pain.

KO CHECKS

KO is short for Knockout, and when a character marks his last damage box in a track off, he must make a TN3 check to remain standing. If he fails this check place him face down on the table where he last stood. Unless a comrade can use some power to heal the fallen character, he's effectively out of the battle.

If he makes his KO check, he can remain in the fight as normal. However, if he sustains any further damage on the same track, he's KO'ed with no further checks. Place him face down to await his fate!

If he later suffers enough damage to be KO'ed on his other track, his KO check rises to TN4!

Characters who end the game KO'ed must roll on the post-battle injury table. See Chapter 5: Scenarios & Campaigns for more details.

Example: Already Injured during a previous round, Doc Shock suffers a melee attack from the claws of Gorgon that removes his last Body damage box! Doc's player rolls 4D versus the normal TN3 and scores only 2 goals. Doc suffers a KO!

Example: Giantess (8 Body, 6 Psyche) suffers the loss of 6 Psyche from Mr. Brain's mind blast. She makes her KO check and remains standing! She later loses her last Body from a number of different attacks. She makes a KO check vs. TN4 and fails! She's now down!

ATTACKING A KO'ED FOE

If you attack or otherwise damage a KO'ed character, that foe suffers no further damage. His Body and Psyche cannot go negative, but you can spend a combat action (no dice rolls needed) to inflict further harm on him! If you do so he suffers a further -1 on his post battle injury check. Characters cannot suffer more than a total of -2 from these sorts of attacks. Should a KO'ed character who suffers such an attack recover Body or Psyche through healing, any negatives from this action are removed, even if he gets KO'ed again. See Chapter 5: Scenarios & Campaigns for more on injury checks.

BREAKING OBJECTS

Players should use these rules when their models interact with specific terrain objects. In this system key objects have a “break” TN associated with their density or toughness.

Objects also possess a number of Body points based off of their size. When a character wishes to destroy an object, he makes an attack goal roll and compares it to the object’s TN. Any goals in excess of this number translate into Body loss for the object.

The chart below lists the various object TNs and the average Body for the most common size categories of the object. Players should take time to categorize key pieces of terrain prior to the start of play. If a scenario calls for the destruction of a bunker, then players should use these guidelines to detail its stats to everyone’s satisfaction.

OBJECT	TN SIZE (BODY)
Wooden Door	2 Small (2), Medium (4), Large (6)
Fire Door	3 Small (2), Medium (4), Large (6)
Glass Panel	1 Small (1), Medium (2), Large (3)
Concrete Block	4 Small (2), Medium (4), Large (6)
Steel	5 Small (2), Medium (4), Large (6)
Exotic Metal	6 Small (4), Medium (6), Large (8)

A model may also open (not force or break) a locked or sealed high-tech door by making a TN4 check.

ADVANCED RULES

Play SMF a few times before you dive into the extra rules we've placed here. Once you get the basics of rolling dice, scoring goals, and employing your characters' powers, these more advanced rules will add tons of depth to your games and make your stories feel even more like the comic books you love!

ARCHETYPE MANEUVERS

We've written these maneuvers with each archetype in mind. Each one can generally be used once, then must be recharged just like powers. Attempting to recharge a maneuver costs a free action.

BLASTER MANEUVERS

Use the following maneuvers to get extra juice out of your blaster characters.

Blast Back

Your ranged attack does knockback at 1" per Body just like a melee attack! You can invoke this after you've determined if you've hit or not. Recharge 2+

Radius Attack

Manipulate your destructive energies to affect multiple foes. Your blast gains a Radius effect emanating 5" from your initial target. Recharge 2+

Rapid Fire

Halve your attack's range and fire at two different targets! Select two targets within your reduced range, then make a single attack goal. Each of your targets must make a separate +1D defense goal roll against your attack. Recharge 1+

BRAWLER MANEUVERS

Use the following maneuvers to make your brawler even more dangerous in melee.

Acrobatic Attack

You cartwheel, dive, leap, or roll into your foe, using your inhuman athleticism and momentum to deliver an extra powerful attack! Add +2 Re-rolls to your normal melee attack goal roll on a charge. Recharge 2+

Speed Burst

Glide, leap, swing, or just sprint your way into covering a bunch of extra ground! Add +5" to your Move value for the turn. You can use this maneuver before charging. Recharge 2+



BRICK MANEUVERS

Use the following maneuvers to make your brick unpredictably deadly and maximize his or her amazing strength.

Hardball Special

You can use a special action to hurl a friendly model in base contact at a foe or target of your choice. Pick a target and make a 6D check. Every goal you score allows you to throw your ally 5" horizontally and 3" vertically. Provided he makes a TN3 check, your ally can make a single free attack on a character, henchmen group, or objective along his path or at the end of the throw. If he fails the check he cannot attack and finishes the throw knocked down. Recharge 1+

Haymaker

You wind up and deliver your best Sunday punch to a foe who really has it coming! Add +2 Re-rolls to your normal melee attack! Recharge 2+

Shockwave

You strike or stomp the ground and send a shockwave of force along a line directly away from you. Use a free action and make a 6D check. Any character or henchmen group within a 5" wide by 10" long band emanating from your base must check against your goal total. Any target scoring fewer goals than you is knocked down. Characters with active Density

Decrease or Increase are immune to this effect, and characters with Super-Agility may use its Re-rolls on the check. Recharge 2+

Way Outta Here

Your attack knocks your foe into next week! Don't invoke this maneuver until you've successfully hit your target. Once you figure out your normal knockback distance for the strike, double it! Yes, you can use this in concert with Haymaker. If you knock your foe off of the board, place him at the table edge; he makes a normal knockdown check. Recharge 2+

MASTERMIND MANEUVERS

Use the following maneuvers to give your mastermind extra options when leading his or her team to victory.

Escape Artist

Your resourcefulness pays off in an ability to get yourself out of trouble when it matters most. Combine your Move and a special action to exit a melee combat without suffering any free attacks. Alternately you can use this ability to escape an Entangle or Grapple with no roll. Place yourself up to your charge distance away from the melee or Entangle. Recharge 2+

I Have a Plan...

Your attention to detail and tactical acumen allow you a command of the battlefield. Use a free action to make a Chance roll. On a 2+ another character or henchmen group on your team can act out of sequence, directly after you finish your turn. If you're using the card-based initiative system, you instead can switch the initiative cards of any two characters or henchmen groups in the game. Recharge 2+

METAMORPH MANEUVERS

Use the following maneuvers to add some spice to your metamorph's various power packages.

Bigger is Better

Spend a free action and gain the Growth minor power until the beginning of your next turn and combine its effects with whatever metamorph package you choose for the turn. Recharge 2+

Power Attack

Reach down deep and draw extra reserves of power, then add +2 Re-rolls to your normal melee or ranged attack! Recharge 2+

MENTALIST MANEUVERS

Use the following maneuvers to draw on your hidden reserves of mental fortitude.

Mind Meld

You establish a telepathic link with two of the members of your team, feeding them psionic strength and augmenting their natural capabilities. This requires a special action, and grants your chosen teammates +1 Re-roll to either attacks or defenses (but not both) until the beginning of your next turn. This drains you, and inflicts 1 Psyche damage on you. Recharge 2+

Power Attack

Reach down deep and draw extra reserves of power, then add +2 Re-rolls to your normal Mentalism attack! Recharge 2+

SORCERER MANEUVERS

Use the following maneuvers to draw additional eldritch power from the battlefield and aid yourself and your allies.

Miraculous Recovery

You use your powers to channel inner healing. Use a special action and regain 1 lost Body and 1 Psyche damage box.

Recharge 1+

Talisman

You pull an ancient item of power from your bag of tricks--it grants you +1 Re-roll to attack and defense rolls until the beginning of your next turn. Recharge 2+

SPEEDSTER MANEUVERS

Use the following maneuvers to wring every advantage out of your blistering speed.

Hurricane Charge

Invoke this maneuver just before charging and add +2D to your charge attack instead of the normal +1D. Recharge 2+

Whirlwind

End your movement beneath a flying foe--you run ever faster in a circle and create a whirlwind that could suck the flying character from the sky! Make an opposed check against your flying target, if you beat his total you ground him 1" from you. You gain +1D on this check, and he may add dice from Super-Strength if he possesses it. He can take off normally on his next turn. Recharge 1+

WILDCARD MANEUVERS

Use the following maneuvers to make pivotal moves when it counts the most.

Desperate Defense

Invoke this maneuver when you're attacked by a character or henchmen group with a gang-up bonus against you. Gain +1 Re-roll to your melee defense check against this attack.

Recharge 1+

Power Attack

Reach down deep and draw extra reserves of power, then add +2 Re-rolls to your normal melee or ranged attack!

Recharge 2+

CHAPTER 4:

HENCHMEN

Supers comics often feature hordes of nameless thugs or goons who assail the main characters, but don't really threaten them too much. They're there for the title characters to mow through and look cool doing it! That's where our henchmen rules come in!

We build henchmen in groups, and these models act as one model for purposes of movement, combat, and most other factors. A Henchmen group makes one goal roll on attack and defense checks. You'll build your Henchmen Groups using an archetype just as heroes and villains. Henchmen Groups begin with 10 members, and the archetype includes a **Legion** minor power that adds more to the group.

If you want to field fewer than 10 henchmen models, or you don't have enough of a specific type of model to fill out your group, just use a "hit" tracker to make sure your group gets its full ten damage capacity. Use counters, dice pips, or some other method to track this damage. Or if you have a 5-model group, count each model as worth two "hits".

You can use henchmen for special scenarios, or replace one of the characters on your team with a henchmen group.

THE RULE OF 2D

Every henchmen group in SMF rolls a base of 2D for any check unless a power or situation dictates otherwise. If you're dealing with a henchmen group possessing a minor power, and that power has a pool of 4D, it's instead 2D for the henchmen group. If a power grants a character a 5D pool, the henchmen group instead gets a 3D dice pool.

