

Four Color

FCs

Studios

EDITION #4

SUPERSYSTEM



SUPER MINIATURE BATTLES BY SCOTT PYLE + DAVID LEWIS

Rich Yanizeski

SuperSystem: **Super Miniature Battles in Four-Color Worlds!**

4th edition

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Special Thanks: JoAnn and Annabelle Rizzo

Publisher: Four-Color Studios, 2014

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CHAPTER 1: SUPERSYSTEM CORE RULES

INTRODUCTION

SuperSystem 4th ed. (SS4) offers a fast-paced, skirmish-level superhero miniature battle game designed to simulate comic book clashes between heroes and villains. Playing a game with *SuperSystem* requires the following: a copy of these rules, painted miniatures, around 20 six-sided dice (D6's), copies of the SuperSheets printed in the appendix of this book, pencils, and a roughly 4' x 4' playing area. *SuperSystem's* unique blend of skirmish miniature and role-play aspects makes it an ideal multi-player or convention game, but it also works just as well for two players.

Battles in *SuperSystem* can involve as few as one or two models per side, or as many as ten to thirty models per side. *SuperSystem* games feature two basic types of models: characters and henchmen. Characters are the heroes and villains that make up the superhuman population of Four-Color Earth, the fictional setting of the game. Henchmen comprise their legions of underlings, goons, mooks, or cannon fodder. Although some henchmen can also possess superhuman powers, they never rise to the levels of the characters. We often use the terms "model" and "character" interchangeably in these rules.

Players may fight *SuperSystem* battles as one-off encounters, or as extended campaigns where their heroes and villains develop unique personalities, gain new abilities, and sometimes suffer grievous injuries. These developments occur over a number of game sessions, and we refer to them in *SuperSystem* as *Series*. See **Chapter 5: Series in SuperSystem** for more details.

A NOTE ON THE 4TH EDITION

This edition of *SuperSystem* represents a somewhat radical design departure when it comes to the basic makeup of characters. We decided that we could simplify a lot of game mechanics and powers by revamping and retooling Attributes from a four stat matrix to a seven stat matrix. We did not undertake this journey lightly or without thought or play-testing. We hope die-hard players who've been with us from earlier editions will embrace these changes and discover that this new edition of *SS4* marks the most fun, fair, and playable version yet!

THE MOST IMPORTANT RULE

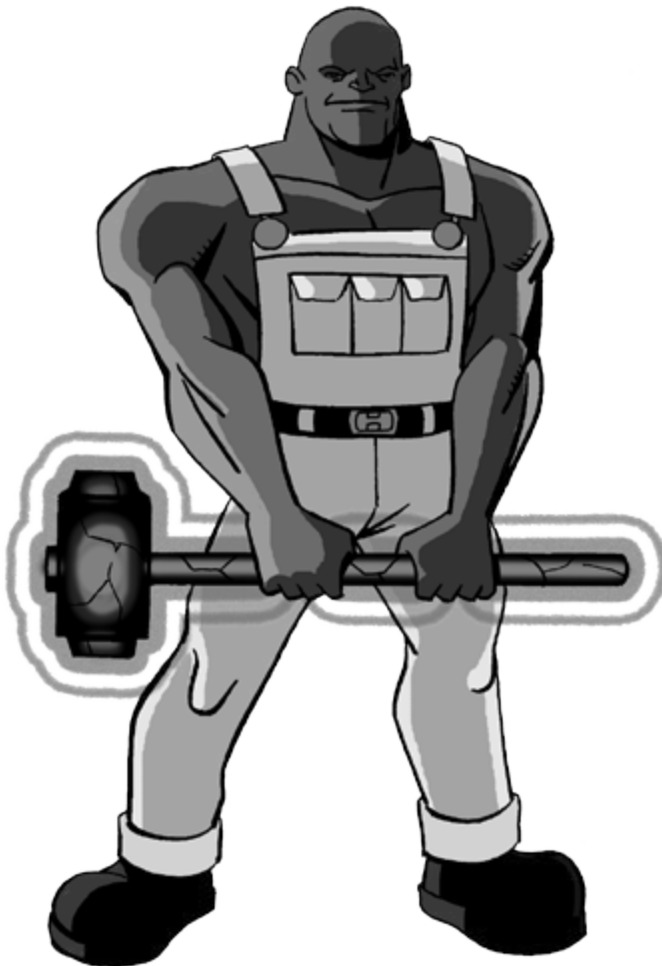
SuperSystem is your game. If you don't like the way something works, discuss it with your gaming group and make a change that works for everyone.

FAST-PLAY RULES

New to *SuperSystem* and you want to get playing right away? Flip back to the end of Appendix IV and check out our 1-page *SuperSystem 4th ed. Fast-Play Sheet!* It provides a quick and easy intro to the game and lets you start rolling dice right away!

THE GOAL ROLL

Goal rolls comprise the heart of any *SuperSystem* game. Most actions require a goal roll, and during every goal roll a model has a certain number, or pool of dice which its player must roll. We denote these dice pools with the number of dice thrown followed by the capital letter "D". 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. Ignore any dice rolling less than 4.



Example: *High-Gear* wishes to strike a foe in close combat. She rolls 5D and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.

Models in *SS4* possess seven core attributes, each rated by a number of dice. The seven attributes include Strike, Strength, Dodge, Toughness, Mind, Resolve, and Sense. These Attributes comprise a model's core dice pools (described below).

THE POWER OF 6

Rolling a 6 in *SuperSystem* is special. All rolled 6's on a throw count as two goals each!

Example: *John Henry's* player rolls his 5D Strike and gets 1, 3, 4, 4, and 6 for a total of four goals.

Example: *Ape-Austen's* player rolls his 4D Dodge and gets 2, 5, 6, and 6 for a total of five goals.

UNOPPOSED GOAL ROLLS

In an unopposed goal roll, the player rolls a number of dice equal to her model's relevant attribute, trait, or dice pool, and counts up the number of goals. Sometimes only a single goal is needed to succeed, but in most cases the task's difficulty will decide how many goals are required.

Example: *Wildman* searches for a hidden artifact among the ruins of a villainous hideout, needing 2 goals to find it. He rolls 4D and gets 3, 3, 4, and 5 for 2 goals. Just enough to succeed at his search!

DIFFICULT ROLLS

As suggested above, some unopposed goal rolls are simple rolls, requiring only one goal to succeed. However, certain circumstances may call for a model to roll two or more goals in order to succeed. These are difficult goal rolls, and we assign them a **Target Number**, or **TN**. We always note these more challenging goal rolls in rule and scenario text with the abbreviation “**TN**” followed by an equals sign and the minimum number of goals required for success. For example, a given scenario might require a model to make **TN=3** Sense goal roll to find a specific objective.

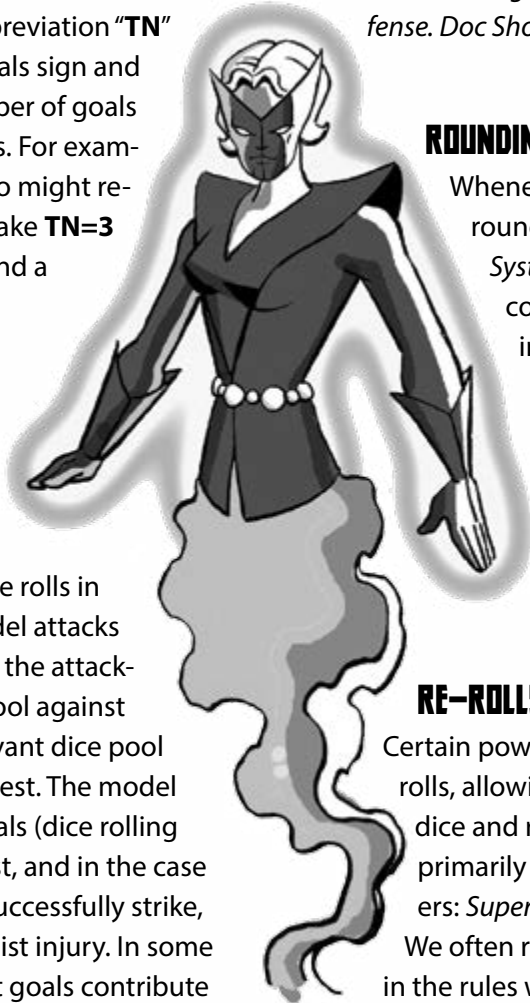
OPPOSED GOAL ROLLS

Opposed goal rolls mark the most important dice rolls in SS4. When one model attacks another, players pit the attacker’s relevant dice pool against the defender’s relevant dice pool in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike, harm, dodge, or resist injury. In some cases, a model’s net goals contribute to the effects of its action in the form of additional dice (usually added to a subsequent opposed damage roll). We cover conflict-related opposed goal rolls in greater detail in the combat section later in this chapter.

Example: *Zoya and Wildman tangle in a back alley in Steel City. Zoya’s player rolls the model’s 4D attack dice pool, getting 1,*

3, 4, and 5 for two goals. Wildman’s player rolls his 5D defense dice pool and gets a 1, 1, 2, 3, and 5 for only one goal. Zoya wins two goals to one, and now gets a chance to damage her foe with a second set of opposed rolls.

Example: *Doc Shock fires his electro-burst at High-Gear. He gets five goals on his attack, and she gets six goals on her defense. Doc Shock misses!*



ROUNDING

Whenever you have to round a number in *Super-System*, use the standard conventions for rounding, with a decimal of .5 or greater rounding up toward the next whole number, and a decimal of .4 or lower rounding down.

RE-ROLLS

Certain powers grant models re-rolls, allowing them to pick up dice and re-roll them. Re-rolls primarily come from two powers: *Super-Attribute* or *Super*. We often refer to both as **Super** in the rules when we speak of them generally.

Even if a player’s model possesses multiple re-rolls, a single die may only ever be re-rolled one time on a given throw. If opposing models both possess re-rolls, both players decide how many dice they wish to re-roll after initial attack and defense goal rolls are made. **The attacker announces his intended re-rolls first,**



followed by the defender. It is permissible to re-roll a die that scores 4 or 5, the idea being that a lucky throw might result in a 6, garnering two goals instead of one. Only the most desperate players should consider employing this strategy!

Example: Chris rolls six dice for his character, Doc Shock. He has 1 re-roll available. If he rolled a 2, 2, 3, 4, 4, and 6, he could choose to re-roll one of the three failed dice (the 2, 2, or 3) in his pool, possibly gaining additional goals.

Example: The Hyboriape and Zoya battle amidst the ruins of some ancient temple.

Hyboriape (2 re-rolls for damage) strikes Zoya (3 re-rolls for damage resistance). On his damage goal roll the Hyboriape's player gets the following: 1, 2, 2, 4, 4, 5, 6, and 6 (scoring 7 goals). Zoya's player rolls 2, 2, 4, 5, 5, and 6 on her damage resistance goal roll (scoring 5 goals).

After looking at their rolls, the players decide to employ their re-rolls. Hyboriape's player announces she is using both of the super-ape's re-rolls, re-rolling the 1 and 2 and getting 1 and a 4, for one additional goal, bringing his total to 8. Zoya's player then chooses to use only 2 of her 3 re-rolls, re-rolling the pair of 2's and getting a 2 and a 3 for no additional goals, keeping her total at 5 and thus suffering 3 lost Vitality from the attack. Her player could not at this time decide to use her third re-roll, as all re-rolls must be announced before the player actually re-rolls any dice.

BREAKING TIES

When opposed goal rolls result in tied totals, the model possessing the highest level of Super breaks the tie and wins the contest, gaining the minimum result level. When levels of Super are equal, ties go to the defender.

Example: Wildman (*Super-Strike* × 2) attacks Tarantula (*Super-Dodge* × 1). Both characters score 5 goals on their respective dice rolls, but because Wildman has a higher level of Super, he breaks the tie and his attack hits!

See more on breaking ties in Chapter 2.

CHARACTER MAKE-UP

DICE POOLS

Attribute and power dice totals form dice pools players roll throughout the course of the game. To make the game run more smoothly, the SuperSheet lists the seven attributes and a slot for the character's most commonly used damaging power or dice pool (Damage). Two additional open slots allow for other power dice pools important to the character. We note dice pools and dice modifiers "shorthand" in the text of these rules with the number of dice in the pool and the letter "D". For example, five dice = 5D. We express any re-rolls on a dice pool in brackets after the number--an eight dice pool with two re-rolls = 8D[2].

In any text-based profiles we leave out the "D", listing the number of dice in the first position and the re-roll level in the second position in brackets, i.e., 5[1].

On the SuperSheet we also leave out the "D", listing the number of dice in the first box and the re-roll level in the second box beside it. See the play aids at the end of this book for a look at the SuperSheet layout.

CORE ATTRIBUTES

We build *SuperSystem* characters using seven core attributes rated in numbers of dice. They breakdown as follows:

STRIKE [STK]

A character's Strike provides the following game effects:

- ★ Dice pool for physical attacks in close and ranged combat
- ★ Adds to starting AP

STRENGTH [STR]

A character's Strength provides the following game effects:

- ★ Dice pool for close combat damage and object damage, grabs, throws, and leaps
- ★ Figures into starting Vitality

DODGE [DGE]

A character's Dodge provides the following game effects:

- ★ Dice pool for defense against all physical attacks
- ★ Dice pool for initiative checks and athletic feats

TOUGHNESS [TOU]

A character's Toughness provides the following game effects:

- ★ Dice pool for physical damage resistance
- ★ Figures into starting Vitality

MIND [MND]

A character's Mind provides the following game effects:

- ★ Dice pool for mental attack **and** dodge rolls
- ★ Adds to starting AP

RESOLVE [RES]

A character's Resolve provides the following game effects:

- ★ Dice pool for mental damage resistance and for survival checks
- ★ Adds to starting Vitality

SENSE [SEN]

A character's Sense provides the following game effects:

- ★ Dice pool for detection checks
- ★ Dice pool for initiative checks

The above descriptions represent the most common uses for the seven attributes. Certain rules situations and powers might also call for a character to roll a specific attribute dice pool, and these special cases will be clearly stated in the relevant sections.