HENCHMEN GROUPING

Henchmen must remain close to each other during the course of a battle. Each model in the group must be within 2" of another member of the group. They may move in a line, or as a looser formation, but this 2" limit must be maintained. Since Body or Psyche loss against henchmen groups results in the removal of members of the group, casualties should be removed in such a way as to preserve group integrity.

HENCHMEN IN MELEE

Henchmen Groups attack in melee as one model, but as long as they outnumber their foe, they gain a bonus to attack in close combat similar to the multiple friends rule.

Unlike character models, all henchmen in a group do not have to be in base contact for the group to enjoy the friends in melee bonus. If a character or henchmen group charges and makes contact with at least one model in a henchmen group, the entire group is considered to be in the combat. For purposes of clarity, once you charge a henchmen group and make contact with at least one of its models move all of the henchmen into base contact (or as close as possible) with you. Henchmen groups receive +1D for melee attacks for every two models they outnumber their foe by beyond the first. No matter the henchmen group's size, it can never gain a bonus higher than +3D from multiple friends in melee.

Note that unlike character models, henchmen groups only receive the bonus to attack from greater numbers, not defense rolls. Since they are treated as one model in most respects, Henchmen groups convey only a +1D bonus to friendly character models in close combat with them, and no bonus to other, friendly henchmen groups. Henchmen groups are trained to fight together, but often get in the way of other, friendly henchmen groups.

Example: Ten Plasti-Men have charged Ox. The Henchmen make one attack goal roll at +4D (+3D because they outnumber him, and +1D for the charge).

Example: Ten Shark Troopers and the Lemurian enforcer Megalodon are in melee against Brute. The Shark Troopers would receive +3D to their melee attack rolls. If Spine-Strike, another Lemurian ally, joined the battle next round, their bonus would remain +3D.

MULTIPLE FOES AGAINST HENCHMEN

When a friend rushes in to help in melee against a Henchmen Group, simply split the henchmen group's members as evenly as possible across the enemy models, keeping in mind that as long as they enjoy a numerical advantage, each sub-group still gets its bonus from superior numbers as described above. Henchmen groups split in this way make multiple attack goal rolls as if they were separate groups, but they still take damage as one group.

Example: The Blur rushes into melee to aid his comrade, the Ox, who has been besieged by five Plasti-Men. Both the Ox and the Blur get two Plasti-Men apiece, and the Henchmen

Group's player assigns the third one to the Blur, reasoning that it will be easier to hurt the fleet-footed mutate than his massive comrade.

Later in the battle, the Ox takes out his two henchmen with another 2 points of damage left over. These extra points carry back over to the three henchmen still battling the Blur, taking two of them out as well.

HENCHMEN IN RANGED COMBAT

Henchmen in ranged combat make only one attack goal roll per combat action, but have access to a maneuver called Concentrated Fire. So long as it does not exceed half its Move value, a henchmen group with Power Blasts or a similar power gains +1D per full two models in the group, up to a maximum of +3D.

Example: A 10-man group of veteran GUARD Agents with the Power Blasts minor power targets Wildman. They have a base of 2D, +1D for the Power Blasts minor power, and +3D for their numbers, for a total of 6D on the attack. Wildman could be in trouble!

HENCHMEN AND DAMAGE

Henchmen Groups don't possess Body and Psyche ratings; they instead have a damage capacity based on their numbers. If a group of seven of Dr. Simian's Plasti-Men is hit by a ranged attack and takes two Body damage, remove two members of the group. If that same group later takes two Psyche damage from a mental blast, remove two more models--they're now down to three Plasti-Men!

In campaign games a wiped out henchmen group always returns at full strength during the next battle if it's part of the player's regular team line-up. They do show up a tad late however, arriving on the scene at the beginning of round two via their normal deployment edge.

HENCHMEN AND VEHICLES

For purposes of determining the number of passengers a vehicle model can carry, each Henchman in the group counts as one model.

LEGION (HENCHMEN MINOR POWER)

This power adds 5 additional henchmen to a group.

STREET LEVEL HENCHMEN

Your henchman group consists of non-powered thugs, gang members, beat cops, security guards, rioters, dock workers, militia men, etc. You can exchange one Street Level Hero or Villain for a Street level Henchman group.

Street Level Henchman get no minor powers, but can be equipped with two (2) of the following:

- **Firearms** – you are armed with pistols, shotguns or even throwing weapons. You can make a 10" Body-based ranged attack.
- **Close combat weapon** – you are armed with a Billy club, knife, ball bat, tire iron, chain, riot baton, etc. This grants you a +1 Re-roll on melee attack goal rolls.

- **Close combat defense** – you are equipped with a riot shield, helmet, shoulder pads and vest, etc. This grants you a +1 Re-roll to defense body goal rolls.
- **Hordes** – you have extra help waiting in reserve or hiding in the shadows. At the beginning of your turn make a chance roll. The number of goals scored is the number of models previously removed from the same group that appear to re-fill your ranks. Place them within 2" of the other group members.
- **Special weapons** – you are equipped with weapons for special cases such as tear gas, flash-bang grenades, bottle bombs, mace, smoke bombs, etc. Once per game you may make an attack as if you had the Grenades minor power body based attack.

Street Level Henchmen are subject to Panic. If you have less than half your starting numbers at the start of any turn, make a *TN4* check before taking any actions. If you fail the check the difference in your members flee in panic; i.e., scoring 2 goals on the check means 2 members flee. If this removes all of the remaining group it is considered wiped out. Make this check prior to any roll for Hordes.

HENCHMEN ARCHETYPE

Whether blasting away at range or fighting in melee, henchmen try to overwhelm their foes with sheer numbers. Your minor power selections will determine your group's capabilities and style.

BASIC STATS



6" Numbers: 10

MINOR POWERS (CHOOSE TWO)

Armor, Flight, Legion, Melee Specialist, Power Blasts, Resistance, Super-Agility, Super-Strength

BACKGROUNDS (CHOOSE ONE)

Alien / Dimensional, Arcane, Art, Athletics, Blue Collar, Business, Criminal, Espionage, Exploration, High Society, Journalist, Medicine, Military, Monarch, Performance, Public Safety, Science, Social Science

CHAPTER 5: SCENARIOS & CAMPAIGNS

One of the best things about skirmish miniature battle games is their ability to straddle the line between tabletop battles and role-play games. Your named characters will soon take on lives and personalities all their own as they survive battles, suffer injuries, and triumph over their foes! Your super team will become the star of their own tabletop comic book, and it will be up to you and your friends to keep those issues rolling out with each new battle or encounter.

Super Mission Force utilizes engaging pre and post-battle sequences to frame and organize campaign games. Players will be able to track the fates of injured characters, earn story points, add special guest stars, and measure the success of their teams as they seek to save or rule the world!

SETTING UP A FIGHT

We present six scenarios for you to play through. Each game also features pre-battle Subplots which allow random members of your team to show off their background skills and provide additional dice for the team to use during key moments of the coming battle. Following every scenario each player will tally up his team's story points and take his or her team through a detailed post-battle sequence. Players can set a story point goal for the campaign, and the first team to reach this goal wins and earns that golden "anniversary issue" that means their comic book has reached the pinnacle of popularity!

Players can fully embrace this pre-battle and post-battle system, or choose to use just some of it, or chuck it all out of the window and just play out the scenarios as fun, standalone battles. There's no wrong way to play **Super Mission Force**, but we do like the story aspects of miniature gaming that bring it that much closer to an RPG.

Remember, each battle in **Super Mission Force** should feel like a really great issue of a comic book!

THE PRE-BATTLE PHASE

The Pre-Battle phase adds a bit of flavor to each game, injecting some story elements and potential character connections to the action.

THE SUBPLOT

In the full campaign system, every player involved in the game randomly selects one member of his team to drive the Subplot for that battle. This is where the characters' Backgrounds come into play. Use a single D6 roll to figure out which character from your team takes on the Subplot for this battle. *Each player does it for his or her team.* To make a random choice, assign each character on your team a number from 1 - 6, then roll a D6 to see who gets it. Most teams will have less than six members, so roll until you've selected a character.

Example: Scott wants to decide who drives the Subplot for an upcoming battle. His team includes Doc Shock, Wildman, Giantess, and Grav-Girl. He assigns his numbers this way: Doc Shock-1, Wildman-2, Giantess-3, and Grav-Girl-4. He rolls a D6 and gets a 5 (no character assigned), and rolls again and this time gets a 3—Giantess will drive the Subplot for this issue!

Once you know which team member drives your subplot for the issue, also note his or her Backgrounds. These will become important in a moment.

THE SUBPLOT TABLE

One player rolls a D6 and compares the result to the table below to determine which Subplots are in play for this issue:

D6	SUBPLOTS
1	Creative, Magical
2	Adventure, Military
3	Science, Underworld
4	Resource, Image
5	Adventure, Investigation
6	Resource, Underworld

Scott and Sky are setting up for a game, and both agree to let Sky roll on the Subplot Table. He rolls a "2"-Adventure and Military!

BACKGROUNDS AND SUBPLOTS

Here's a quick reminder of which backgrounds aid with which subplot endeavors.