All attributes automatically begin at 1D--**players pay no points for this.**

Adding to Attributes costs 2 build points per additional 1D purchased. Attributes represent a mixture of raw natural ability, superhuman powers, and training. See **Chapter 3: Character Creation** for more details.

OTHER VALUES

Beyond the seven attributes, several other values play an important role in defining an SS4 character. Unlike attributes, some of these values are not rated in terms of numbers of dice.

ACTION POINTS [AP]

Action Points, or AP, measure how much a model can do in the course of its turn. AP governs how far a model can move in a given turn, and what kind of actions it may perform if a player chooses not to use all of its allotment for movement.

Every action has a cost in AP. We discuss these costs more thoroughly in later sections. Models spend AP during the course of a turn, and once out of AP, can take no further actions until the beginning of their next turn, when their AP pools replenish. AP cannot be saved across turns. A model's AP equals the sum of its Strike and Mind attributes. If Zoya had Strike 4 and Mind 2, she would have 6 AP available per turn to spend on her actions.

POWERS

Powers define the superhero genre, and models in SS4 can have any number of amazing abilities. We list all of the myriad abilities available to characters in **Chapter 3: Character Creation**. These include **Powers, Boons, Banes, and Power Modifiers**.

VITALITY

Vitality measures a model's health, or how many hits the model can take before it goes down. A model's starting Vitality equals the lower of either Strength or Toughness, plus Resolve. If High-Gear had Strength 2, Toughness 3, and Resolve 4, she would have a starting Vitality of 6.

CHAPTER 2: ACTION + COMBAT

THE COMBAT ROUND

Like most miniatures games, *SuperSystem* features a specific sequence of play that helps to organize the chaos of a slugfest between superhuman foes. We call this sequence the Combat Round, or Round for short. We break down *SS4* rounds into two phases:

1. Initiative Phase
2. Action Phase

These two phases transform the chaos of super combat into a playable and orderly game turn.

ROUNDS AND TURNS

In *SS4*, a Round consists of a number of Turns equal to the number of characters and henchmen groups involved in the battle. Each model gets a Turn to activate.

INITIATIVE

The Initiative phase in *SuperSystem* 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 the 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 Initiative dice equal to their Dodge or Sense attribute (player's choice).

The player whose leader scores the higher goal total 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. Compare levels of Super to break any ties. If levels of Super are equal, compare AP totals of the leaders (higher wins). If AP totals are tied, then the player who



went last the previous round wins, or if its the first turn of the game, players should each roll a single D6 until one of them scores a higher roll.

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

CHOOSING NEW LEADERS

When a team's leader gets KO'ed or taken out of action, its player must choose another model from the team as the new leader.

HELD ACTIONS

An activated model may hold its action by spending 2 of its available AP, saving the rest for use later in the round. A model may spend part of its AP on its normal turn (including the 2 AP for the held action), then hold the rest for later. A model must have at least 2 AP remaining after it spends its 2 AP on the held action.

If this held action would interrupt the action of an opposing model, the two models should make Opposed Strike

goal rolls, with the winner taking his action first. Ties go to the model with the higher level of Super, with further ties settled by the higher base AP total, and finally, a simple D6 roll. Held actions may not carry over to the next round.

Opposing models interrupted by a model with a held action may finish their actions once the interrupting model has completed its turn. An interrupted model directly affected by a model with a held action (i.e., attacked) may resume its turn once the interrupting model has completed its attacks (provided it is still able).

ACTIONS

When a model activates, it spends AP to move and attack in nearly any sequence. All actions have an AP cost, and we list some of the major ones below. There is no specific sequence of actions a model must follow. A blaster with 11 AP available could move 2" into firing position, blast away at a foe for 3 AP, then finish her turn by moving 6" behind a nearby wall. Alternatively, the same blaster could choose to remain still, fire an Aimed shot for 6AP, and then elect to move behind cover and hide with 2 of her remaining AP.

ACTION COST

Move	1" per AP
Basic Attack (close or ranged)	3 AP (max 1 per turn)
Charge	2" per AP (consumes all available AP)
Stand Up	2 AP
Activate Device/Pick-up Object	2 AP
Combat Maneuver	Variable

MOVEMENT

Measuring Movement and Base Contact

Players measure all *SS4* movements in inches, and take their measurements 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). Varying base sizes do not matter much in this system. We feel that the advantages and disadvantages of larger and smaller bases balance out in the end. Base Contact occurs when one model's base touches another model's base. This is normally the only way enemy models may fight in close combat.

FACING

Facing is never an issue in the *SuperSystem*; we assume that a model can see 360 degrees around itself. A model may change its facing at anytime at no AP cost.

STANDARD MOVEMENT

In standard movement, models can cover up to a number of inches equal to their AP. A model may choose to move, conduct some other action, move again, act again, and so on, completing a number of actions up to its AP total. A model may move into close combat. This tactic is especially useful when enemy combatants are already close at hand, allowing for the application of special combat maneuvers (see the Maneuvers section below). **Models cannot save AP across turns; a model begins every turn with its starting AP total.**

CHARGING

A model may charge to cover extra ground, or to attack a foe in close combat. Each available AP spent allows the model 2" of movement. A model may spend AP to activate a power and still charge (unless the power's text states otherwise).

Charging models that make it into base contact with a foe may make a normal attack and gain +2D to their damage goal rolls on a successful hit. Targets of charge attacks gain +1D to Dodge to avoid them. Models who charge with less than 4 AP still move 2" for each AP point spent and can make a close combat attack, but do not gain the +2D to damage. Their targets still gain the +1D to Dodge.

Charging a foe who stands out of a model's line of sight requires a 0 AP, **TN=2** Sense check. Failure means the model cannot charge that target this round, but may charge other targets it can see or detect. Make this check before starting any movement.

Once a model completes its charge (and any subsequent free attack) its turn ends.

CLIMBING

Treat buildings with stairs and walls outfitted with ladders normally for purposes of calculating distance moved. Climbing a surface without stairs or ladders costs 2 AP for every inch climbed. Models may charge up stairs, but not ladders or vertical surfaces.

DIFFICULT TERRAIN

In most cases, *SS4* does not sweat the details when it comes to models moving over difficult terrain—broken ground, dense woods, etc. This is not a big part of the comics, so unless a power or scenario special circumstance dictates otherwise, models move normally through such areas. Water marks the one notable exception. Any area designated as deep water slows down ground-based models significantly. Every 3 AP spent grants 1" of movement in deep water, and models may not charge through deep water.

FALLING

Falling models take 1D of physical damage for every 2" fallen, and can roll Toughness normally to resist the damage. Models who survive a fall begin their next turn **knocked down**, and must spend 2 AP to Stand Up.

FLYING

Some models in *SS4* can move by flying (see the Flight power). A model in flight remains in flight until it attacks a grounded model in close combat, or its player has declared the model has landed. Models in flight should be marked with an appropriate counter to avoid confusion. A model in flight gains bonuses to its defense against Strike-based ranged attacks (see the Flight power), as its speed and constant motion make it difficult to target. On the other hand, a model in flight is much easier to see no matter where it stands on the board. A flying model may not hide unless it ends its movement grounded, or behind a building or other terrain feature large enough to screen it. An airborne model KO'ed or otherwise deprived of its

ability to fly suffers falling damage. The distance fallen equals twice the model's base AP in inches.

JUMPING

A model that wishes to jump a chasm makes a Strength goal roll. A model can jump 2" horizontally and 1" vertically for every goal rolled. Jumping costs a number of AP equal to the distance jumped. A model may jump a distance further than its available AP, but this counts as a charge and effectively ends the model's turn. Players may not pre-measure the distance needed to jump a chasm. Announce the intention to jump, then measure the distance and make the Strength goal roll. Models failing to score enough goals to make the jump fall.

If a jumping model ends its jump in base contact with an enemy model, it can make an attack even if it does not have the AP remaining. Treat this like a charge attack, and normal charge bonuses apply.

STANDING UP

Models in *SS4* will sometimes find themselves blown across the battlefield and unceremoniously deposited in some dumpster or other inconvenient spot. **Knocked Down** models must spend 2 AP if they want to stand up, but they still may charge after doing this.

ACTIVATE DEVICE/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 may call for the activation/deactivation of a particular device (bomb, force field, alien spacecraft, etc.), which could involve an attribute check. Some scenarios may call for the freeing of a prisoner, or the recovery of some object (a bag of jewels, experimental weapon plans, cosmic rod, etc.). All of these sorts of actions fall under this category, and all of them cost 2 AP. Some of these actions require goal rolls, and some require only the expenditure of AP. The requirements of specific actions in this category will be covered in the relevant scenario descriptions (see Chapter 5: Series in *SuperSystem*).

SUPERSYSTEM IN 15MM

You can play *SS4* using smaller scale, 15mm miniatures (*S15* for short)! Only a few adjustments need be made to allow for this change in scale.

MEASUREMENTS

Players should halve all values when measuring distances in *S15*. **Whenever you see a measurement in inches in these rules, cut that value in half for 15mm play.**

Example: *A Stretch Attack of 15" in the standard game would measure 7.5" in S15. No rounding when it comes to halving distances in S15!*

ACTION POINTS [AP]

Every AP a model possesses equals .5" of movement. When a model charges to reach combat or cover extra ground, it doubles its adjusted movement as normal and moves that many inches (or less if the player desires).

Example: *Dr. Simian has 10AP. He could move 5" normally, or charge up to 10" if his player desires.*

TABLE SIZE

The change in scale from 28mm to 15mm means the smaller models will have a lot more room to maneuver on the table. This is fine, and makes for a dynamic game in many cases. However, players may want to squeeze the size of the board a bit to match the smaller miniatures. This will create quicker games by bringing the models into the action right away. A 3' x 3' board would make a good table size for 15mm scale games.

COMBAT

SuperSystem features two types of combat, close and ranged. Both involve opposed goal rolls. In both instances, a model may only make one attack goal roll on its turn. All basic attack goal rolls cost 3 AP.

Example: *Doc Shock possesses the ability to make both ranged and close attacks. During any given round, Doc Shock's player may have him make either one ranged attack, or one close combat attack, but not one of each. Remember, a model may only ever make one attack on its turn.*

ATTRIBUTE/ACTION DICE POOLS

We listed the attribute dice pools earlier in the introduction, but it's also useful to list them again as we'll be using them a lot in the coming text explanations of combat.

Strike make physical attacks

Strength damage foes and objects with close attacks, hold/escape grabs

Dodge defend against physical attacks and make initiative checks

Toughness resist physical damage

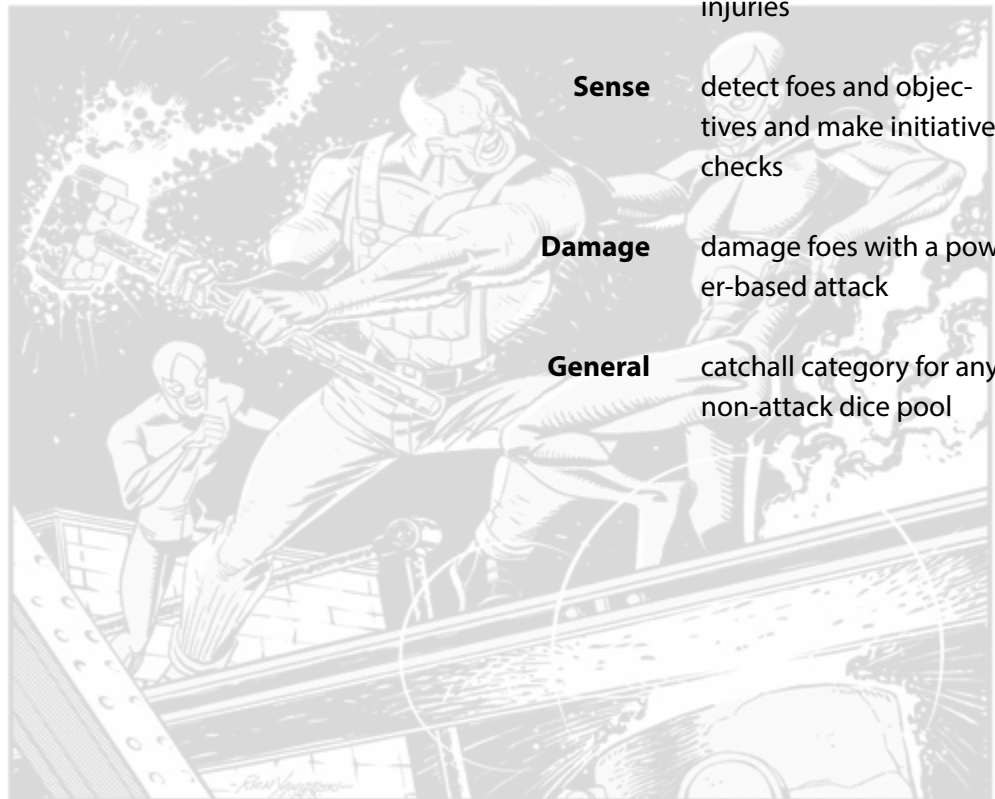
Mind attack and defend in mental combat

Resolve resist damage from mental attacks and effects of injuries

Sense detect foes and objectives and make initiative checks

Damage damage foes with a power-based attack

General catchall category for any non-attack dice pool



CLOSE COMBAT

Close Combat in *SS4* requires combatants to be in base contact. This often happens when one model charges into another, but a model that is close enough may instead simply move into base contact. Models with at least 4 AP that charge into close combat get one attack at +2D to their damage dice pool. Charging models with less than 4 AP don't gain the +2D. In either case, the target gains +1D to Dodge against charges. Even if the charging model uses all of its AP to make base contact, it still gets its charge attack.

The attacking model in close combat rolls its Strike dice pool against the defender's Dodge dice pool, and if the attacker scores more goals than the defender, he has hit. In the case of any ties, attackers with higher levels of Super in their relevant dice pools still hit (see Sidebar on page 14page 14). **The attacker's damage roll gains +1D per 2 net goals scored on the attack.** Any odd goals are lost--this is an exception to the rounding rules.

If the defender scores more goals than the attacker, she has fought him off or dodged the attack. An attacker in close combat spends 3 AP and makes one attack goal roll per round. Additional AP may be spent at the time of the attack to combine special maneuvers into the model's attack.

Example: *Zoya and Wildman brawl somewhere near Pier Nine. It's Zoya's turn and she has just charged into close combat with Wildman. Zoya rolls her Strike of 4D, for a total of 6D. Wildman rolls his Dodge*

of 6D, +1D for the charge. Zoya rolls 4, 4, 5, and 5 for four goals. Wildman's player rolls poorly, getting 1, 2, 2, 3, 3, 3, and 6 for two goals (remember 6's count as two goals). Zoya wins the contest 4 goals to 2, and adds +1D to his damage goal roll.

DAMAGE IN CLOSE COMBAT

Resolve damage rolls in close combat as opposed actions where the attacking model rolls a number of dice equal to the attack's strength. This is often the model's Strength dice pool, but it can also equal Strength + Weapon. Remember, any net goals scored on the attack roll add extra dice to the throw on a 2 to 1 basis, and successful charge attacks



add +2D as well. The defender resists using his Toughness dice pool. Any net goals scored by the attacker result in Vitality loss for the defender. Even on a tie, the defender can lose one Vitality (See sidebar).

Example: From the example above, Zoya (Strength 6D[2]) has hit Wildman with her charge attack (+2D to damage). She also beat his total by 2 goals (+1D to damage). She rolls 9D[2] for her damage dice pool and scores 8 goals! Wildman opposes with his Toughness 6D[1] and scores only 2 goals. Wildman loses 6 Vitality from the hit!

Example: Zoya has just struck Thunderfist with a standard attack, and now it's time to roll for damage. Zoya has a Strength dice pool of 6D[2], and +1D from her net goals from the attack roll, for a total of 7D[2]. Thunderfist has a Toughness of 5D. Zoya's player rolls and gets 1, 2, 3, 3, 4, 6, and 6 for five goals (with the two sixes garnering two goals each). Thunderfist rolls his resistance and gets 1, 1, 2, 3, 4, and 6 for three goals. Zoya quickly decides to re-roll two of her four failed dice and gets 4 and 6 for three more goals! This brings her total up to 8 goals! Zoya wins with a difference of 5 goals, which become 5 Vitality loss inflicted on Thunderfist.

Example: Grannok-5 (Damage 8D[1]) strikes Zoya (Toughness 7D[2]) in close combat and wins by 5 goals! His base Damage is 8D[2], but his 5 net goals on his punch make his new damage goal roll 10D[2]. On the ensuing damage roll sequence, both models tie with six goals each, but Zoya's higher Super means she suffers no harm from the attack.

TIES IN COMBAT

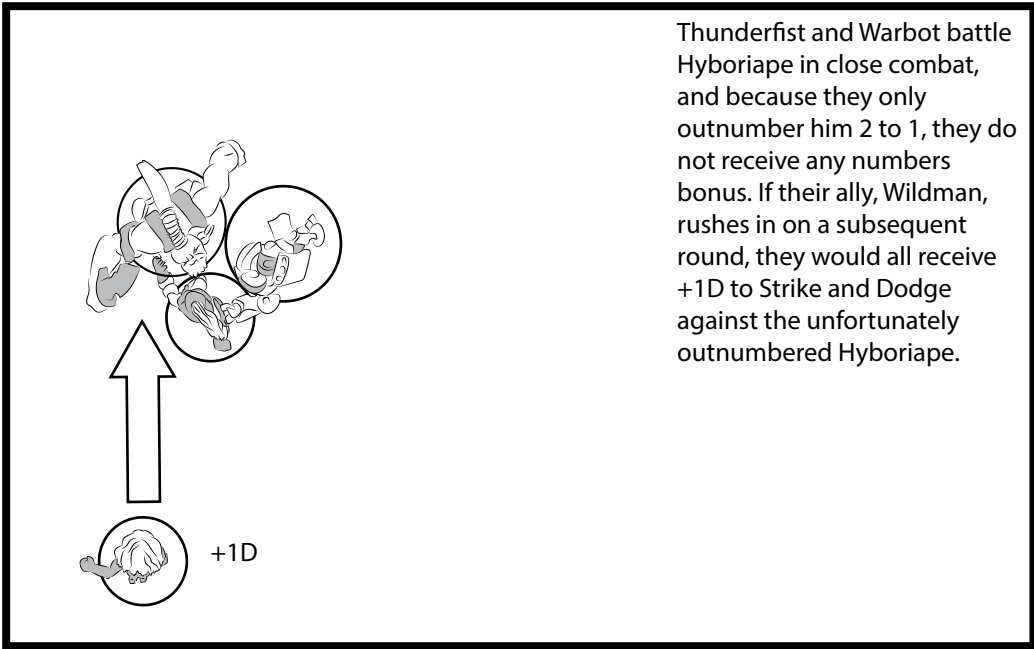
Resolving tied goal totals works a little differently in 4th edition. When models tie, the model with the highest level of Super breaks the tie and wins the exchange. On combat attack goal rolls, this means an attacker with a higher level of Super actually hits on a tie, and rolls damage with his base damage dice pool. On combat damage goal rolls where the attacker's damage dice pool has a higher level of super than the defender's relevant dice pool, the attacker still inflicts 1 Vitality loss on a tie. If Super levels are equal, ties go to the defender.

Example: Doc Shock (Strike 6D[1], Ranged Attack 5D) blasts Giantess (Dodge 4D). Each character scores 3 goals, but because Doc Shock has Super $\times 1$ on his Strike, and Giantess has no Super levels on her Dodge, Doc hits, and his player rolls his base pool of 5D for the damage.

Example: Siberian (Strength 7D[2]) manages to hit Wildman (Toughness 5D[1]) in close combat. Both characters score 5 goals on their opposed rolls, but because Siberian outclasses Wildman by one Super level, he still does damage, inflicting a single lost Vitality point on his foe.

MULTIPLE FOES IN CLOSE COMBAT

Models ganging-up on a single defender gain bonus attack and defense dice. For every two models they outnumber their foe by, they gain +1D to their Strike and Dodge goal rolls in combat. Models never enjoy a bonus higher than +3D from multiple friends in close combat.



Thunderfist and Warbot battle Hyboriape in close combat, and because they only outnumber him 2 to 1, they do not receive any numbers bonus. If their ally, Wildman, rushes in on a subsequent round, they would all receive +1D to Strike and Dodge against the unfortunately outnumbered Hyboriape.

BREAKING FROM CLOSE COMBAT

Unless a power or other special circumstance dictates otherwise, models leaving a close combat with an active foe in base contact may be subject to a free attack. This free strike can include any legal close combat attack, but no special maneuvers may be employed. Free strikes that would normally cost more than 3 AP count as Quick Attacks, granting extra dice to the defender (see the Maneuvers section on page 24).

Example: *Ape-Austen leaves a close combat with Wildman, granting the savage mutate a free attack against him!*

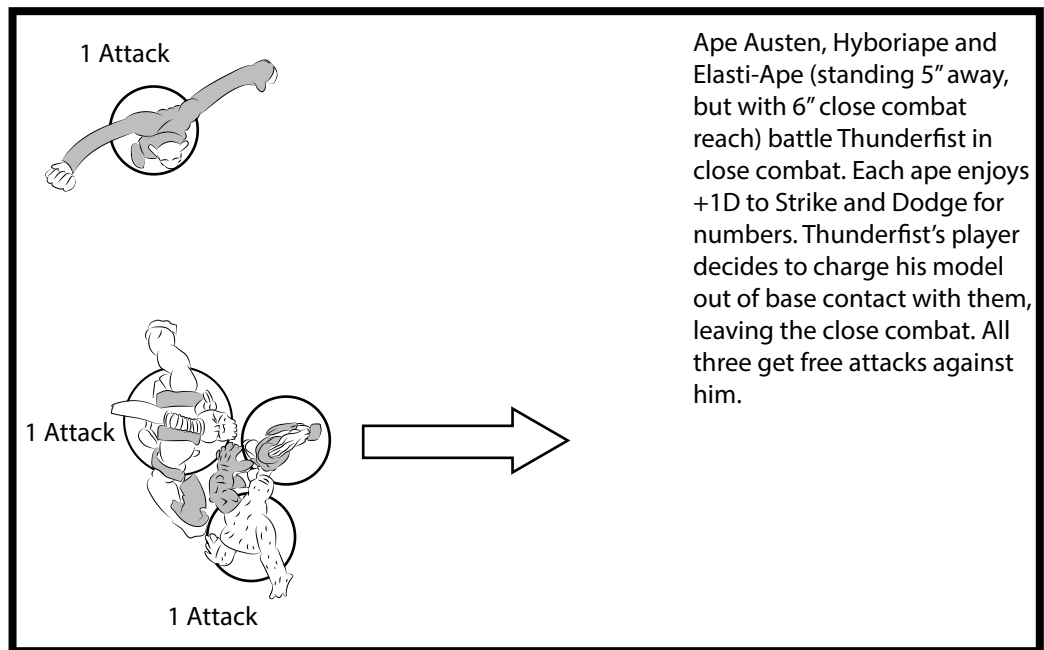
Example: *Shifter leaves a combat with High-Gear. High-Gear wants to use her Hyper Attack for the free attack. This attack normally costs 4 AP, so Shifter will gain +1D to avoid it.*

The fleeing model makes a single Dodge goal roll, and the free attackers each make separate attack goal rolls.

Models may make a number of free attacks per round equal to 1 + Super-Dodge level--so a character with Super-Dodge x 2 could make three free attacks in one round.

Models possessing powers that grant extra reach count as being in close combat with any model they could reach with their attack. However, models possessing extra reach may leave close combats with foes they are not in base contact with without suffering a free attack. In a case where both opposing models possess extra reach and they are not in base contact with each, either or both may leave the combat without suffering a free strike from the other.

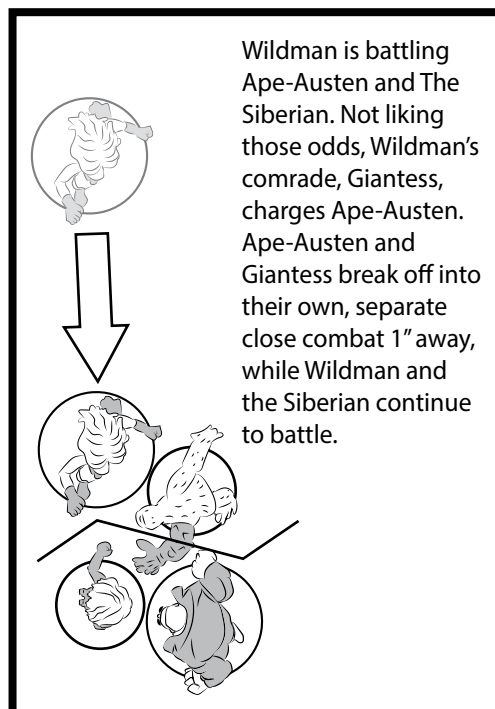
As long as base contact with an enemy foe is not broken, or in the case of extra reach, a model does not move out of the enemy model's reach, a model may change its position, shifting along a foe's base to allow friendly models room to move in and assist, or for any other reason.



Ape Austen, Hyboriape and Elasti-Ape (standing 5" away, but with 6" close combat reach) battle Thunderfist in close combat. Each ape enjoys +1D to Strike and Dodge for numbers. Thunderfist's player decides to charge his model out of base contact with them, leaving the close combat. All three get free attacks against him.

Models who outnumber a foe in close combat may leave that combat without suffering the normal free attack.

Note: A model may not leave and re-enter the same close combat on the same turn.



AID IN CLOSE COMBAT

When a friendly model rushes in to help a teammate assailed by multiple foes, it engages one of the enemy models, and a separate close combat ensues. The player of the model rushing in to help picks an enemy foe it finishes its move in base contact with as its target. Keeping them in base contact, move the two models 1" away from the original close combat. This is not considered breaking from close combat and no free attacks occur.

Models moved in this fashion may not be moved into other nearby combats.

KNOCKED DOWN OR PRONE MODELS

Models that are **knocked down**, or prone, are more vulnerable to close combat attacks, and models attacking them in close combat gain a +2D bonus on Strike goal rolls. Prone models gain +2D to Dodge vs. Strike-based ranged attacks.