BACKGROUND

Alien / Dimensional

Arcane

Art

Athletics

Blue Collar

Business

Criminal

Espionage

Exploration

High Society

Journalist

Medicine

Military

Monarch

Performance

Public Safety

Science

Social Sciences

SUBPLOT(S)

Magical (+2D) or Science (+2D)

Magical (+2D)

Creative (+2D)

Adventure (+2D)

Image (+2D)

Resource (+2D)

Underworld (+2D)

Adventure (+1D), Military (+1D)

Adventure (+2D)

Image (+1D), Resource (+1D)

Image (+1D), Investigation (+1D)

Science (+2D)

Military (+2D)

Image (+1D), Resource (+1D)

Creative (+1D), Image (+1D)

Investigation (+2D)

Science (+2D)

Adventure (+1D), Image (+1D)

Once you know which characters are driving the Subplots for an issue, and you know which subplots are in play by rolling on the table above, each character picks one of the two subplots to check against. This is a *TN2* check. Keep in mind that if a character has a relevant background it will grant him extra dice on the check. Each goal scored in excess of the *TN2* grants the character's team +1D to its Subplot pool for the game. These dice can be expended at any point during the game to give any character on the team a boost in a critical situation. Once expended, a subplot die is gone for the game. It's helpful for you to keep your subplot dice straight by using dice of a different color or size for them.

A character can never use more than +2D worth of subplot dice on a single throw, but otherwise, each player can divvy them out as he or she sees fit.

Example: Scott has randomly chosen Giantess as his character to drive the subplot for this latest SMF game. His opponent Sky has randomly chosen Serpent. Giantess' backgrounds are Military and Science, while Serpent has Military and Underworld. Since Military is one of the subplots for the issue, and both characters have Military as a background, both choose to roll against it. Each character rolls 6D. Giantess scores 5 goals, and Serpent scores an amazing 7 goals! Scott's team will get 3D in its Subplot dice pool, and Sky's will get 5D.

CHARACTER CONNECTION

If two characters select the same subplot for an issue, they share a deeper connection. This could mean they're old friends, old flames, rivals, past teammates, or something else. If both characters earned Subplot dice for their teams, this manifests as a positive relationship between them. Each would have to make a 2+ Chance roll to attack the other for the duration of the battle. If only one or neither earned subplot dice, it's a negative relationship. Both gain +1D to attack each other for the duration of the battle!

Example: Giantess and Serpent both followed Military subplots and both earned subplot dice. They have some positive past connection. Scott and Sky decide they both came from the same government Super Soldier program! It will be hard (2+ Chance roll) for either of them to attack the other during this battle.

SCENARIOS

Random Scenario Generator

D6	SCENARIO
1	Fortress Assault
2	Rooftop Rumble
3	Seek and Find
4	Team-Up
5	The Fissure
6	The Weapon

The Scenarios on the following pages represent some of the most common themes of the comic genre. All Scenarios have the following characteristics:

NAME

This is what we call the scenario.

DESCRIPTION

This is the nature of the scenario.

SETUP

Describes where on the board the models begin the scenario.

SPECIAL RULES

Explains any special circumstances in the scenario.

OBJECTIVE

Outlines what each player must do to win the scenario.

END GAME

This is the number of rounds the game lasts and any special victory conditions which might exist in the scenario.

REWARDS

Here we explain the story point awards for each team. The winning team earns the amount listed before the slash, and the losers earn the amount listed after.

SPECIAL EVENTS & CONDITIONS

This section contains a matrix of randomly selected complications to add extra interest to the battle. We detail the specifics of each Special Event or Condition later in this section. Unless noted, always roll for special events prior to the setup of teams on the table.

POST-BATTLE SPECIALS

This section presents any special circumstances related to the scenario's aftermath. Make any checks related to these after determining any Injury Table results.



FORTRESS ASSAULT

DESCRIPTION

One team occupies some secret redoubt, while the other tries to take it from them!

SETUP

Use available terrain, printed maps, or a combination of the two to create base or fortress occupied by one of the participating teams. Define at least one clear entrance/exit for the structure. Decide which team occupies the fortress in whatever fashion works best. What best serves the story of the campaign? If a GM is involved, she decides, but if no neutral third party exists, players can talk it out or roll 1D6 and the high roller decides.

Place the defenders within the fortress. At least one defending character must man the walls or fence as a sentry. The fortress should have a clearly defined gate or entry point at least 2" wide. Place the attackers along the board edge opposite the fortress. The attackers should ideally start within or behind some kind of cover.

SPECIAL RULES

The following special rules are to be used for the scenario:

Busting Through

Refer to the rules on Breaking Objects in Chapter 3 for guidance on how characters can break through the walls of the fortress. Any walls should count as at least Concrete, medium objects, but players should look at the terrain they are using and use good judgement on this.

Opening the Gate

Cagey characters can attempt to crack the lock on the gate with a TN3 Objective check. Sentries who detect them can fire through the gate at them, or fire down from the walls. Any defender can also unlock the gate with a free action.

Energy Shield

Flying and Leaping models would normally find any wall to be a paltry obstacle, but the fortress in this scenario also comes with an Energy Shield--a TN4 damage field a character must roll to defend against as he passes through it. This field extends up from the walls and encapsulates the fortress in a dome of energy. Defenders may move back and forth through this field unimpeded and undamaged, and defenders may also shoot out through the field. Decide during setup where the field's power station control unit resides. It should be somewhere inside the walls of the base in a courtyard or out building. If this field should KO a character as he passes through it, he drops unconscious on the other side! A

character who does make it through without being KO'ed can shut the field down at the power station on a successful TN2 objective check.

Helping Hands

Assaulting a dug-in and ready foe is hard work, so the attacking team gets to also field one henchmen group. Build your group using the archetype in Chapter 4 and use whatever models you've got handy and that fit the bill!

OBJECTIVE

The attacking team must break into the fortress and drive the occupying team from the premises. The occupying team must repel the assault!

END GAME

The game ends after 5 rounds, or when the occupiers or attackers have quit the field!

REWARDS

2/1

SPECIAL EVENTS & CONDITIONS

1	Alien Artifact
2	Dire Enemies
3-4	Stygian Darkness
5-6	Civilians

POST-BATTLE SPECIALS

A New Fastness: The winner of this scenario can choose to hold the fortress and make it their new base! If you choose to occupy the base, you're automatically the defender anytime this scenario comes up and your opponent does not also have a base. Having a secret base in the comics is cool, so teams who do this gain +1 story point at the end of every post-battle sequence. The downside is losing a base like this hurts! If a team loses a base they have held for more than two battles, it costs them two story points at the end of the post-battle sequence following the battle where they lost it.



ROOFTOP RUMBLE!

DESCRIPTION

Opposing teams battle atop one of the city's largest skyscrapers, or perhaps amidst ruined rooftops of the Warehouse District. No matter what, it's a long way down for unfortunate supers who find themselves flung from the roof!

SETUP

The opposing forces begin on opposite table edges; roll a die, with the high roller deciding which board edge to place his team on, and his opponent choosing the opposite edge.

SPECIAL RULES

The following special rules are to be used for the scenario:

High Anxiety

Any models knocked off a board edge must make a TN3 goal roll to grab the edge and hang on. Models failing this roll lose their next turn and must make TN6 damage check from the fall. If they survive and remain conscious, they miss their next turn and can return to play from the edge they were knocked off of the following round. Models possessing Flight, Super-Agility, and Telekinesis ignore this special rule--place them at the table edge where they were knocked off.

OBJECTIVE

The opposing teams pound away at each other, trying to KO or take out as many enemies as possible.

END GAME

The battle lasts 5 rounds.

REWARDS

2/1

SPECIAL EVENTS & CONDITIONS

- | | |
|-----|---------------------|
| 1 | Dire Enemies |
| 2 | Emanations of Power |
| 3-4 | Stygian Darkness |
| 5-6 | Traps |

POST-BATTLE SPECIALS

Media Blitz. In the wake of the battle, each team details an operative to deal with the media's coverage of the aftermath. Players designate one member of each team to make a TN3 Creative, Image, or Resource check, with any goals scored over the target number adding to the team's subplot dice pool for the next scenario.

SEEK AND FIND

DESCRIPTION

Each team hunts for the pieces of a shattered cosmic artifact amidst rumors of an impending apocalypse! Could the artifact hold the key to the world's survival or its destruction? This scenario combines aspects of a scavenger hunt with a super-brawl.

SETUP

The opposing forces begin on opposite table edges; roll a die, with the high roller deciding which board edge to place his team on, and his opponent choosing the opposite edge.

Take turns placing at least seven distinctive terrain features on the board. Examples include buildings, copses of trees, rock formations, pools of water, etc. Place these terrain features in the middle third of the board, keeping them away from any team's deployment zone edges.

SPECIAL RULES

Cosmic Fragments: Whether the shattered remnants of an ultimate universal weapon, or some other inscrutable device, pieces of a cosmic instrument lie hidden in the area of battle. Broken into five pieces, these fragments lay hidden

on the battlefield. Drawn to these powerful emanations, the teams vie to collect these fragments in the hope they can be reassembled. But these pieces possess a malign intelligence and do not want to be found! Each time a different character enters one of the seven pieces of designated terrain he makes a TN3 Perception check. Characters who fail the check suffer the difference in Psyche damage. Characters who succeed find a piece of the artifact! Once a piece of terrain gives up an artifact fragment mark it off--no further fragments will be found there.

Collected fragments temporarily meld with their finder, and cannot be easily taken. Should a character be KO'ed while hosting a fragment, the fragment leaves him and manifests on the ground 1" away, clearly glowing.

OBJECTIVE

Find as many of the five fragments as possible and spirit them off of your starting board edge. Also, pummel any fools who get in your way!

END GAME

The battle lasts until all of the fragments have been collected and carried off of the board.

REWARDS

2/1; the team collecting the majority of artifact fragments gains +1 story point

SPECIAL EVENTS & CONDITIONS

- | | |
|-----|------------------------|
| 1 | Dangerous Ground |
| 2 | Emanations of Power |
| 3-4 | Civilians |
| 5-6 | Toga-Wearing Space God |

POST-BATTLE SPECIALS

Power Switch! Any character who carries off a cosmic fragment could be transfigured by its presence. He or she can make a TN2 Magical or Science check. On a success the character can permanently swap out one minor power for another. In the interests of coolness, this swap should be accompanied by some kind of costume (or hair color) change, but we leave that up to individual players!