RANGED COMBAT

Ranged combat in *SS4* occurs when a model attacks another model from a distance using a ranged attack power or a thrown object. In most cases, a model will use either its Strike or Mind dice pools as the basis for the ranged attack. The defender will oppose the attacker with either its Dodge or Mind dice pools.

If the attacker rolls more goals than the defender, the shot results in a hit. In the case of any ties, attackers with higher levels of Super in their relevant dice pools still hit (see Sidebar on page XX).

The attacker's damage roll gains +1D per 2 net goals scored on the attack.

Example: Doc Shock fires an electro-burst at Wildman. He rolls his Strike dice pool and gets 6 goals for the attack, and Wildman rolls his Dodge dice pool and gets 3 goals for defense. Doc Shock has hit, and his 3 net goals result in +1D on the opposed damage goal roll.

Damage rolls in ranged combat are opposed actions where the attacking model rolls a number of dice equal to the Damage dice pool, with any net goals from the opposed attack goal roll adding additional damage dice on a 2 to 1 basis. The defender resists using either his Toughness (Strike-based attacks) or Resolve (Mind-based attacks) dice pool.

SEEING TARGETS

A model must be able to see a target to hit it with a ranged attack. If the attacking model cannot see at least some part of its intended target, it may not fire. Friendly models do not block line of sight or provide cover, but enemy models do.

ATTACK RANGES

When a player measures the range for an attack with his model, the range will fall into one of the range bands listed below.

RANGE BANDS

- up to 3"** Point Blank (+1D Defense)
- up to 15"** Short Range (No Modifier)
- up to 30"** Medium Range (+2D Defense)
- up to 45"** Long Range (+4D Defense)
- up to 60"** Extreme Range (+6D Defense)
- over 60"** Out of Range...

These ranged defense bonuses apply to models defending against both physical (Strike) and mind-based (Mind) attacks.

Attacking models whose targets are using the Growth or Shrinking power modify the range bands in the following manner:

*Growth (subtracts 1 range band per Growth level, minimum short range)

*Shrinking (adds 1 range band per Shrinking level, except when at point blank range)

Example: Doc Shock attacks Giantess from 44" away. Giantess would normally enjoy +4D to defense goal rolls, but her 2 active levels of Growth mean she gains no benefits from range!

PRE-MEASURING

The fast-paced action of an *SS4* game allows no time for pre-measuring ranges between models. When making ranged attacks, use your best judgement. Declare the attack, then measure the range.

COVER

There are two types of cover in *SS4*, hard and soft. Hard cover is any substance with stopping power like a wall, car, or other structure. 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 hedges, clotheslines, or hostages.

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

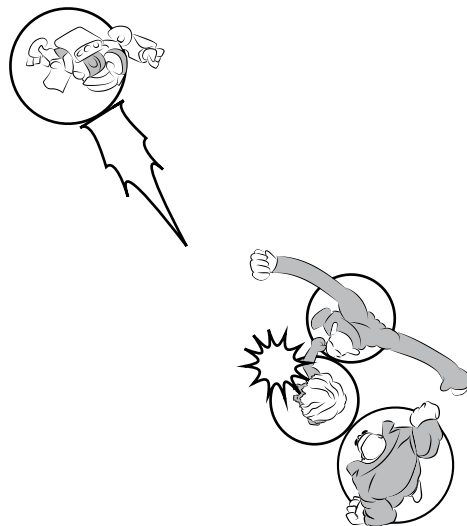
Models in **soft cover** receive +1D to their defense rolls.

Unlike range bonuses for defense, models in cover gain no defense bonuses against Mind-based attacks.

We treat models in *SS4* as being in constant motion, and so 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!

FIRING INTO CLOSE COMBAT

Models can fire ranged attacks into close combat, but their targets gain +2D to defense. If the firing model misses, there is a chance that the other models in the close combat could be hit by the attack. Assign each additional model or henchmen group in the close combat a number between one and six, then roll a D6. If a model's number is rolled, it must make a successful defensive goal roll against the original attack total or be hit by the errant attack. If hit, calculate the damage of the attack normally. In cases where a player's model accidentally strikes a friendly teammate, his opponent should roll for the damage using the attacking model's normal Damage pool, plus any extra dice from net goals.



Warbot fires into a melee between Wildman (his teammate), Siberian, and Elasti-Ape. He's trying to hit Elasti-Ape, but he misses the wily simian! Warbot's player rolls a D6, assigning Siberian a 1 and Wildman a 2. He rolls a 2 and unluckily has a chance to hit his teammate with his blast! Wildman must roll to avoid the attack against Warbot's original total. If he fails, he's struck and must roll to resist damage. In this case, Warbot's player hands his damage pool dice to his opponent, allowing him to roll the damage against Wildman, the latest victim of friendly fire!



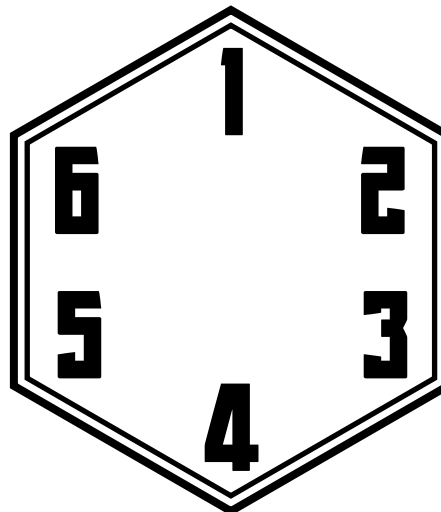
against the shot (+1D for the Elusive Target rule, +1D from the soft cover, and +2D for firing into close combat).

TARGETING A SPOT ON THE BATTLEFIELD

Most of the time models target other models, but it sometimes becomes necessary to target a spot on the battlefield instead (i.e., Area of Effect attacks or Throwing/Super Leaping to a location rather than at a target model).

To target a spot on the battlefield, models make a **TN=2** Strike (plus any bonus targeting dice) goal roll, with each range band past Short Range adding +1 to the TN

for hitting the spot. If the roll fails to hit the spot directly, the shot deviates. The effect, object, (or leaper in the case of Super Leaps) actual landing spot careens off 2D6" (roll two six-sided dice and add the results) in a random direction determined by the roll of 1D6 on the scatter diagram shown below:



ELUSIVE TARGET RULE

Models that keep moving from turn to turn present a tougher target for ranged attacks. Models that moved 10" or more during their last turn, or used the Hyper Movement or Burrow powers receive +1D to defense goal rolls. This includes models that charged into close combat, and is cumulative with the normal bonus for a model being fired upon in close combat. Players may wish to use some marker such as a cotton ball (to model a "dust cloud") to denote models moving the requisite 10+ inches.

STACKING MODIFIERS

Modifiers for ranged combat stack. For instance, if Doc Shock unleashes an electro-burst at High-Gear, who just moved 11" into soft cover to make base contact with one of Doc's allies, his target would have a +4D bonus to her defense roll

RANGED ATTACKS IN CLOSE COMBAT

A model in close combat who possesses a ranged attack power may use this power against an opponent in close combat with him. This attack still costs the normal 3 AP, but as noted on the chart above, the target gains +1D to his defense for being at point blank range. Models in close combat may not fire out of close combat at other targets. They must first leave close combat to make their ranged attack against a different foe.

TRACKING DAMAGE IN SUPERSYSTEM

Every character model in the SS4 has a Vitality rating tracked along the bottom of the SuperSheet (See Appendix IV). Vitality is lost whenever a model is hit and then loses the opposed damage contest. The number of points lost in an attack the difference between the attacker's damage goal total and the defender's resistance goal roll.

***Example:** Zoya has just struck Wildman with a haymaker and rolled 6 goals on damage. Wildman rolls 3 goals on his resistance, and thus suffers 3 points of Vitality loss.*

A model always begins every One Shot battle at its peak Vitality (lower of Strength or Toughness, plus Resolve). Models involved in a Series can have injuries carry over from battle to battle. For more information on the nature of Series battles see **Chapter 5**.

Players mark any Vitality loss suffered moving from left to right along the sheet, crossing off circles as they lose Vitality.

We discuss damage for Henchmen groups in Chapter 4: Henchmen.

KO CHECKS

A character's last Vitality circle is always marked "KO". For example, a character with 9 Vitality would have 8 "empty" circles and her ninth one would have KO printed in it. KO means Knockout, and when a player marks off a model's last Vitality circle, it must make a **TN=4** Resolve check to remain standing. If the model fails this check, place it face down on the table where it last stood, or mark it with an appropriate counter. Unless it possesses Super-Toughness and the Regeneration effect, or a comrade can use the Healing power on it, the model is effectively out of the battle.

If the model makes its KO check, it can remain standing and fight as normal. However, if it sustains any further Vitality loss, it is KO'ed with no further Resolve checks. Place the model face down to await its fate!

INITIATIVE FOR KO'ED MODELS

Activate KO'ed models normally during the course of the round. Once they activate the effects of any powers or special conditions (like Regeneration) take effect.

ACED

KO'ed models lie at the mercy of their enemies. A model in base contact with a KO'ed foe can elect to spend 2 AP and deliver a blow that removes the model from the table. We call this being **Aced**. Acing a foe requires no dice rolling; only the 2 AP need be spent to deliver the finishing blow. A model who is in base contact with both a KO'ed and an active enemy model cannot spend 2 AP to ace the KO'ed model as it must fully concentrate on battling the more dangerous foe.

'CUFF 'EM

Heroic models unwilling to compromise their ideals by using excessive force can choose a gentler option when disposing of KO'ed enemies. 'Cuff 'Em works just like being Aced, but treats killed rolls on the Aced table as the next higher result. See **Chapter 5: Series in SuperSystem** for more on this.

HEALING

Models in *SS4* do not normally recover Vitality points in the midst of a battle, but certain superpowers can allow for Vitality recovery. Under normal circumstances, the Healing power and the Regeneration special effect of Super-Toughness offer the only chance a KO'ed model can rejoin the battle (see Chapter 3: Character Creation). No matter how much Vitality loss a KO'ed model has sustained, it is always healed as if it were starting at 0 Vitality; ignore any overrun because a model cannot be dropped to negative Vitality.

Example: *Wildman is at 0 Vitality, but has made his KO check and has kept fighting. Unfortunately for him, Mistress Nightmare hits him with a nasty mental bolt that fries him for 4 Vitality points. As a model operating at 0 Vitality, any amount of damage will KO Wildman with no further KO checks. He drops to the ground a babbling ruin of a hero. But, Wildman possesses the Super-Toughness power with the Regeneration special effect, allowing him to regain Vitality points on his next turn. Even though he suffered 4 more damage while at 0 Vitality, he will Regenerate as if he started at zero (unless Mistress Nightmare or another enemy model can get to him beforehand and Ace him).*

Targets of Healing or Regeneration powers cannot gain Vitality higher than their starting total.

LIVE TO FIGHT ANOTHER DAY...

Sometimes when comrades are falling all around you the best thing you can do is cut your losses and quit the battle. If a team has lost two character models, or 50% of its force in points, whichever comes first, its player may elect to *Live to Fight Another Day* and flee the field at the beginning of a round, before Initiative has been determined. At this point, the game simply ends, and the heroes or villains make a convenient escape. However, this ensures the opposing player total victory, and any scenario special conditions count in his favor. See **Chapter 5: Series in SuperSystem** for more details on scenarios and victory conditions.

KNOCKBACK

Hitting a target with a physical (Strike-based) attack and inflicting Vitality loss creates the possibility for knockback (KB). The attacking player rolls 1D KB for each point of vitality loss inflicted; every goal rolled knocks the target back 1". If the original damage roll benefited from a Super-Attribute or Super effect (granting re-rolls), then the KB dice also benefit. Targets not KO'ed by KB attacks may make a **TN=3** Strength or Dodge goal roll to stay on their feet, otherwise, they are **knocked down**. Even if the target hits something solid, KB inflicts no extra damage. The damage inflicted from the original attack and KB is summed up in the original attack damage. Models knocked from great heights do take additional damage for falling unless they possess an appropriate power (i.e., Flight, Telekinesis).

Knocked back models travel in a path directly opposite the facing of the model that struck them, and will blast through any normal solid objects they encounter, but will travel 1" less for each object passed through. Knocked back models that travel off of a board edge are placed at the edge of the board they exited, and begin their next turn at 1/2 their AP, and may not charge. Flying models are easier to KB, and suffer +2D of KB, but automatically pass the knockdown check.

Models possessing the Growth power or the Massive bane reduce KB by -1" per active level. Models possessing the Shrinking power increase KB by +1" per active level.

SUPER AND EXTRA KNOCKBACK

Models possessing Super-Strength and Super damage inflict greater KB than normal models. Each level of a model's super adds +2D to the model's total KB dice. For example, a model possessing Super-Strength $\times 2$ would add +4D to its knockback dice total. **Note:** Super attacks don't need to do damage to knock a foe back.