TEAM-UP

DESCRIPTION

A special guest star joins one of the teams for this battle! Which team will enjoy his aid? And will it turn the tide?

SETUP

The opposing forces begin on opposite table edges; roll a die, with the high roller deciding which board edge to place his team on, and his opponent choosing the opposite edge.

Take turns placing at least seven distinctive terrain features on the board. Examples include buildings, copses of trees, rock formations, pools of water, etc. Place these terrain features anywhere on the board.

SPECIAL RULES

Special Guest Star: Players should each roll 4D to vie for the services of a special guest star. Players may add up to +2D from their Subplot pools to augment this check. The highest goal scorer gets to pick a special guest star to fight for him starting at the beginning of round two. The guest star enters via his ally's deployment edge. Choose your guest star and

build him or her using one of the archetypes presented in Chapter 2--no Powerhouses allowed! You can also choose randomly by rolling on the table below:

D6	ARCHETYPE
1	Blaster
2	Brawler
3	Brick
4	Mastermind or Metamorph
5	Sorcerer
6	Speedster

OBJECTIVE

The opposing teams pound away at each other, trying to KO or take out as many enemies as possible.

END GAME

The battle lasts 5 rounds.



REWARDS

2/1

SPECIAL EVENTS & CONDITIONS

- | | |
|-----|---------------------|
| 1 | Curse |
| 2 | Dire Enemies |
| 3-4 | Emanations of Power |
| 5-6 | Traps |

POST-BATTLE SPECIALS

Crossover! One of the winning team's members appears in the Team-Up guest star's own book! He or she makes a TN3 Adventure, Magical, Science, or Underworld check. Add any goals scored in excess of the TN to the team's Subplot dice pool in its next scenario.



THE FISSURE

DESCRIPTION

A dimensional rift opens between our own world and some other realm of savagery and super-sorcery! Terrible creatures issue from its maw, but also whispers of ancient power. Each team seeks the rift for its own designs, some to close it, but others to seize its power.

SETUP

The opposing forces begin on opposite table edges; roll a die, with the high roller deciding which board edge to place his team on, and his opponent choosing the opposite edge.

Define a 4" wide and 36" long tear in the fabric of reality using black paper, felt, or some other means. Place this in the middle of the board. This is the fissure. Characters cannot enter it or walk through it to the other side, but they can fly or leap over it, or walk around it. Any character knocked back into the fissure simply stops when he contacts it.

Take turns placing at least 5 distinctive terrain features on the board--all at least 3" from the fissure. Examples include buildings, copses of trees, rock formations, pools of water, etc.

SPECIAL RULES

Rapturous Beasts: Each round one of the players should make a Chance roll. On a 2+ a Chaos Beast emerges from the fissure and attacks a member of the opposing team. Use the following stats for the creature, and whatever model from your collection that seems appropriate:

GIANT HUMANOID BIO-FORM

Archetype: Brick



7"



10



6

Melee Attack (Body) 6D

Ranged Attack (Body) 4D

Melee Defense (Body) 4D

Ranged Defense (Body) 4D

Psyche Defense 4D

Powers: Armor (minor), Massive (minor), Super-Strength (major)

A true servant of chaos, once the beast emerges it behaves unpredictably. At the start of each round, the player who last controlled the creature makes a 2+ Chance roll. On a success he continues controlling it. On a failure one of his opponents takes control of the beast. The beast may walk through the rift with no impediments.

Dimensional Whispers: Characters within 3" of the fissure can work to close it, or steal its secrets. Either way it's a special action and a TN4 check to do so. Sorcerers and Mentalists gain +1D on these checks. Closing the rift requires two successful checks from the same character, and garners the team +1 story point. Stealing a secret garners a character a +1 story point award for his team at game's end. In either case failing the check means the character takes 1 Psyche damage. For example, if Dark Templar tries to steal secrets and fails, he suffers 1 Psyche damage. If the fissure closes, any beast that emerged from it automatically disappears. Each team may gain a maximum of +1 story point from these interactions.

OBJECTIVE

Close the fissure, or steal its secrets, and stomp anyone who tries to stop you!

END GAME

The battle lasts a minimum of three rounds, but ends the round after the fissure closes.

REWARDS

2/1; any character stealing a secret or closing the rift gains
+1 story point

SPECIAL EVENTS & CONDITIONS

- | | |
|-----|----------------------|
| 1 | Dangerous Ground |
| 2 | Emanations of Power |
| 3-4 | Dire Enemies |
| 5-6 | Rogue Alien Diplomat |

POST-BATTLE SPECIALS

Followup. Players choose one character from each of their teams to conduct follow-up research and investigation into the nature of the Fissure and who caused it. This is a TN3 Investigation, Magical, or Science check. Any goals exceeding the TN add dice to your team's subplot pool for its next scenario.

THE WEAPON

DESCRIPTION

One team seeks to destroy a power super-weapon, the other seeks to protect it.

SETUP

Choose a special piece of terrain or model to act as The Weapon. It should occupy a roughly 4" diameter area. Place this in the middle of the board. Place the defending team within 3" around it.

Take turns placing at least 5 distinctive terrain features on the board. Examples include buildings, copses of trees, rock formations, pools of water, etc.

The attacker chooses two of the four board edges and deploys from them.

SPECIAL RULES

The Weapon: Treat the Super-Weapon as a medium object of exotic composition:

TN5, Body 6

Note: Weak Spot. Instead of attacking, a character can use a special action to make a TN4 Perception check to discern the weapon's weakest point. On a success the character can grant a +2D bonus to one of his teammates for his next attack against the weapon. Characters can benefit from one successful check (and +2D bonus) per turn.

OBJECTIVE

The attackers must destroy the weapon; the defenders must prevent its destruction.

END GAME

The battle ends when the weapon is destroyed, or when the attackers are driven from the field.

REWARDS

2/1

SPECIAL EVENTS & CONDITIONS

- | | |
|-----|------------------------|
| 1 | Alien Artifact |
| 2 | Dangerous Ground |
| 3-4 | Stygian Darkness |
| 5-6 | Toga-Wearing Space God |

POST-BATTLE SPECIALS

The March of Science. If any team fighting in the battle has a character among its ranks with the Medicine or Science backgrounds, he or she can make a TN4 check to conduct research based on examinations of the Weapon. Any character succeeding on the roll can assign a permanent +1 Re-roll to one of his teammate's attacks or defenses, or to a non-combat ability dice pool. Any character who fails the check causes a dangerous explosion and is forced to miss the next battle! The team will fight it out shorthanded next game!



SPECIAL EVENTS & CONDITIONS

Rolling one of these events or conditions adds new dynamics to your games. They can change the nature of the battlefield and create variation in how the scenario plays. Teams will need to react to the new conditions, adapting their strategies to overcome the environment as well as their foes!

ALIEN ARTIFACT

An alien artifact whispered of by scholars, priests, and wise men is found on the battlefield. Place an Alien Artifact counter in the center of the board. Any character model in base contact with it may use a special action to try to seize it. This requires a TN4 objective check. If the check fails, the character cannot hold the item and also loses 1 Body and 1 Psyche damage. Once in his possession, the item grants a possessing character +1D to all defense goal rolls.

A character carrying it at the end of the battle gains an additional +1 story point for his team.

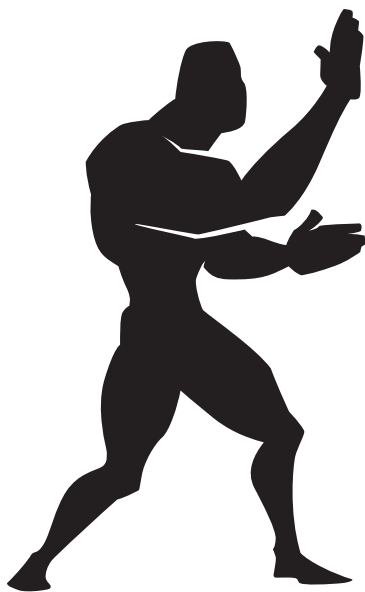
CIVILIANS

A random number (1D6) of pesky non-combatants get caught up in the action! Use appropriate models or counters to keep track of where the Civilians are. At the beginning of each round, before determining initiative, they move in a random direction (use the random direction diagram in the Appendix). Civilians possess a base of 2D for all actions, Move 4", Body 2, Psyche 2, and one Background. You can automatically take one hostage by making base contact and expending a special action. You can use a civilian as a human shield if you declare it so! If you do so you gain +1 Re-roll on a your defense against a single Body-damaging attack. If the attack misses, the civilian is KO'ed! You can also protect civilians and move them from harm's way. If you make base contact with a civilian use a free action to take him or her under your protection. You must remain in base contact to maintain that protection. You can elect to roll your own defense against any attack directed at a civilian under your protection, and thus suffer any possible damage yourself. You can protect one civilian at a time. If you escort that civilian off of the table via any board edge, you earn +1 story point for your team. Captured or Protected Civilians do not move randomly at the beginning of a new round. A character or henchmen group holding or protecting a Civilian can move and fight normally, but cannot charge. Your team cannot gain more than +2 story points per battle from rescuing civilians.

CURSE

Each teammate encounters a deadly curse! Randomly select a character on each team in the battle. Make a Chance roll for that character. If you score zero goals he or she is cursed!

Cursed characters suffer +1 to all TNs (both in-game, pre, and post-battle) until their curse is lifted. This lasts over multiple battles, and is cumulative with further curses--a character cursed twice suffers +2 to his TNs! Lifting a curse requires expending a story point, or a team with a Mentalist or Sorcerer can give up its pre-battle subplot roll and have that character make a TN3 Magical check. A success removes the curse.



DANGEROUS GROUND

While each player's deployment zone and surrounding areas remain mostly clear terrain, players should define a roughly circular area of broken ground around 20" in diameter that dominates the center of the board.

This area counts as difficult ground. Roll a D6 to determine the type of dangerous ground:

D6	CONDITION
1-3	Sinkholes
4-6	Deep Water

Sinkhole: Any non-flying model entering the area suffers from a TN3 Entangle effect. Models with the Massive power or active Density Increase or Growth at the time of entry make the check at TN4.

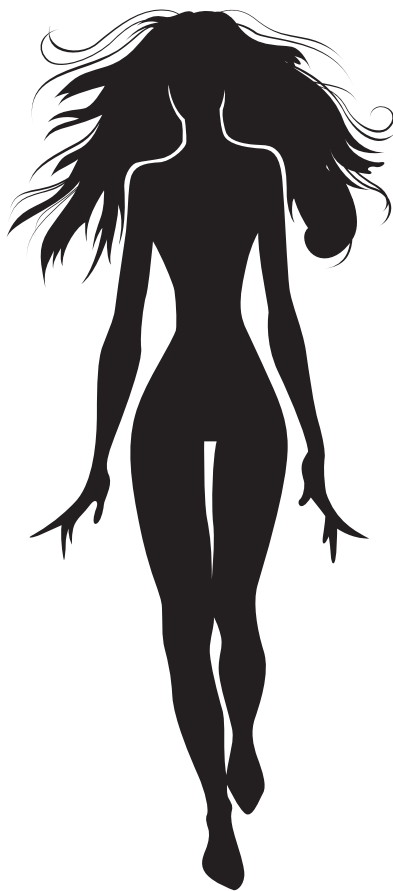
Deep Water: Any non-flying model entering the area makes a TN3 check or suffers impairment and damage as per the rules for drowning presented in Chapter 3.

DIRE ENEMIES

The opposing teams really hate each other, and their character models gain +1D for melee attack goal rolls.

EMANATIONS OF POWER

A strong movement in the environment's ambient cosmic energies creates a feeling of unease among some team members. Each player randomly selects a single character to make a TN3 check at the beginning of each new round, before anyone has acted. Any character failing is left vulnerable--all foes gain +1D attack and defense against him! This effect continues for each affected character until the check is passed or the battle ends.



ROGUE ALIEN DIPLOMAT

A rogue alien diplomat has fled to Earth seeking asylum, but some would seek to use his power and knowledge for their own dark ends! Since his arrival, he has been hounded and harassed by various entities and agencies, and he is sick of it.

The diplomat possesses the following stats, and if possible should be run by a neutral third party.

Galactic Council Diplomat

Archetype: Mentalist



6"



6



8

POWERS

Mentalism, Force-Field, Savant

BACKGROUNDS

Science, Social Science

Start the Diplomat in a randomly selected piece of terrain; he counts as hiding. He or she activates first each round, before any player models take their turns. The Diplomat's goal is

escape through the activation of a dodgy trans-mat teleport device he or she has cobbled together from stolen tech and random junk.

Starting on round 3, and each round thereafter, he uses a free action to make a TN4 objective check to get the device working. He can move with the device, but doing so halves his movement.

If captured by one team or another, he cannot make this check! If he's locked in melee, the check difficulty rises to TN6, but remains a free action.

Any team that wins the scenario through force of arms captures the Diplomat so long as he has not teleported away before the battle ends! Alternately, a character may KO him, thus automatically taking custody of him. He can also carry him off of the board via his deployment zone edge.

A team who ends the game with the Diplomat in its possession gains a +1 story point bonus.

STYGIAN DARKNESS

Deserted military facilities, grimy alleyways, and wilderness areas are often dark, and characters who do not possess Enhanced Senses will be hampered. Rolling this condition means any character without Enhanced Senses suffers +1 to any TNs, and opponents with unhampered vision gain +1D to their melee checks against him. Characters affected by Darkness gain +1D to Hide checks and also gain +1D to ranged defense checks against those with hampered vision.

TOGA-WEARING SPACE GOD

A giant, Toga-Wearing Space God hovers above the battlefield! Who can know his inscrutable purpose? Does he sit in judgement of the teams as they battle for their lives? Is he there for some other reason?

The Toga-Wearing Space God cannot be attacked or otherwise interacted with in any way except as specified below.

Any team member can use a special action to make a TN4 check to commune with this cosmic character. If the team member succeeds, he gains some minor insight into the workings of the universe! This translates into +1 story point for his team if he survives the battle, and +1D to any Magical or Science checks for the remainder of the campaign!

If he fails the check by 2+, the Toga-Wearing Space God becomes annoyed, and lashes out at him with a 6D[2] Mentalism Psyche damage attack! The character defends normally.

While a team member can attempt communion multiple times, he can only gain the benefits once per battle.

TRAPS

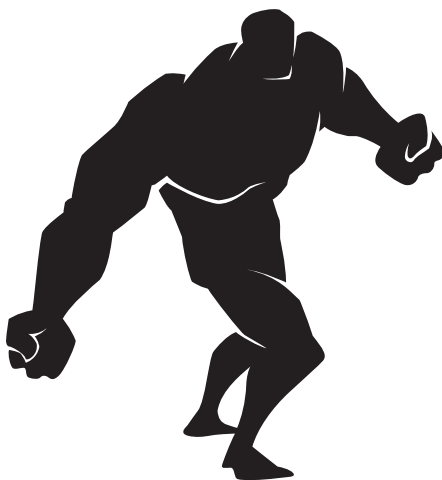
The battlefield is littered with traps! Each round the first model to activate from each team makes a Chance roll. Brawlers gain +1 Re-roll on this check. On a failure the character stumbles into a trap and suffers a TN4 hit! A result of 3+ goals on the Chance roll means a trap was found and successfully disarmed. Once a character springs or disarms a trap his team no longer needs to check for the remainder of the battle.

TEAM POST-BATTLE SEQUENCE

When players finish a battle and set about sorting out the fates of the fallen, sorting out their team's story arcs, and what their next mission will be, SMF crosses that somewhat blurry line between pure skirmish game and role-play experience.

This is a good thing! It's what we have set out to do in these rules, because it will encourage players to care about their characters. Investment occurs when this happens, and subsequent games will provide a handsome return of fun because of it!

We break the post-battle sequence of SMF into four phases which we detail below.



PHASE 1: THE FATE OF THE FALLEN

POST-BATTLE

When character models in SMF end the game in a KO'ed state they could suffer serious injuries or even death!

Of course, this only matters when playing campaign games. After each campaign game, players should check the status of each of their KO'ed characters on the Injury Table below.

KO'ed characters roll 1D6 - 1 on the table below to check the extent of their injuries. If a character fought hard enough to wind up KO'ed on both of his damage tracks, he rolls 1D6 - 2. However, before rolling you should make a standard 4D goal roll (plus any dice for archetype or powers) for the character, with every two goals scored applying a +1 modifier to the subsequent die roll on the Injury Table.

INJURY TABLE

ROLL	RESULT
0 or less	Dead or Destroyed!†
1	Captured! (See Notes On Capture below)
2	Grievous Injury: Miss next battle
3	Serious Injuries: -3" Move & -1D attack rolls next battle
4	Light Injury: -2" Move next battle
5	Minor Scrapes: No ill-effects
6	Settle the Score!: +1D to attacks against the injuring team during the next battle they face each other
7+	Inspired Recovery, +1 story point

† If the dead character sustained his injuries at the hands of a heroic character, his player makes a Chance roll, and on a 2+ the hero used non-lethal force and the character is not dead, but counts as captured.

Example: Giantess and her teammate Lion both finish a battle KO'ed.

Their player moves to the post-battle stage of the game and checks their status. First, she makes a 4D check for each of them and scores 3 goals for Giantess and only 1 goal for Lion. Giantess gets +1 to her D6 check, and Lion gets nothing, as at least two goals were needed to gain a bonus.

She then rolls a D6 for each of them, getting a 4 for Giantess and a 1 for Lion. The +1 Giantess gained for her good check cancels out the -1 from being KO'ed, so her final result of 4 stands, and she suffers only a Light Injury. Alas, poor Lion dies, as the -1 changes his dice result of 1 to 0.

NOTES ON CAPTURE

If a model gets captured, players should run a rescue scenario. Play a Fortress Assault, but the rescuing team must attack the holding team's base--whether it be a warehouse, hidden cavern, starship, or other redoubt, and free their companion. Of course, if it's a supervillain who's been captured, chances are he's in a prison somewhere! The capturing team, or a different one, might be there on some other business when his buddies come to bust him out. Employ this special rule when running this scenario:

BREAKOUT!

Place the captured character in a secure location within the designated base area. This should be a cell or special holding facility of some kind. It has a TN4 strength and 4 Body damage. It can also be opened by a character in base contact on a TN4 objective check. While locked up the prisoner cannot use any powers or otherwise take part in the battle. Once free

of his cell, the prisoner can take normal actions beginning on the turn after he is freed. In the meantime, place him up to 5" outside of the boundaries of his cell.

PHASE 2: BUILDING YOUR LEGEND

Each team begins every campaign with 1 story point. This represents their status as nascent stars or rising threats in the four-color world they occupy.

EARNING STORY POINTS

Each team earns story points for participating in SMF battles. Winners generally earn more than losers.

Characters may also earn extra story points for accomplishing specific scenario objectives, and these circumstances we detail these the rules above.

THE BENEFITS OF EXPERIENCE

You will measure your team's progress in terms of story point milestones. We track milestones in 5 pt. Increments. So your team will reach a milestone at 5, 10, 15, 20, 25, and so on.