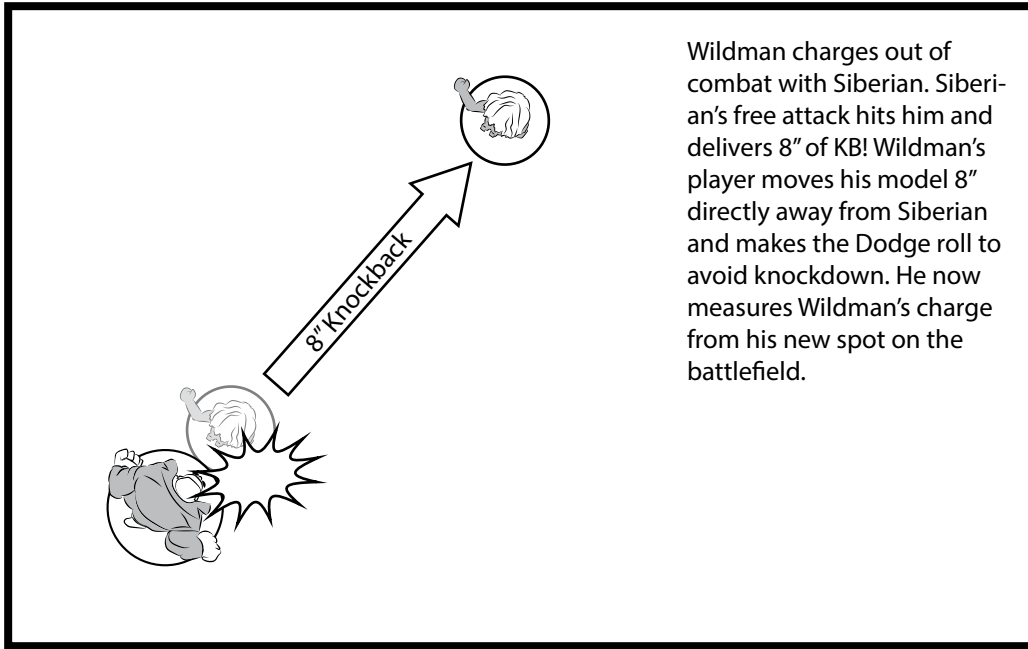
Example: *Siberian (Super-Strength $\times 2$) hits Wildman, but the savage mutate's Toughness roll beats the Russian's damage goal roll. Siberian still rolls 4D KB because of his Super-Strength $\times 2$!*

BIG OBJECTS AND KNOCKBACK

We assign big objects a size class on the Size Benchmark Chart (see Maneuvers below). Each class subtracts 2D from an attack's KB total. Class A = -2D, Class B = -4D, Class C = -6D, and so on.

KNOCKBACK AND INTERRUPTED CHARGES

Charging models that suffer a hit on a free attack might also suffer KB. In these cases, figure the distance and direction of the KB and place the model at the appropriate spot. The player then measures the model's charge from this new spot. If the model winds up **knocked down** after figuring the KB, its charge ends there. If the KB came as a result of an attempt to leave close combat, the model cannot charge, and must spend 2 AP to stand up.



Wildman charges out of combat with Siberian. Siberian's free attack hits him and delivers 8" of KB! Wildman's player moves his model 8" directly away from Siberian and makes the Dodge roll to avoid knockdown. He now measures Wildman's charge from his new spot on the battlefield.

CONDITION SUMMARIES

Below we present handy summaries of some common conditions and their game effects. When these conditions come up in rules text, we mark them with ***bolded italics***.

BLINDED

- ★ No charging
- ★ Double movement costs
- ★ Treat foes as Hidden
- ★ Foes gain +2D vs. Strike-based attack and defense goal rolls

IMMOBILIZED

- ★ No movement
- ★ 4 AP to attempt escape
- ★ No Strike-based attack rolls
- ★ Foes gain +1D on Strike-based attacks

KNOCKED DOWN [PRONE]

- ★ 2 AP to stand up
- ★ Foes gain +2D on close combat attacks
- ★ Model gains +2D on Defense vs. Strike-based ranged attacks

STUNNED

- ★ No charging
- ★ Double movement costs
- ★ Foes gain +2D vs. Strike-based attack and defense goal rolls

TERRIFIED

- ★ Grant terrifying foes +2D to attack/defense
- ★ **TN=4** Resolve check to overcome
- ★ +1 to all other TN's while ***terrified***

COMBAT MANEUVERS

Combat maneuvers provide players with additional options in battle. Maneuvers also add a heightened level of complexity to play, and we don't recommend using them for a player's first few games of *SuperSystem*. Players should first get used to the basic conventions of movement and combat before employing them. Once everyone is used to how the game runs, adding in these maneuvers will greatly enhance play and allow for true, no-holds barred super action!

Some combat maneuvers have special prerequisites involved in their use, while others must be used at a specific time during the model's turn. Combat maneuvers have either a base AP cost represented by a simple number like "3", or an adder cost, like "+3", meaning that they add to the AP cost of an existing action. This most commonly occurs when a maneuver adds to the cost of a basic 3 AP attack.

Unless otherwise noted in their text, combat maneuvers cannot be combined into single, larger maneuvers, and they cannot be used while charging.

AIM

AP Cost: +3

Effects: Remove one bonus die from the target due to range, or from the Elusive target effect. Note that aiming costs the same as a Flurry, but they accomplish just the opposite effect by channeling the attack's energy into a single, precise shot. Like a normal attack extra goals

carry over to damage as additional dice. A model may use Aim twice on its turn for a cumulative removal of 2D.

Example: *Killshot (9 AP) decides to use the Aim maneuver on a foe 43" away (normally +4D defense). He aims twice (+6 AP), and spends all of his 9 AP on the attack. Now his target only gets +2D for the long range instead of +4D!*

CONCENTRATED FIRE

AP Cost: +2

Effects: Henchmen groups possessing Ranged Attacks can concentrate their fire on a single target for more effective results. Concentrated Fire adds +1D to the Henchmen Group's Strike goal roll for every two members in the group up to a maximum of +3D.

Example: *Five Lemurian Shark Troopers with Aqua Blasters decide to Concentrate fire on the High-Gear. The attack would cost 5 AP and give them a +2D bonus to their Strike goal roll for the shot.*

Example: *Three Host Shock Troops target Ape-Austen with concentrated fire. They spend 5 AP and gain +1D on the attack.*

DEFENSIVE

AP Cost: 3

Effects: Models who do not wish to attack this turn may forgo this opportunity and instead focus on being Defensive. Defensive models add +1D to all defense rolls, or +2D to defense goal rolls against just one specific foe within line of sight until their next turn.

DIVE FOR COVER

AP Cost: 0

Effects: As a free reaction models may choose to Dive for Cover and go Prone. Prone models gain +2D to their Dodge roll against normal ranged attacks. Against Area of Effect ranged attacks, they instead gain +2D to their Toughness roll. The decision to Dive for Cover must be made before players roll any dice in the attack sequence. It costs 2 AP for a prone model to stand up on its turn.

FLURRY

AP Cost: +3, +0 for Henchmen

Effects: Character models may spend an additional 3 AP (for a total of 6 AP spent) and make a flurry of close combat attacks with their single attack goal roll. They can either strike the same opponent (Single-Target) or multiple opponents (Multi-Target). Henchmen may flurry at no extra AP cost.

All targets of a Flurry make a separate defense rolls against the attacker's one attack goal roll. Area of Effect and Mind-based attacks may not Flurry. Flurrying represents a less precise attack, so extra goals from the attack roll are not carried over to the damage goal roll.

SINGLE TARGET

The model is an abstract representation of rapidly attacking a single target multiple times. The many attacks increase your chance to strike your target for some damage, but because the strikes in question aren't at full strength, the target receives a bonus to resist the damage.

★ Attacker gains 1 + Super-Strike level dice to his Strike roll.

★ Defender gains +2D to his Toughness to resist any damage.

Example: *Wildman (Super-Strike × 2) attacks a lone foe with a Flurry. He receives +3D to his attack goal roll, but his target gets +2D to his Toughness roll should he hit.*



MULTI-TARGET

The model makes a single attack against multiple targets. Due to the tactical difficulties of this maneuver, defenders get bonuses to defense and resistance.

- ★ Maximum number of targets equals 2 + Super-Strike level
- ★ Strike order must be chosen before rolling any dice
- ★ Defenders gain +1D to Dodge and Toughness rolls to resist.

Example: *Wildman (Super-Strike × 2) can Multi-Target flurry against a max of 4 legal targets. While in melee with 3 opponents, he decides to Multi-Target flurry against all of them. He chooses the order of his attacks, then makes a single Strike roll he'll apply to all of his opponents in that order. All opponents gain +1D to Dodge and +1D to Toughness rolls should the attack hit.*

Flurrying models may also spend additional AP to move between desired targets (free attacks for breaking from close combat apply as normal). But if they suffer a free attack that knocks them back or down, then the Flurry ends and none of the remaining targets are affected.

Example: *Wildman (10 AP) finds himself in base contact with the Siberian, while his foe's ally, Zoya, stands 3" away. Wildman decides Flurry. He spends 6 AP and chooses his order (Siberian, then Zoya). He misses Siberian, then tries to duck over to strike Zoya. This gives the Siberian a free attack which hits Wildman, knocking him back 2". He stays standing, but his Flurry attack ends before he could attack Zoya.*

GRAB

AP Cost: 2 or 4

Effects: Models can use this maneuver to pick up objects or other models that they wish to throw or squeeze for damage later. It costs 2 AP to pick up an unresisting object, unconscious model, or friendly/willing model, but costs 4 AP to pick up a resisting model (it takes more effort to grab opposing models than it does to simply hit them). Opposed grabs count as close combat attacks; resolve them with a standard Strike vs. Dodge roll. Because of the difficulty of getting a solid hold on a resisting foe, targets receive +2D to their Dodge goal rolls to avoid being grabbed. If a resisting model is grabbed, a damage goal roll may be made using the Strength attribute (if the grabbing model decides it wants to squeeze its captured foe).

Grabbed models are **immobilized**. Escaping a grab requires the defender to win a Strength vs. Strength check with his captor. If the grabbed model escapes; place it 1" away from its opponent.

Once grabbed, a character may simply apply his Strength damage to the model or object automatically as a normal 3 AP attack (no attack roll needed while squeezing grabbed models, but normal damage resistance rolls apply), but after every such attempt resisting targets receive a free escape attempt (see below).

By spending 4 AP (or all of its AP if it has fewer than 4), or after each squeeze attack, models that are still able to resist can make an opposed Strength check to try to escape the hold.

Models possessing the Damaging Aura power (attacker or defender) deal DA damage when the successful Grab is first made, and at the beginning of each affected model's turn, as well as on each Squeeze attempt (see above).

Example: *Zoya acts before Pyros (DA 6D[1]) during a combat round, and has just successfully Grabbed him. She squeezes for damage and Pyros fails to escape. After resolving the damage for the Grab, Zoya takes damage from Pyros' DA. Pyros later activates, does DA damage to Zoya, then spends 4 AP and fails to escape her clutches. The next round, Zoya spends 3 AP and squeezes Pyros again, resolving the damage, but then must resist the damage from Pyros' DA (and Pyros receives his free escape attempt from the Squeeze). When Pyros' turn begins, he rolls his DA against Zoya. He may then attempt to escape the Grab or perform any other actions he is capable of doing.*



HAYMAKER

AP Cost: 2

Effects: Models with Super-Strength level 1 or greater may elect to throw a Haymaker punch at their opponents. This adds +2D to the model's Strength pool for the attack's damage, and +1D KB. The defender gains +1D to his Dodge goal roll due to the telegraphed nature of this attack.

HIDE

AP Cost: 2 or 4

Effects: A model that starts its turn or ends a move in some sort of cover may choose to spend 2 or 4 AP to Hide. Models that spend 4 AP to hide count as having a Held action. A hiding model cannot be charged, or targeted by close or ranged attacks unless the potential attacker wins an opposed Sense vs. Dodge contest with the hiding model. Apply bonuses for range and cover to the Sense and Dodge goal rolls on this check. Once a model chooses to hide, its turn ends, except for any held action. A model remains hidden until the beginning of its next turn, at which time it may decide to perform other actions and/or hide again.

Opposing models may approach within 1" of a hidden foe, but may not make base contact with him. Models may not declare a Hide action while in base contact with enemy models. Additionally, unless some other power is at work, a model may not Hide while in direct, unobstructed sight of an opposing model, or while in open terrain.

A Hidden model may use a held action to make a surprise attack against a foe, or to move to another spot on the battlefield. Possible attacks include charges

into close combat, ranged attacks, or any other legal attack action. The target of this attack gets to react with a free Sense vs. Dodge detection check. If the target fails, the hidden attacker gains +2D to his attack goal roll. When it makes a close combat attack, the hidden model is no longer in hiding. When it makes a ranged attack from cover, the hidden model becomes easier to detect, and foes gain +2D to Sense checks to do so once the ranged attack has been resolved.

BATTLING UNSEEN FOES

Models possessing the *Cloak* power with the Invisibility special effect (see Chapter 3: Character Creation for the text of this power) remain unseen unless a foe can spot them. Foes get one shot per turn to detect an invisible foe. Just as with a normal hidden foe, this detection attempt costs no AP. Super-Sense and other powers can overcome basic Invisibility and allow automatic detection. If a model cannot detect an invisible foe, he cannot directly attack him. Invisible foes can move out of base contact with models who cannot detect them without suffering free attacks.

PARRY-RIPOSTE

AP Cost: Half Total (minimum 4)
Effects: Models selecting this maneuver go into a defensive mode that grants the potential for a quick counterattack. Activating this maneuver requires the model to give up its attack for the turn and spend half its AP, with a minimum of at least 4 AP spent. It may use AP to move prior to this, but may perform no other special actions or maneuvers. When in

this mode it may attempt to Riposte any failed Strike-based close combat attacks against

it from foes who began their turns within its point blank (3") range band. Physical attacks that miss or do no damage count as failed attacks. The model remains in Parry mode as long as it takes no damage, or suffers no knockback or knockdown conditions.

When Riposting, the model makes a standard attack goal roll against the model that attempted the failed attack, and if he hits, follows up with an unmodified (no carries from extra goals) Strength or Damage goal roll against him. This model resists the damage normally. This only works with physical damage dice pools.

While in Parry mode models with Super-Dodge may also protect a number of friendly models in base contact with them equal to their super level. They designate which models they will protect when they first activate the maneuver. They use their own Dodge total or the friendly model's, whichever is higher. Each friendly model protected reduces the Parrying model's Super for the exchange by 1 level. Should one of those protected models be hit and knocked out of base contact, it is still counted against the number of models the parrying model can protect, and still reduces its super level. The Elasticity and Reach powers do not affect the range of this maneuver.

POWER SURGE

AP Cost: 2

Effects: A model may use this maneuver to call upon a power special effect it did not purchase. After spending 2 AP, the model reduces its Vitality to 1 (minimum 3 Vitality must still be remaining for this to work), and gains a new Special Effect for one of its powers.

POWER-DIVE

AP Cost: counts as a charge

Effects: Only models possessing the Flight power may use this and they may only use it against non-flying/landed models. This acts like a normal charge maneuver, however the defender gets no bonus to his defense. Unless a model also possesses the Instant Stand power, it ends its turn grounded and prone after completing its Power-dive attack.

PRECISION ATTACK

AP Cost: +1 AP

Effects: Models in close combat may make a precise attack at +1D to their Strike. Precision attacks do not cause knockback.

PUSH/PULL

AP Cost: +2 AP

Effects: Characters possessing Elasticity, Reach, Telekinesis, or any other powers that allow them reach can push foes away or them closer using this maneuver. Models with an appropriate power may spend 2 AP to push or pull a foe they have successfully grabbed. This assumes the model possesses the Strength to lift and move the target.

Alternately, the model may move itself closer to its foe using the normal movement rate while keeping the grabbed

foe stationary. The model pays the AP cost for movement instead of the +2 AP in this case.

Models pushed/pulled from close combats suffer free attacks as normal.

QUICK ATTACK

AP Cost: variable

Effects: A model utilizing this maneuver reduces the AP cost of an attack, but its haste grants its target extra dice to avoid it. Each -1 AP subtracted from an attack's cost grants the target +1D for his defense goal roll. Players may not reduce an attack's cost to less than 2 AP using this maneuver. Use this maneuver with any other attack or maneuver, except the following: Aim, Flurry, Grab, Haymaker, Precision Attack, Soliloquy Attack.

ROLL WITH THE BLOW

AP Cost: 0

Effects: This is a special kind of held action. Models with a held action may spend it to automatically add dice equal to their Super-Dodge level to their Toughness dice pool when resisting physical damage. However, when doing so their opponent adds the same number of dice to their knockback dice pool. Models using this maneuver versus Precision Attacks still suffer a minimum of 3D of knockback.

The maneuver itself costs no AP, but the user must spend the normal 2 AP to have a held action ready to use it.

SOLILOQUY ATTACK**AP Cost:** +2 AP

Effects: Once per game a model may make a Soliloquy Attack at +2D to the Strike or Mind dice pool that must be preceded by its player delivering a long, haranguing monologue about how he or she will crush/defeat/overcome his or her foe because his cause is righteous/evil/destined etc. This Soliloquy should be at least a few sentences (or include at least one really good pun), and must be role-played to the hilt. This may be done as either a ranged or close combat attack.

STRAIN**AP Cost:** +0

Effects: The model loses 1 Vitality as it puts extra effort or energy into its ranged attack, resulting in +1D to the attack goal roll. Strain works for physical or mental ranged attacks.

SUPER-CLUB**AP Cost:** 3

Effects: Models wishing to strike foes with large, heavy objects should use the Size Benchmark Chart (see Sidebar) to determine whether they are capable of lifting it. Super-Clubs provide super-strong characters with a better means of striking otherwise elusive foes. To use a club, a model must first be adjacent to the object, and then spend 2 AP to pick up, uproot, or tear it free of its moorings. Once held, the object can be wielded as a club at will, including at the end of a charge. Models wielding such clubs should be marked with an appropriate counter or piece of modeled terrain to indicate their makeshift weapon.

Super-Clubs grant a bonus to both Strike and Strength goal rolls. The bonus is based on the size of the object: +1D for Small, +2D for Medium, and +3D for Large or bigger Objects.

Using a grabbed character as a club allows the grabbed model a free escape attempt prior to the attack goal roll. Characters used as clubs don't "break" (see Sidebar), but must roll to resist damage versus the same goal total scored on the target of the club attack. Use the Size Benchmark table to determine the character's size--most characters count as Medium-sized objects. A successful hit with a grabbed character used as a club automatically frees the grabbed character.

OBJECT AND SUPER-CLUB BREAKAGE

Super clashes mean collateral damage! We include two systems for damaging objects, one related to super-clubs, and one for static objects like walls, buildings, and other structures.

OBJECT BREAKAGE

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 Vitality points based off of their size. When a model wishes to destroy an object, it makes a Strength + Weapon (or Ranged Attack) goal roll and compares it to the object's TN. Any goals in excess of this number translate into Vitality loss for the object. These rolls count as standard 3 AP attacks, and each model may use its one attack per turn to attempt to destroy an object.

The chart below lists the various object TN's and the average vitality 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 [VITALITY]
Wooden Door	2	Medium (4), Large (6)
Fire Door	3	Medium (4), Large (6)
Glass Panel	1	Medium (2), Large (3)
Concrete Block	4	Medium (4), Large (6)
Steel	5	Medium (4), Large (6)
Alien Metal	6	Medium (6), Large (8)



SUPER-CLUBS

When powerful supers wield massive objects like clubs, those makeshift weapons often break, shatter, or degrade as a result. This rule makes a super-club usable only a few times before it breaks. Object-to-hit and damage bonuses come in three levels, from +1D to +3D. When a model wielding a super-club hits and damages a foe using the club, the amount of goals rolled on damage by the attacking model must also be resisted by the club itself!

Players should add the club's normal to-hit and damage bonus together, and use that number of dice as the club's resistance to the terrific force of the blow it has just delivered. Use the number of damage goals scored on the blow as the TN for this goal roll. If the club sustains damage from this equal to its dice bonus rating the blow renders it useless as a weapon, and it must be discarded. Place it in any area adjacent to the model who wielded it; it may not be used again for the remainder of the battle.

Clubs that sustain less damage than their rating remain usable, but should be marked with their current damage total.

Example: *Kragg attacks Zoya with a Large telephone pole (+3D Strike/Strength). He hits and his player rolls 9 goals on damage. Now Kragg's player rolls 6D for the telephone pole (its rating doubled) and scores only 3 goals. The pole suffers 6 points of damage (9 - 3) and is rendered unusable.*

Example: *Siberian smacks Wildman with a Smart Car (Medium Object +2D Strike/Strength). He rolls 3 goals of damage on the hapless mutate, and then his player rolls 4D for the car and scores 2 goals. The car has sustained 1 damage, but remains usable. Siberian's player marks it with a die to indicate that it can take only one more point before it is rendered unusable.*

SIZE BENCHMARK TABLE

STRENGTH	OBJECT SIZE	MAX PRESS	REAL WORLD EXAMPLES
1D	Small	25 Pounds	Small Dog, Full Suitcase
2D	Small	75 Pounds	Grocery Cart, Cement Bag
3D	Medium	225 Pounds	Standard Model, Manhole Cover, Motor Scooter
4D	Medium	675 Pounds	Motorcycle, Vending Machine, Empty Dumpster
5D	Large	1 Ton	Car, Full Dumpster, Massive × 1 model
[1]	Class A	10 Tons	Trucks, Fighter Jet, Dense or Massive × 2+ Models
[2]	Class B	100 Tons	Fire Engines, Tanks, Locomotive
[3]	Class C	1 Kiloton	Loaded Train, Fishing Trawler, 1-2 Story Building
[4]	Class D	10 Kilotons	Destroyer, 10 Story Building
[5]	Class E	100 Kilotons	Aircraft Carrier, 100 Story Building

Strength: Minimum Strength to lift or wield the object (“Super” refers to Super-Strength)

Object Size: Descriptor of the size of the object

Max Press: Max weight model can overhead press

Real World Examples: Sample objects

THROW OBJECT

AP Cost: 4

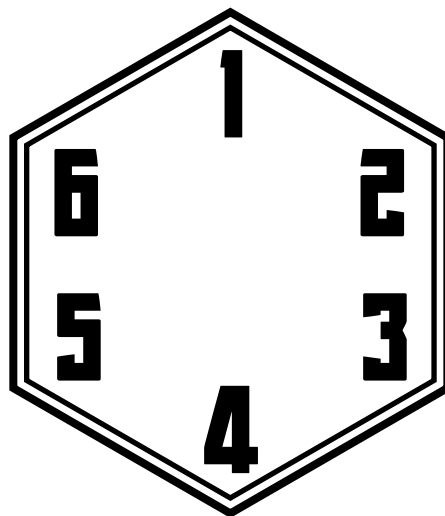
Effects: Models may choose to throw something as a 4 AP maneuver. A model may only throw an item that it has already grabbed (see the Grab maneuver described above). The Size Benchmark Chart in the nearby sidebar describes the amount of strength needed to lift/wield an object as a club. If a model barely qualifies to lift/wield it, it can only throw the object 1d6-1”, but if its Strength level is above that which is needed, it can make a Strength roll to throw the object either Long or High with the maximum distance based on the number of goals achieved.

If the model chooses Long, the target travels a maximum distance of 5” long and 3” high per goal rolled. If the model chooses High, the target travels a maximum distance of 3” long and 5” high per goal rolled. If the distance rolled matches or exceeds the distance to the target, the object arrives at the target destination, and the throwing model makes an attack goal roll using its Strike plus any other applicable powers, while the target attempts to evade in the normal fashion. It’s easier to strike and damage a foe with a larger object. The attacker’s bonus to attack and damage dice pools is based on the size of the object. It is +1D for Small, +2D for Medium, and +3D for Large or bigger Objects.

A model may throw other models using this maneuver. Friendly models must be adjacent to the throwing model and it must first spend 2 AP to grab them. Thrown models will suffer 5D of damage (rolled by the opposing player) at the end of the throw if they do not make a **TN=4** Dodge goal roll. The model resists this damage normally. Models possessing a power that would negate this condition (i.e., Flight, Parachute, Telekinesis) do not have to make this test, and take no damage. Friendly models thrown into enemies count as Charging, and normal charge bonuses apply.

Enemy models may be thrown using this maneuver, but they must first be successfully grabbed by their opponent, and they get a free escape attempt prior to the throw attempt.

Thrown objects that miss their mark go careening off 2D6" (roll two six-sided dice and add the results) in a random direction determined by the roll of a D6 on the scatter diagram shown below:



Players should set ground rules on the nature of thrown objects. If playing on a board with a lot of well-modeled terrain features, it's easy to determine whether a super-strong hero or villain has the ammunition at hand to throw at his foes. In situations where the terrain board lacks appropriate terrain features, clearly marked paper or card counters will do the trick. The players can place these before the battle begins in mutually agreed upon locations.

The same breakage rules that apply to super-clubs also apply to thrown objects, but not thrown characters.

CHAPTER 3: CHARACTER CREATION

BUILDING A CHARACTER

Building a character in *SuperSystem* involves spending Build Points on Attributes and Powers. There are four basic steps to building a character:

1. Determine Total Build points
2. Purchase Attribute values
3. Purchase Powers, Character Traits (Boons and Banes), and Power Mods
4. Calculate AP and Vitality
5. Determine Affiliation (Team Name or Free Agent)

GUIDELINE

We usually build individual character models at 75 pts. Players can decide to build Henchmen Groups using the Henchmen Boon for up to 50 pts., or at 75 pts. if players want to construct a truly potent band of minions--see Chapter 4: Henchmen for more details on how to construct these groups.

We provide advice for running Series and One-Shot games in a later section, but the total number of Build Points available to players for team creation is of some importance and is addressed in the guide below:

- ★ Small Battle: 3 models per side (225 pts. each)
- ★ Medium Battle: 5 models per side (375 pts. each)
- ★ Large Battle: 8+ models per side (600+ pts. each)

MIXED POWER LEVEL TEAMS AND GAMES

The best and most competitive *SuperSystem* games are those where characters are all of the same power level, i.e, built using the same number of build points. If players want to mix characters of varying power levels, they should consider the "Rule of 15". This is a somewhat elastic *SuperSystem* maxim that suggests a character built with +15 BP will be about twice as powerful as other characters. For example, a 75 pt. character would be a good match against two 60 pt. characters. This is only a rough guideline, but it can help players when mixing characters of varying power levels in their games.

The game plays best when all members of the team begin at the same point level (again, the default is 75 pts). Players can agree to vary the costs of individual models, i.e., having one 100 pt. powerhouse on each five-model team, and building the other four members at 75 pts. each. You can find a link to the official Four-Color Earth Super teams on the Four-Color Studios web site. Check the Appendix for Internet links to these documents.

ATTRIBUTES

Attributes begin rated at 1D:

Strike	1D
Strength	1D
Dodge	1D
Toughness	1D
Mind	1D
Resolve	1D
Sense	1D

Adding to Attributes costs 2 build points per additional 1D purchased. Attributes represent a mixture of raw natural ability, superhuman powers, and training. See the Power Modifiers section later in this chapter for more on altering Attribute costs using power mods.