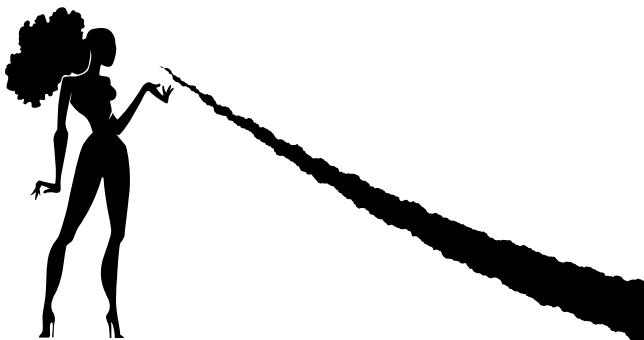
Every five story points earned by a team entitles two of its members to some increased capability relevant to their role on the team. We call these capability increases Bumps. Every time the character earns a Bump, his or her player should roll on one of the tables below and note the result. You can pick which table to roll on for each character. Every character on your team should earn his or her first bump before a character gets a second bump.

Unless otherwise noted, a character may only roll a specific D6 result once per table, so if he rolls the same D6 number twice, he should roll again until he gets one he has not already rolled. Bumps that appear on a chart multiple times may be rolled that number of times. For example, if a chart lists +2" Move on a result of "3" or "4", you could garner up to +4" of Move from that chart.

MARTIAL BUMPS

These bumps work well for characters who are battlers born and bred. Each time they choose a bump from this chart, Blasters, Brawlers, and Bricks can roll twice and pick the result they prefer.

ROLL	1D6
1	+1 Re-roll on Melee attack
2	+1 Re-roll on Ranged attack
3	+1 Body
4	+1 Re-roll on Ranged defense
5	+1 Re-roll on Melee defense
6	+1 Re-roll on KO Checks



ESOTERIC BUMPS

These bumps are ideal for Sorcerers and Mentalists, but if a non-Mentalist rolls a “1”, he can roll again until he gets a different result.

ROLL	1D6
1	+1 Re-roll to a Psyche-based power pool
2	3D Chance (once per battle make a 3D Chance roll instead of 2D)
3	New Minor Power
4	+1D to Pre and Post-Battle Checks††
5	+1 Psyche
6	+1 Re-roll to one of the following: Psyche Defense, Melee Defense



GENERAL BUMPS

Sometimes players will want a character to develop along a track that is more general in nature, and these bumps fill that need.

ROLL	1D6
1	+1 Body
2	+1 Psyche
3	+2" Move
4	+2" Move
5	+1 Re-roll to Pre and Post-Battle Checks††
6	+1 Re-roll to Pre and Post-Battle Checks††

WEIRD BUMPS

Less about building characteristics and more about fantastic strangeness, these bumps all rely on a successful 2+ Chance Roll before each battle to work. Roll on this table if your character does not mind dicing with Lady Luck!

ROLL**1D6**

- 1 Dimension Door: Gain a free move after battle setup, or save this ability to escape one melee combat with no free attacks during the battle-- place yourself up to your Move distance away from the melee you escaped from.
- 2 Fabled Luck: You may not have much faith, but someone believes in you! Once per battle re-roll a failed KO check.
- 3 Unexpected Ally: You and your team gain an unforeseen ally's assistance during the battle. This ally counts as a Street-Level archetype.
- 4 Spectacular Death: When you suffer a KO after a close combat exchange, make an immediate counterattack goal roll that counts against every enemy model in base contact. Once the attack is resolved you're KO'ed and cannot be healed this game. During post-battle your Injury table roll is 1D6 - 3 instead of the normal 1D6 - 1.
- 5 Inspire Allies: Once per battle, and at any point during the round a nearby ally gains +2 Re-rolls on any melee or ranged combat check.
- 6 Power Reserve: Once per battle you can use a minor power you do not normally possess!

BUMP NOTES

†† Each time this is rolled it must be applied to a different background.

NON-RANDOM ADVANCEMENT

If players dislike the idea of random advancement, they could all agree to just select which bump they want from the tables, but Weird Bumps should be exempt from this and instead always rolled randomly.

PHASE 3: SPECIAL GUEST STARS

Great comics often feature appearances by special guest stars--other heroes or villains who often have comics of their own and appear in a crossover story to boost sales or just for the fun of it! Any time after a battle a player can spend two of his team's story points to have a special guest star appear in his next game as an extra teammate. The special guest star arrives at the beginning of round 2 of the game, and enters via his allies' starting board edge.

PHASE 4: STORY POINTS

Once Post-Battle has been done, each player tallies his or her team's current story points. This represents a rough reckoner of the team's popularity and viability. If one of the teams has reached the players' pre-designated victory point goal, the campaign ends!

For standard campaign we suggest a goal of 20 story points. This will ensure that a winning player gets in about 8 - 10 games. Since 4-character per side games in SMF move along pretty quickly, you can often get two battles in one afternoon or evening's play.



APPENDIX I: VEHICLE RULES

Vehicles in SMF represent anything from basic cars, trucks, and tanks to high-tech hover-sleds and walking, mechanical death machines whose only goal is destruction.

This vehicle system provides a quick and easy way to build and play with vehicles in SMF. It uses a template and some special vehicle traits. It sacrifices exacting levels of detail for ease and speed of play. We encourage players to take what is here and add further details as they see fit.

For example, players may wish to add rules for vehicle degradation due to lost Body. Players may also wish to add more detailed vehicle powers, and they can use the Powers in Chapter 2 as a guideline for this.

USING VEHICLES IN YOUR SMF GAMES

Players should decide as a group to include a vehicle option for the campaign. This allows a player to spend a story point and include a vehicle in a scenario. Since players earn story points after each game, if they want to use vehicles in the first game of a campaign, they can spend their starting story point to do so.

BASIC VEHICLE ARCHETYPE

This vehicle gets people or cargo from point A to point B, and might represent your typical sedan, van, or truck. Add powers and you can make just about anything you need for the supers genre!

BASIC STATS



varies by size

SIZE (CHOOSE ONE)

Small (⊕ 8), Medium (⊕ 10), Large (⊕ 12)

MINOR POWERS (CHOOSE THREE)

Amphibious, Armor, Burrowing, Enhanced Senses, Entangle, Flight, Force-Field, Growth, Leaping, Massive, Melee Specialist, Multiple Limbs, Power Blasts, Regen, Resistance, Shrinking, Stun, Super-Strength, Teleport

SPECIAL VEHICLE POWERS (CHOOSE TWO)

All-Terrain, Combat Computer, Heavy Armor, Independent, Robot Brain, Turbo Boost

SPECIAL VEHICLE POWERS (CHOOSE TWO)

These powers specifically address the unique aspects and capabilities of vehicles.

ALL-TERRAIN

Vehicles with this trait possess treads, hover-skirts, or some other means by which they ignore the effects of difficult ground. They may still not fly over walls, move up walls, or otherwise bypass impassable terrain.

COMBAT COMPUTER

Vehicles possessing this trait may move and fire in the same turn even if they do not possess the Robot Brain trait or extra crew.

HEAVY ARMOR

Vehicles possessing this trait gain 3 re-rolls on their Defense goal rolls.

INDEPENDENT†

Vehicles possessing this trait do not require a pilot, and may be activated as if they were a character model during a player's turn. Independent vehicles may add their Robot Brain Re-rolls to their attack and defense goal rolls.

ROBOT BRAIN

A vehicle must also possess the Independent trait to purchase Robot Brain. Vehicles possessing this trait add +1D to attack and defense goal rolls, and may move and fire on the same turn whether they have multiple crew members or not.

TURBO BOOST

The vehicle adds +20" to its Move value.

VEHICLE SPECIAL RULES

A number of special rules define vehicles and their role in the game.

ATTACK

Vehicles can ram for the normal 4D melee attack. Super-Strength will increase this. Power Blasts allow the vehicle to strike at range.

DEFENSE

Vehicles defend with the normal 4D, and this is adjusted by powers like Armor and Resistance.

MECHA/ROBOTS

If you buy the Multiple Limbs power, your vehicle can be treated as a walker, mecha, or giant robot.

SIZE AND MOVE

We treat SMF vehicles as Small, Medium, or Large. Vehicle size determines its base Move and how many crew it can carry.

Small = 25" Move, 2 Crew

Medium = 20" Move, 7 Crew

Large = 15" Move, 15 Crew

Players may voluntarily lower the number of crew a vehicle can carry if it better captures the model they're using. A vehicle's crew rating also refers to the number of passengers it may carry.

For example, a vehicle with a Crew rating of fifteen may have three actual pilots, and the rest of its crew may be made up of troops or other passengers.

VEHICLES IN PLAY

Vehicles in SMF follow many of the same general rules as standard models. Listed below are some clarifications of differences and special situations for vehicles.

MOVEMENT

Vehicles possess a base movement, and may charge as normal.

INITIATIVE

Vehicles act when their pilot activates, or if they possess the Robot Brain trait, when they themselves activate. Vehicles move and are affected by terrain just as normal models are.

ENTERING AND EXITING A VEHICLE

Models entering and exiting vehicles measure movement normally while doing so. If they have enough movement to enter/exit AND make an attack, they may do so. If not, they must count this movement as a run/charge. Models enter/exit a vehicle from points designated by the owning player at the beginning of the game. If a vehicle is not clearly modeled with obvious entry/exit points, the player picks two such points and lets his opponent know where they are on the vehicle before play begins.

COMBAT

A vehicle may not move and fire in the same round unless it has a second crew member, or the Robot Brain trait. Vehicles Attack and Defend in combat using their own traits, plus the dice ratings of any weapons they are outfitted with.

Vehicles with Robot Brains add this trait to their Attack and Defense goal rolls. As stated above, vehicle attacks enjoy +1D against normal, non-vehicle models.