DICE POOL CAPS

A dice pool consists of a total number of dice in a power, or a number of total dice combined from adding an attribute and a power. Dice Pool Caps limit the capabilities of characters based on the total number of points spent on the character. Models may never have more base dice in a pool than their BP/10 or 7D whichever is higher. A model may possess combinations of powers and attributes that add up to more dice than its cap allows, but only the maximum allowable dice are used in play.

Example: *Manticore is a 75 pt. character. Manticore's player, Lou, wishes to purchase a Ranged Attack power for him. By rule he may purchase no more than 8 dice in this power ($75/10=7.5$, rounded up to 8).*

Example: *Dave is creating a 100 pt. Celtic demi-god called Balor. Dave has already purchased 7D Strength for Balor, but also wants to add some dice in the Weapon*

power to represent his massive, enchanted blade. Following the rules of the Dice Pool Cap, Dave may purchase up to +3D of the the Weapon power for Balor. He could purchase +4D, but it would take his pool to 11D and exceed the cap. In play he would only ever be allowed to roll 10D.

Example: *Scott wants to build a 75 pt. misty villainess called the Wisp. Because of her mist-like powers, she will be tough to hit. To help represent this, Scott buys the Wisp Dodge 8D, taking her right up to the 75 pt. Dice Pool Cap.*

Example: *Heavy-D is an 85 pt character who possesses a combination of Strength, Weapon, and Density Increase that totals 10D. In play, Heavy-D may never have more than 9D in his base Toughness pool, so the 10th dice is lost.*

Example: *Super-Charger's sidekick, Kid Dynamo, is built with 50 pts. Kid Dynamo may buy his Strike up to as high as his max dice pool cap of 7D. He may also buy up to 7D in other powers like Ranged Attack, but must also make sure he buys the necessary super-support for any dice pools that require it.*

Powers marked with the dice icon (Ⓢ) count, or stack, toward the dice pool cap limit.

SITUATIONAL DICE

Players add situational dice to a model's dice pool based on circumstances. Numerical advantage in close combat, special maneuvers like Aiming, and the lingering effects of certain Powers are all examples of Situational dice. These situational dice do not count against the Dice Pool Cap.

CARRIED DICE

As explained in the Combat section in Chapter 2, every 2 goals an attacker beats a defender by in combat add +1D to the attacking model's damage dice

pool. These "carried dice" count as part of the model's dice pool for that throw only, and they do not count against the limit on dice pools.

EASY ATTRIBUTE COST CALCULATION

It's easier than ever to calculate the costs of your attributes in 4th ed.! Simply add up the total number of dice in all of your attributes, subtract 7, then multiply the result by 2 for the total points cost. For example, Russell wants to build a pesky mutant possessing excellent fighting skills and resilience. He buys the following array: Strike 7, Strength 4, Dodge 6, Toughness 6, Mind 2, Resolve 5, Sense 4. This adds up to 34 dice. He subtracts 7 and that gives him 27, and then he multiplies by 2 for a total of 54 pts. on attributes! Easy, isn't it? But to make things even easier, here are some sets of pre-calculated attribute arrays, along with the available points left over for powers in a standard, 75 pt. per model game:

All-Rounder:	6, 5, 5, 5, 4, 3, 3 = 48 pts. (27 pts. for powers)
Elite Specialist:	8, 7, 4, 4, 3, 2, 2 = 46 pts. (29 pts. for powers)
Five's Wild:	5, 5, 5, 5, 5, 5, 5 = 56 pts. (19 pts. for powers)
Four's Wild:	4, 4, 4, 4, 4, 4, 4 = 42 pts. (33 pts. for powers)
Henchmen:	5, 4, 4, 3, 2, 2, 2 = 30 pts. (variable)
One-Trick Pony:	8, 4, 4, 4, 3, 3, 2 = 42 pts. (33 pts. for powers)
Power Wielder:	5, 4, 4, 4, 3, 3, 3 = 38 pts. (37 pts. for powers)
Straight Flush:	8, 7, 6, 5, 4, 3, 2 = 56 pts. (19 pts. for powers)

Remember to keep in mind that any attribute rated at 6D - 8D will require super-support of at least Super-Attribute level 1. That's 4 pts. per level from your powers budget!

DICE POOLS AND SUPER

When any dice pool reaches 6D+, it has entered the realm of the superhuman, and must be supported by some level of Super. The chart below shows the level of Super needed to support high dice pool totals:

6D:	requires Super 1+
9D:	requires Super 2+
12D:	requires Super 3+
15D:	requires Super 4+
18D:	requires Super 5+

Purchase the required super-levels from either the Super-Attribute (4 pts./level) or Super (cost per level varies) power options. For practical purposes, these combine with their parent attribute or power to form a single power.

Example: Wildman has 6D Toughness (10 pts.) and Super-Toughness $\times 2$ (8 pts.). This counts as a single 18 pt. power.

Example: Doc Shock has Ranged Attack 7D (21 pts.) and buys the necessary Super $\times 1$ for it (5 pts.). This now counts as single 26 pt. power.

Levels in super-attributes can count as super support for multiple, related dice pools.

Example: Scott is building a super-strong alien bounty hunter named Grannok-5. He wants him strong, hard hitting, and tough to pin down. He starts with a 6D Strength attribute dice pool requiring Super-Strength at level 1, then adds +2D in Weapon (making an 8D[1] Damage pool for combat) and +2D in Escape Artist (making an 8D[1] pool for escaping grabs). Both of these pools comply with the rules for Super support because of the character's one level of Super-Strength.

Example: Mr. Brain possesses a powerful Mind of 7D. His player must buy one level of Super-Mind to support this high dice total, so he spends an additional 4 points to do so. His Mind dice pool would then be 7D[1]. If he wanted to have a 6D Mind Attack damage power pool to go with this, he would spend 24 pts. (4 pts. per 1D for Mind Attack) and also need to buy one level of the Super special effect for 6 pts., bringing the total cost of the power to 30 pts. So Mr. Brain would attack with 7D[1], and if he hits, he would damage with a 6D[1] dice pool.

Players may always elect to purchase a higher than necessary level of Super-Attribute or Super.

ATTRIBUTE SCALE

We find it helpful to compare attributes to the human norm when judging a character's capabilities, and the following table provides an Attribute scale as a guide.

DICE RATING

- 1-3** Feeble/Normal/Elite Human
- 4-6** Low/Mid/High-level Superhuman
- 7-9** Low/Mid/High-level Cosmic
- 10+** God-like

POWERS

Powers form the backbone of *SS4*, and generally do one of four things:

- ★ Grant Re-Rolls
- ★ Add to dice pools in specific circumstances
- ★ Provide special attacks or defenses
- ★ Grant extraordinary abilities like flight, healing, mind control, etc.

POWERS

While attribute dice pools play a critical role in the game, there remains a lot more to a super than just what they represent, and that's where the Power list comes in.

We've written every power in the following format:

POWER NAME

What we call the power. But what's in a Name? Powers in *SuperSystem* are generally effects-based. Players can define their Ranged Attack as purple energy blasts, flame bursts, a rain of walruses, or whatever they like. A character's 6D[1] Strike attribute can come from extreme training, super-serum, mutant reflexes, or any other favorite comic origin. Combine that 6D[1] Strike attribute and the Reach power and maybe you get a super-tough shield that ricochets back to a character's hand after a throw. No matter how players define them thematically, the mechanics of the powers do not change.

BP COST

This is cost in Build Points. Some powers have a flat cost, while others have a cost per die or level listed, usually as X pts./1D or X pts./level.

AP COST

This is the cost to activate the power, if any. Offensive powers like Ranged Attack have no AP cost, being activated automatically as a consequence of a character's normal 3 AP attack action. Powers like this have the term "none" in the AP cost slot.

EFFECTS

What the power does in the game. This section will provide a detailed description of how a power works in play, and may also include some examples where necessary.

SPECIAL EFFECTS

Additional features that can be purchased for the power. These effects can change the way a power works, making it more versatile at the cost of additional BP's. Some special effects make a power less versatile or useful, and these will either have a negative build point cost (like -5 BP) or a negative percentage on the total cost of the power (like -50%). Special Effects cannot reduce a power's cost to below 50% of its base cost.

SOME POWERS BREAK THE RULES

Some powers allow models to break the rules set out in the preceding sections. Whenever a power's effect comes into conflict with a basic game rule, it is the power's effect that takes precedence.

MAXIMUM LEVELS

A power listed with “max x” in parenthesis next to its cost may never be purchased or raised beyond the indicated maximum level.

POWER DESCRIPTIONS AND DICE POOLS

The power text that follows often mentions what attribute dice pools the powers use, so it bears repeating the seven Attribute dice pool names here for easy reference when building characters.

The seven Attribute dice pools are:

Strike
Strength
Dodge
Toughness
Mind
Resolve
Sense

We also mentioned earlier that some powers also form their own dice pools, most often for damage, but not always. We include two additional slots on the SuperSheet to reflect this:

Damage
General

The general pool allows for a catch-all category that encompasses any non-combat dice pool a power might create.

Any power marked with a dice icon (Ⓢ) stacks, or counts against the dice pool limit for the game.

NORMAL HUMANS

Normal humans can be important parts of *SuperSystem* games. When building normal human characters, players need to take these restrictions into consideration. Normal Humans may not purchase many of the powers and abilities available to most models, and they may only have one attribute rated at a maximum of 4, with all others rated at 3 or lower. They may not purchase anything a normal human couldn't have and even the powers they can purchase are limited due to their low dice pool maximums. **Any power or trait in the listings marked with the Human symbol (H) may be taken by a normal human.**

Powers not marked as such are off limits to normal humans.

Powers purchased by normal humans may not be bought at levels exceeding 5D (i.e., no 6D+ powers) unless they are bought as Gear (see the Power Modifiers section).

**ALTERNATE FORM**

BP Cost: 7 pts.

AP Cost: 2

Effects: Models possessing Alternate Form have two separate profiles created prior to the start of play. The Attributes and Powers of each form may differ as much or as little as the creating player likes, but both of the model's forms must account for the 7 pt. cost of the Alternate Form power. Vitality loss suffered in one form is also sustained in the other, and vice versa. Injured models that revert to a lesser form may need to make a KO check once they complete the change. Models may change forms while in close combat with no penalty.

When a model purchases a power which has a limited number of uses per scenario it is only usable by the form or forms that have it, and when used all forms mark off a use for that scenario for the base power name.

SPECIAL EFFECTS

Additional Form (+5 pts.): The model may assume one additional form. Create a third SuperSheet for the model prior to the start of play, and each form should take into account the total cost of Alternate form. This effect cannot be taken in concert with Involuntary Change.

Alter-Ego (+1 pt.): The model may choose to start the game in a normal human guise, his identity and intentions masked. Players choosing to employ this ability at the beginning of a scenario should replace their character model with an appropriate civilian model. This represents an additional form with more limited capabilities. Prepare another SuperSheet representing the model's normal human guise.

This alter-ego profile may be built on up to 50% of the character model's cost (these costs must include the Alter-Ego power). For example, Vamp is a 75 pt. character possessing Alter-Ego. Her human guise may be built on up to 38 pts.

Foes have a hard time recognizing Alter-Ego models in their human forms as potential hostiles. As long as the Alter-Ego model remains beyond the short range band from teammates not also using Alter-Ego, enemy models wishing to attack them must make **TN=5** Sense goal rolls to recognize them as a threat.

If an Alter-Ego model strays within the short range band of their teammates, the detection roll drops to **TN=2**.

Alter-Ego Only (-50%): Models possessing this extra have only one alternate form, that of a Normal Human. Use the rules for Alter-Ego listed above.

Animals Only (-2 pts.): While the model's Mind and Resolve remain the same, it can take on the other attributes and powers of any of the animals listed in Appendix II: Animals. This retention of the shape-shifter's own Mind and Resolve does not alter the animal profile's native AP and Vitality. This transformation costs 2 AP as normal. **Note:** Players should have models or counters available for any animal forms they take during the game.

Involuntary Change (-2 pts.): One of the model's forms must be designated as its primary form; do so with a check mark on the SuperSheet of the primary form. When the model suffers 2 or more points of Vitality loss from a single source while in primary form it must make a **TN=3** Resolve goal roll or change into its Alternate Form at the beginning of its next turn (this costs 2 AP as normal). Models that change due to this special effect may attempt to change back on the following turn by making a **TN=3** Resolve goal roll and spending 2 AP. This special effect counts as a Power Modifier.

**BODYGUARD** **BP Cost:** 6 pts.**AP Cost:** none

Effects: Models possessing the Bodyguard power can absorb the effects of ranged or close combat attacks targeted at a friendly model within 3" of their position. Models possessing the Reach or Elasticity powers can use their extended range in place of the standard 3" (up to a maximum of 6"). A bodyguard can only use this power if a friendly model is successfully struck by an attack that would target its Toughness. The ensuing damage roll is then made against the bodyguard model, and it resists using its own Toughness, and any other applicable powers (like Kinetic Absorption). When a model activates the Bodyguard power, place it directly in the path of the incoming attack (if it is not already in this position). A model may only use Bodyguard on one friendly model and against one source of attacks per round. Models that use Bodyguard to absorb attacks with Area of Effects suffer two hits, making two Toughness rolls vs. a single damage roll.