MELEE ATTACKS

Vehicles may ram, punch, or side-swipe other vehicles or standard models. This is part of the pilot's special action when moving the vehicle, and takes the place of any ranged attack the vehicle might normally receive. The vehicle's player rolls the appropriate attack dice versus the target's defense total. Because larger vehicles are harder to avoid and more massive than smaller vehicles, players add the following bonuses to vehicle attacks based on size:

Small = +1D

Medium = +2D

Large = +3D

This bonus only applies when vehicles attack normal models in melee.

RANGED ATTACKS

Vehicles may move and fire if a second pilot is present. The second pilot conducts the attack while the first pilot handles the movement. It does not matter what order this takes place in, as long as two pilots are present.

ATTACKS AGAINST MODELS IN VEHICLES

Players should apply common sense when approaching this rule. Models in open vehicles gain +2D to Defense against attacks. Models in enclosed vehicles may not be targeted by attacks, but also may not make attacks themselves.

VEHICLES AND DAMAGE

When a vehicle loses its last Body point it explodes. Every model inside an exploding vehicle must make a TN5 Defense check or suffer the difference in Body loss themselves.

Example: Doc Shock and Wildman are in a hover-transport when it explodes. Doc rolls his defense and scores 3 goals, suffering -2 Body, while Wildman rolls a miraculous 7 goals and suffers no Body loss.

Remove destroyed vehicle models from play and place their occupants on the board in the space the vehicle once occupied. Models who survive vehicle explosions are knocked down.

DAMAGE NOTE

Vehicles are immune to Psyche damage attacks and Psyche power effects.

APPENDIX II: EXTRA MATERIAL

We've grouped a few odds and ends in this section that aren't essential to the core rules, but you might find useful for your games. Enjoy!

FAULTS & LIMITS

This is a very loose and purely optional system for modeling character flaws. You need the agreement of everyone in your game group before adding this system to SMF's normal character creation process.

Comic book characters often face unique challenges in the form of weaknesses or limits resulting from their unlikely origins and adventures. In most supers games this usually means a system of discounts related to the severity of the character's fault or weakness. Not in Super Mission Force! As you well know by now, we don't use points costs in this game, and instead, this system of Faults and Limits relies on tradeoffs.

TRADEOFFS

Whenever you take a Fault or Limit for your character, you get a permanent +1 Re-roll in one of your six main action dice pools: Melee Attack, Melee Defense, Ranged Attack, Ranged Defense, Psyche Attack, and Psyche Defense. Obviously, you need a legal dice pool to add a Re-roll to it, so if you don't already have a power that gives you a Ranged Attack, you can't add one of these Re-rolls to it! You can never gain more than a +1 Re-roll to one of these categories from Faults & Limits. We recommend that you never take more than two Faults / Limits for any single character.



FAULTS & LIMITS LIST

Below we present a short list of some Faults and Limits.

Remember, taking one grants you a permanent +1 Re-roll in one of your six action dice pools. If you feel like something is missing from this list, work with your game group to create more that fill the bill.

Average Joe

One of your critical defensive dice pools starts at 2D instead of the normal 4D. Choose one of the following: Melee Defense, Psyche Defense, or Ranged Defense.

Glass Jaw

You automatically fail any KO check you're forced to make. You cannot take this fault if you possess the Immortal power.

Only X

Your power only works under certain specific conditions. Some examples include:

- Only while in base contact with character X (pick a specific teammate)
- Only while flying
- Only while charging
- Only after round 3

If the condition you create using this limit is too lame, your game group can veto it and make you take a tougher one!

Slow

For whatever reason you're incredibly slow. Change your Move to 3". You cannot Charge. If you possess a movement power like Flight, you fly at 3". While it should go without saying, we'll say it anyway--the Speed power and Fast boost are off limits to you!

Unreliable Power

Sometimes one of your powers does not work as it should! Once per game one of your opponents can force you to make a Chance roll at the start of your turn. On a 2+ your power works as normal. If you fail the check your power shuts down for the remainder of the round, but comes back as normal at the start of your next turn.

Weakness

You possess some sort of fatal flaw or vulnerability. This could be a weakness to a certain element or energy type, or some other origin-related flaw. Once per game one of your opponents can call out this weakness and grant a single character a +1D[1] bonus on an attack against you.

FOUR AGAINST A TITAN!

Or five. Or six. The specific numbers don't really matter, but we designed these rules to allow a team of heroes or villains to go up against a single deadly and implacable foe--the Titan! In this setup you play one of the standard scenarios, or just a straightforward slugfest. One player fields a standard team of four characters (or more if your campaign has set different limits for team composition), while another player takes on the role of the Titan.

THE TITAN

Build your Titan using the Powerhouse archetype. In addition to whatever attributes he gains from his two archetypes, he also possesses the following inherent abilities:

- **Multi-Action.** Every two characters in the opposing team grants you additional turns during the round. These turns must come after one of your foes has acted, so as you take your enemies out of action, you will get fewer turns. If you're using the card based initiative option, you get one extra card deal for every two active (non-KO'ed) characters on the opposing team, and take a turn on each card. For example, a Titan facing a 5-character team would get two extra turns, or two extra card deals. You get your full

complement of movement and actions with each activation, but any recharge abilities don't need to be checked until the beginning of your first turn of the next round.

- **Big-Move.** Once per game you can use a free action to inform your foes how your dastardly plan will result in your total victory. If you're the nonverbal type, just roar or stare implacably at your foes. In game terms, automatically recharge a spent power or ability with no check necessary.
- Choose one: Tough Out or Hordes.

Tough Out

You gain +1D on all of your defense checks.

Hordes

You attract mobs of dedicated followers, or possess legions of shock troops. Start the game with a Henchmen Group. At the start of Round 3, a second friendly Henchmen Group arrives via your standard deployment area. These groups activate and act when you do. Complete your action, then complete theirs. Hordes may only act once per round.

MIX & MATCH CHARGEN

Super Mission Force is all about fast play and easy character generation. We use archetypes and the menu options that go with them to eliminate number crunching and min-maxing. If you and your game group decide you want greater flexibility in your games, you can mix and match minor powers with the archetypes. You'll have to decide how this works best for your group. You can add extra power selections--three or four minor powers instead of just two. You can keep the selections at two but open up your picks to any of the nearly forty minor powers in the list. Or you can use a mix of approaches. Just understand that this will change the game's dynamics a bit. If you want to bend the chargen rules a little and use one of these options for just one character, you might "pay" your fellow players back by allowing them an extra pair of subplot dice in any game where you use the altered character. Always employ the golden rule of Goalsystem when making any changes to chargen--talk it over with your group and make a decision that's fun and fair for everyone.

SAMPLE CHARACTERS

THE COMMANDER

Beta-irradiated mental giant

Archetype: Mastermind



6"



6



6

Melee Attack: 4D

Melee Defense: 4D

Ranged Attack: 5D[1]

Ranged Defense: 4D

Psyche Attack: -

Psyche Defense: 4D

Major Powers: Enhance

Minor Powers: Power Blasts, Savant

Backgrounds: Criminal, Science

Notes: Initiative 4D[1], Power Blasts 15"

TORNADO

Spinning mutate malefactor

Archetype: Speedster



40"



6



6

Melee Attack: 4D[1]

Melee Defense: 4D[2]

Ranged Attack: -

Ranged Defense: 4D[1]

Psyche Attack: -

Psyche Defense: 4D

Major Powers: Speed

Minor Powers: Melee Specialist, Super-Agility

Backgrounds: Blue Collar, Criminal

Notes: Machinegun Punch (+1D melee attack)

WHITE RHINO

Archetype: Brick



9"



8



6

Melee Attack: 6D

Melee Defense: 5D

Ranged Attack: 4D

Ranged Defense: 5D[1]

Psyche Attack: -

Psyche Defense: 4D

Major Powers: Super-Strength

Minor Powers: Fast (Boon), Resistance

Backgrounds: Blue Collar, Criminal

Notes: 10" ranged attack

DEADEYE

Wise-cracking archer extraordinaire

Archetype: Blaster



6"



6



6

Melee Attack: 4D

Melee Defense: 4D

Ranged Attack: 5D[1]

Ranged Defense: 4D

Psyche Attack: -

Psyche Defense: 5D

Major Powers: Archery

Minor Powers: Fortune, Iron Will

Backgrounds: Exploration, Performance

Notes: Trick Arrows (Power Blasts, Entangle, Sonic Blast, Super-Agility)

BUG-MAN

Size-shifting swashbuckler

Archetype: Wildcard



6"



6



7

Melee Attack: 4D

Melee Defense: 4D

Ranged Attack: 5D*

Ranged Defense: 4D

Psyche Attack: -

Psyche Defense: 4D

Major Powers: none

Minor Powers: Clever (Boost), Savant, Shrinking, Stun (bug swarm)

Backgrounds: Exploration, Science

Notes: *Stun 15", Shrinking (+2D Hide, +2D Momentum charge, +1D Body defense), +1D Initiative

CRANIAK

Armored mental marauder

Archetype: Mentalist



6"



5



8

Melee Attack: 4D

Melee Defense: 5D

Ranged Attack: -

Ranged Defense: 5D

Psyche Attack: 6D

Psyche Defense: 4D

Major Powers: Mentalism

Minor Powers: Resistance, Telekinesis

Backgrounds: Criminal, Science

Notes: +1D KO checks, Psyche attack 15" range

SHATTERER

Closer-in super striker

Archetype: Brawler



7"



7



6

Melee Attack: 5D[1]

Melee Defense: 5D[1]

Ranged Attack: –

Ranged Defense: 4D

Psyche Attack: –

Psyche Defense: 5D

Major Powers: Scrapper

Minor Powers: Iron Will, Melee Specialist

Backgrounds: Exploration, Social Science

Notes: Counterattack (see pg. 74), +1D KO checks

PROF. WEIRD

Academic arcanist

Archetype: Sorcerer



6"/20"



6



8

Melee Attack: 4D

Melee Defense: 4D

Ranged Attack: 6D

Ranged Defense: 4D

Psyche Attack: -

Psyche Defense: 4D

Major Powers: Sorcery

Minor Powers: Flight

Backgrounds: Arcane, Art

Notes: *Grimoire (Power Blasts [major], Enhanced Senses, Force-Field, Jinx, Telekinesis), All grimoire powers require a 2+ Recharge roll.

AFTERWORD

While it might have started out that way, Super Mission Force is not SuperSystem Lite! That's important to note because SuperSystem was my very first game, written in 2001, and tried and tested through four separate editions. I love the game dearly, but I've changed in so many ways in the intervening fifteen years. I'm a different sort of gamer now, and a different sort of game designer. I did not want to tinker with SuperSystem to make it what I wanted. I feel we got the "definitive" version of the game with 4th edition three years ago. But I want to play a supers miniature game, one that reflects where I am now as a gamer and game designer. When I recently released the Void Pirates sci-fi skirmish game, it represented a new approach for my Goalsystem game design. Simpler. Faster. A tradeoff swapping detail for elegance. Or so I hope! And that's Super Mission Force too. While you will see lots of stuff from all of my games reflected in this design, it stands on its own. And we hope it's as much fun for you folks to play as it was for us to write, design, and test!

— Scott R. Pyle

DICE AVERAGES

Below we include the dice pools and the average goals scored on them. Remember, the numbers in brackets refer to Re-rolls.

2 [1]	1.83	6 [3]	5.63
2 [2]	2	6 [4]	5.92
2 [3]	1.99	7 [0]	4.65
2 [4]	2.01	7 [1]	5.32
3 [0]	2	7 [2]	5.95
3 [1]	2.57	7 [3]	6.44
3 [2]	2.89	7 [4]	6.78
3 [3]	2.99	8 [0]	5.33
3 [4]	3.01	8 [1]	6.02
4 [0]	2.65	8 [2]	6.64
4 [1]	3.29	8 [3]	7.21
4 [2]	3.72	8 [4]	7.67
4 [3]	3.96	9 [0]	5.98
4 [4]	4.01	9 [1]	6.67
5 [0]	3.32	9 [2]	7.28
5 [1]	4.02	9 [3]	7.96
5 [2]	4.53	9 [4]	8.43
5 [3]	4.88	10 [0]	6.62
5 [4]	4.99	10 [1]	7.33
6 [0]	3.99	10 [2]	7.99
6 [1]	4.64	10 [3]	8.59
6 [2]	5.28	10 [4]	9.2

Name: _____

Archetype: _____

Move: _____

Initiative

 []

SUPER MISSION FORCE

Body

 (KO)

Psyche

 (KO)

Melee Attack

 []

Melee Defence

 []

Ranged Attack

 []

Ranged Defence

 []

Psyche Attack

 []

Psyche Defence

 []

Major Powers

_____ Recharge _____ + []

_____ Recharge _____ + []

Minor Powers

_____ Recharge _____ + []

_____ Recharge _____ + []

_____ Recharge _____ + []

_____ Recharge _____ + []

Backgrounds: _____

Notes: _____

Name: _____

Archetype: _____

Move: _____

Initiative

SUPER MISSION FORCE

Body

KO

Psyche

KO

Melee Attack

Melee Defence

Ranged Attack

Ranged Defence

Psyche Attack

Psyche Defence

Major Powers

_____ Recharge _____ +

_____ Recharge _____ +

Minor Powers

_____ Recharge _____ +

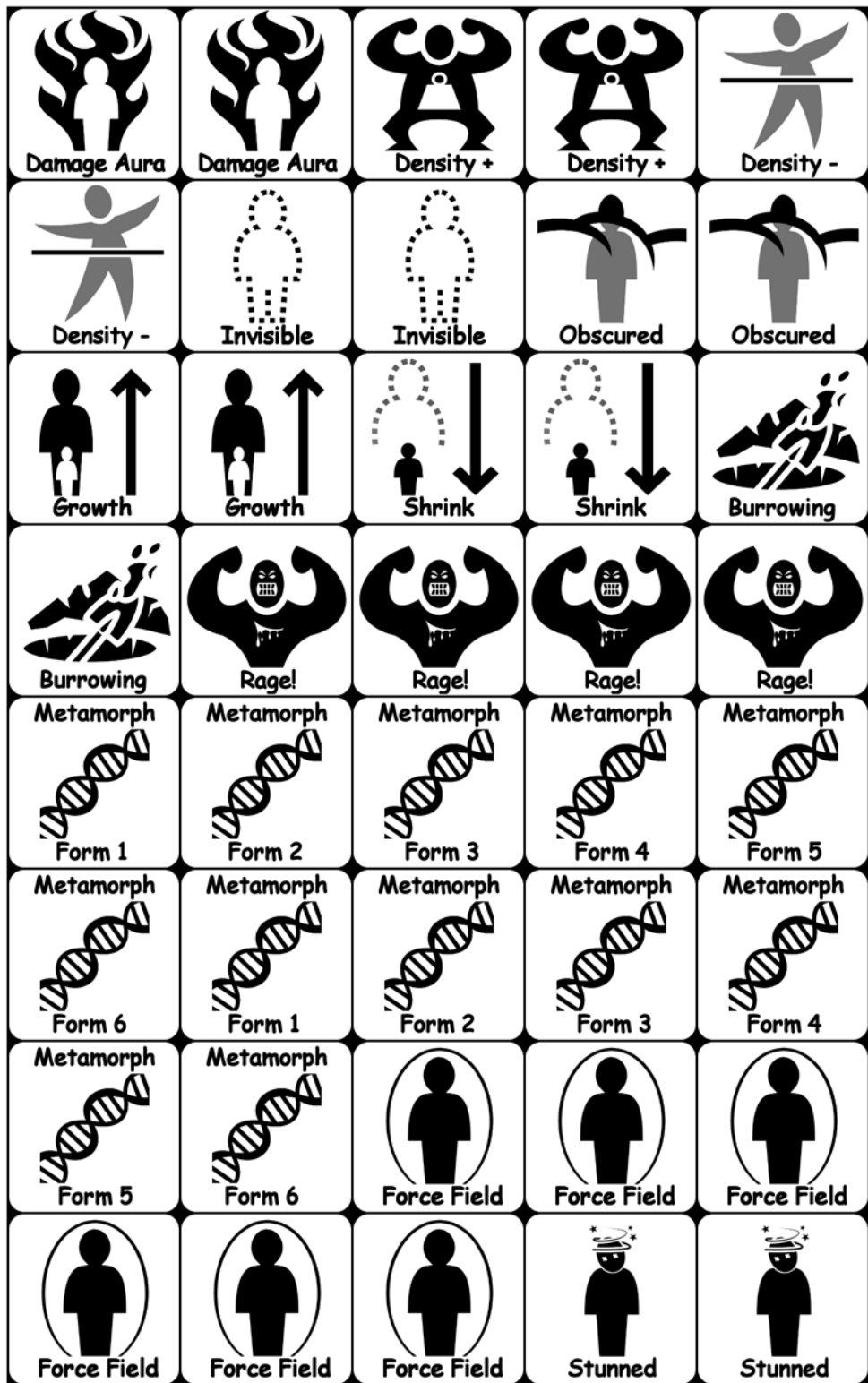
_____ Recharge _____ +









































_____ Recharge _____ +

_____ Recharge _____ +

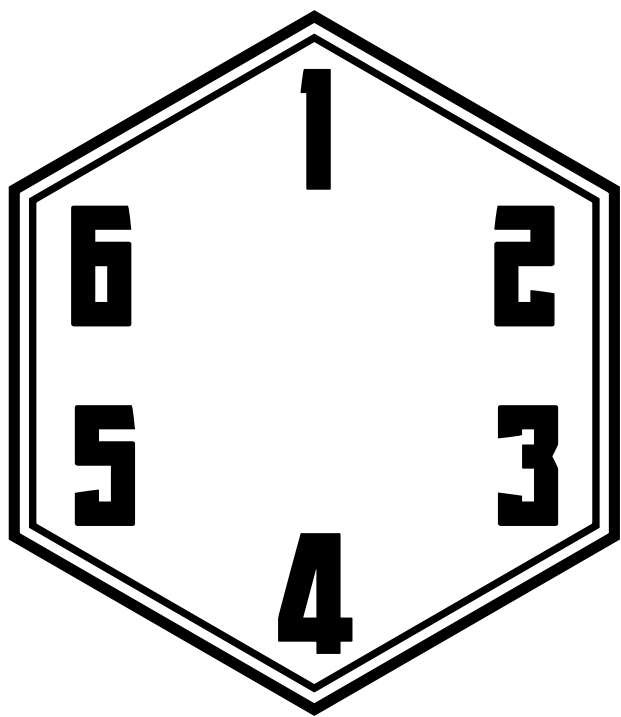
Backgrounds: _____

Notes: _____



 Flying	 Flying	 Flying	 Flying	 Entangle
 Entangle	 Entangle	 Entangle	 Knocked Down	 Knocked Down
 Knocked Down	 Knocked Down	 Hidden	 Hidden	 Hidden
 Hidden	 Dispel	 Dispel	 +1 Re-Roll	 +1 Re-Roll
 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll
 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll
 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 +1 Re-Roll	 Alien Artifact
 Fragment	 Fragment	 Fragment	 Fragment	 Fragment

SCATTER DIAGRAM



Super Mission Force is the Goalsystem game of fast and fun superhero action! Featuring easy character creation, quick action, and our famous henchmen rules, *Super Mission Force* lets you play out superhero action using any miniatures from your collection. Written for 28mm figures, but easily scalable to 15mm action, the rules also offer a campaign system that faithfully captures comic book tales and battles and allows players to tell great stories on the their tabletops. Gather some friends, a few figures, and a handful of six-sided dice! *Super Mission Force* action awaits!