Example: *Zoya is standing 2" away from her teammate, Siberian, when some unseen foe targets him with a Ranged Attack. When Siberian is struck by the attack, Zoya decides to use her Bodyguard power to absorb it. The damage from the attack is now rolled versus Zoya's Toughness, not Siberian's, and any damage that gets through goes to Zoya. Had the successful attack also possessed the AoE special effect, Zoya would have had to absorb two hits, first the one on Siberian, and then the one that would have struck her.*

**BOOST/DRAIN****BP Cost:** 5 pts./level**AP Cost:** 2

Effects: Models possessing this power can enhance or diminish the attributes of a model in base contact. Each level in this power equals +/-1D the character can use to diminish or augment a target's Attribute dice pools on a one-for-one basis. Models receiving a Boost or Drain must be in base contact, and it costs the Booster 2 AP for each model in base contact it wishes to affect. Models being Drained must first be struck by a close combat attack, and once damage has been worked out, the Draining model may spend 2 AP to activate its power. A close combat attack directly followed by a Drain does not cause knockback, but rather the attack sets up a quick clutch or grab that allows the Drain to do its work. When the Boosting/Draining model spends its 2 AP, it may allocate its drain levels in any way it sees fit to the receiving model, except that no single attribute may be affected by more than 2 levels per turn. An attribute may be assigned any number of levels, with levels exceeding the max of 2 taking effect on subsequent turns. Active levels remain in effect until the beginning of the Boosting/Draining model's next turn. A model's Boost/Drain pool replenishes at a rate of 2 levels per turn.

Drain may never reduce Attribute levels below 1D. Do not recalculate AP and Vitality due to Boost/Drain. Models possessing Elasticity or other powers with the Reach power may use Boost/Drain at their allowable distances. Soulless models are not immune to this power.

SPECIAL EFFECTS

Boost/Drain Only (-1 pt./level): Models possessing this special effect must choose either Boost or Drain.

Limited Boost/Drain (-1 pt./level): This effect may be applied as a limit to what attributes a model's Boost/Drain may affect. When purchased, the player must choose either physical (Strike, Dodge, Strength, Toughness) or Mental (Mind, Sense, Resolve) attributes. Boost/Drain dice may only be applied to the specified set of attributes.

Vitality Transfer (+1 pt./level): This effect allows the drainer the added benefit of giving his drain levels the ability to restore his lost Vitality. The effect restores +1 Vitality for each drain dice assigned, restoring lost Vitality on a one for one basis. Any Vitality over and above the model's normal maximum vitality is temporary and fades at the beginning of their next turn, but should the model take damage in the interim, it is first deducted from this excess Vitality.

Example: *Shifter has an 8 level drain pool that he uses on Doc Shock. After successfully striking him in close combat, he decides to apply a 4 level drain to Doc's Strength and another 4 level drain to his Strike.*

Until Doc goes again, his Strength and Strike are at -2D each, but Shifter's drain pool is entirely depleted to gain this powerful effect.

The next time Doc goes, Shifter's drain effects are reduced from 4D to 2D on both his Strike and Strength drains (so he's still at -2D) and Shifter's drain pool recharges

by 2 levels. On Shifter's next turn, Doc will be completely recovered and Shifter's drain pool will be up to 4 levels.

If Shifter had only drained one stat, his recharge rate would keep up with the recovery rate.

Example: *Major Meteor possesses 4 levels of the Boost power and wishes to use it to augment the abilities of his teammate, Grannok-5. Moving into base contact with his rocky friend, he spends 2 AP and assigns +1 level (1D) to his Strength and +1 level (1D) to his Dodge. Until the end of his next turn, Grannok-5 will enjoy the benefits of enhanced damage and elusiveness, and the Major will have a depleted Boost pool of -2 levels.*

Example: *The international super-criminal Thunderfist possesses a dim mak strike that saps the vigor of foes hit by it. Thunderfist's player, Rico, has decided to make the villain a dedicated Drainer, with no access to the Boost aspect of the power, and then further limit it to affect only a target's physical attributes. The total cost for the Drain power is thus 3 pts./level.*



BURROWING

BP Cost: 10 pts.

AP Cost: 3

Effects: Burrowing models may choose to move underground or through solid objects (pieces of terrain) on the battlefield. A player must indicate at the beginning of its model's turn whether it is burrowing or not. Once a model commits to burrow it spends 3 AP and makes its roll. Burrowing through normal terrain (clear ground) requires a standard Strength goal roll. For every goal scored the model moves 3". Models may spend further AP to continue burrowing, but

once they decide to surface (to make an attack, interact with a scenario objective, or for any other reason), they must end their turn above ground. Burrowing models may not charge.

Models that wish to burrow through tougher objects like concrete walls or steel safe doors must first overcome the object's TN with a burrowing roll. A model whose normal burrowing roll takes it into contact with such an object stops when it reaches such a barrier. It must then spend an additional 3 AP for another burrowing attempt through the tougher barrier. For every goal the model exceeds the TN by it may move 1" through the object. Players should see the Breaking Objects sidebar in Chapter 2 for more information on object TN's. The object itself only suffers the loss of one Vitality point from a character burrowing through it.

When it comes to burrowing, players should also decide how deep an object reaches into the ground. Can a burrower simply just tunnel under the object without having to pass through its super-tough exterior? For the sake of simplicity, this should be the case in most situations, but when players create special scenarios, the option should exist to create barriers that reach far beneath the earth, too far for the burrower to simply circumvent by dipping under.

While burrowing a model may not attack enemy models or be attacked by them, unless they are also burrowing. The one exception to this is models possessing Mental Attacks and the Second Sight special effect. Even though it may not be attacked, a burrowing model still can be detected with successful **TN=3** Sense

roll. Detecting burrowers who ended their last turn by spending 2 AP to hide requires a **TN=5** goal roll. Furrowed earth, vibrations, and seismic activity can give the burrower away. Models possessing X-Ray Sight can always detect a burrowing model with no roll necessary. Burrowing models who surface at the end of their turn count as an elusive target as per the rules in Chapter 2. Burrowing models should be marked with a counter to indicate their unique status.

Example: *Grannok-5 possesses the Burrowing power and wishes to pass through 3" of concrete that lies ahead along his path. He begins his turn above ground, 15" away*

*from the concrete wall. His player announces to his opponent that Grannok-5 is burrowing, spends 3 AP, and rolls his Strength pool. He scores 6 goals, giving him 18" of burrowing movement. At 15", he stops in front of the wall, and spends another 3 AP to burrow through it. He rolls his Strength pool again versus the **TN=4** wall, scoring 6 goals, which translates into 2" of movement through the wall. He still has 1" to go, and if he has 3 more AP to spend, he could try again.*

SPECIAL EFFECTS

Mole (+2 pts./level -- max 3): Models possessing this effect count as having +1 level of Super-Strength for any burrowing attempts.



CLIMBING

BP Cost: 3 pts.

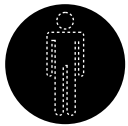
AP Cost: none

Effects: The model can spend AP to move up or down vertical surfaces as if they were normal ground. If a model climbs a vertical surface that it cannot

reach the top of in one round, mark its progress and place it at the base of the wall until its next turn. Models that possess Super Leap and Climbing can leap to a point on any vertical surface and begin Climbing from there on their next turn. Climbing models may not normally charge up vertical surfaces.

SPECIAL EFFECTS

Vertical Charge (+2 pts.): The model possesses sufficient power to charge full-tilt up or down vertical surfaces, and if needed, can continue to use charge movement over multiple turns.



CLOAK

BP Cost: 6 pts.

AP Cost: 2

Effects: At the beginning of each turn, a model may spend 2 AP to activate this power, or to keep it active. Models possessing this power can inhibit normal sight perception and line of sight in a 1" radius around themselves. Cloaked models can be targeted, but gain +2D to defense goal rolls. If they also happen to be in any cover, they also gain +2D to the Dodge check for that, for a total of +4D to the check. Cloaked models also gain +2D to Strike goal rolls against foes affected by their Cloak.

This power affects both close and ranged combat.

This power does not normally inhibit the perception of models with Super-Sense or the Second Sight special effect--models with these abilities are immune to the negative effects of Cloak. The nature of this effect varies (darkness, weather, bright light, etc.). A model may only ever

have one Cloak field in play at a time, and the effects of multiple Cloak fields do not stack.

Cloak moves with the cloaking model and the model may pay the AP cost to maintain the effect from previous rounds (as the first action of its turn).

Models only partially touched by the Cloak effect still benefit from the +2D to Dodge. Cloak provides no defensive bonuses to models from the physical damage from Area of Effect ranged attacks. However, models even partially within the Cloak area are immune to Strike-based Flare attacks and if the Second Sight Immunity effect below is purchased, they are also immune to Mind-based Flare Attacks (but only while they remain in the Cloak area).

Treat models affected by Cloak as **blinded**.

SPECIAL EFFECTS

Extended Area (+2 pts.): The area of effect is increased by 1" Radius. This effect may be purchased multiple times.

Immobile (-25%): The cloaking field does not move with its creator, and remains fixed to a spot on the battlefield.

Immunity (+2 pts.): The model is immune to the negative effects of its own Cloak (but not the Cloak of other models).

Impenetrable (+3 pts./lvl.): The area also blocks the senses of those with an equal or lower level of Super-Sense. This effect may be purchased multiple times.

Invisibility (+5 pts.): Purchasing this effect **replaces** the effects of a normal Cloak. Cloaks with this effect do not shroud areas, but instead only the Cloaking model. Unlike normal Cloak, invisible models may charge, but foes who cannot detect them do not gain the normal +1D to Dodge.

Opposing models must spot Invisible foes before they can be contacted or targeted with attacks. Invisible models gain +2D to Dodge on checks to avoid being spotted, and an additional +2D if they're in any cover, plus any dice from range. Foes gain +1D to detect invisible models who made a Strike-based ranged attack on their last turn, or who made a close combat attack against them on their last turn. If a foe beats the invisible model's check, the invisible model can be attacked, but still enjoys the benefits outlined below.

Just as with standard Cloak, invisible models gain +2D to Dodge and Strike goal rolls against foes who cannot overcome their power. Super-Sense and Second Sight still overcome this effect unless the model also has the requisite immunity effects.

Example: *Shifter spends 2 AP and activates his Cloak (Invisibility, Impenetrable × 1) power. He moves into combat with Zoya (no Super-Sense or Second Sight). He attacks Zoya, gaining +2D from invisibility. During Zoya's turn, her player rolls a Sense check at +1D (Shifter attacked her last turn) vs. Shifter's Dodge (with +2D for being invisible). Incredibly, Zoya wins the check, and can attack Shifter! However, Shifter still gets his +2D to Dodge for his defense roll, because Zoya possesses no powers that can exactly pinpoint her foe.*

Example: *Shifter later leaves combat with Zoya to engage Wildman (Super-Sense × 2), who carries a key scenario objective. Zoya rolls to detect him so she can get her free attack, but fails, and Shifter walks away unimpeded. Wildman's Super-Sense × 2 overcomes Shifter's Impenetrable × 1, so he will gain no benefits from his cloak against the savage mutate!*

Purchasing this effect limits the character to the following additional effects: *Impenetrable, Second Sight Immunity, X-Ray Sight Immunity.*

Note: Players may want to place a limit of one model per team with Cloak (Invisibility).

Range (+3 pts.): Instead of the area of effect staying with the model, the character can also cause the center of the effect to appear anywhere within the short range band. This version of the effect is stationary.

Second Sight Immunity (+5 pts.): The Cloak blocks the Second Sight special effect from working in or through the area.

X-Ray Sight Immunity (+5 pts.): The Cloak blocks the X-Ray Sight special effect from working in or through the area.



COMBAT REFLEXES

BP Cost: 2 pts.

AP Cost: none

Effects: Models with this power can slip out of close combat more easily. The escaping model makes an opposed Dodge vs. Dodge check against the foe in close combat with the highest Dodge. The foe gains +1D per two additional friendly models in the combat. If the escaping model wins the contest, he leaves close combat without suffering any free attacks. If the escaping model loses, free attacks occur as normal, and the escaping model uses his original Dodge roll for defense.

Example: *Wildman (Combat Reflexes) wants to leave a close combat with three foes. He makes a Dodge check against the foe with highest Dodge. Even though his foe had a +1D bonus to his Dodge, Wildman wins! He leaves the combat suffering no free attacks.*

SPECIAL EFFECTS

Ricochet (+2 pts.): Provided there is a medium or larger piece of terrain or model with active Density Increase or Growth within the short range band (15"), models with this effect may leave and re-enter the same close combat during their turn. The model must move the full distance to the object or model, and then back again. They still must make their normal Combat Reflexes check to avoid any free attacks.



COPY POWER

BP Cost: 3 pts./level (max 8)

AP Cost: 4

Effects: The model can copy up to 3 powers and/or attributes from other models, using them as if they were its own. Players must choose *ranged* or *tactile* at the time this power is purchased. Ranged copiers work out to the short range band (15") and the attacker's roll is Mind-based. Tactile copiers must be in base contact with their target, but their attack roll is Resolve-based.

Targets defend with the dice pool of the power(s) targeted (use the largest pool when selecting multiple powers). If a targeted power doesn't have any dice, its pool equals 3 + the points in the power/10 dice (i.e., 15 pt. power would receive 5D in defense). Treat attributes and their relevant Super-Attributes as one power when determining number of powers and cost.

If targeting multiple powers, the defender chooses the largest dice pool in defense and gains +1D to the resistance roll for each additional power or attribute targeted (+2D max). These situational dice can exceed the dice pool cap.

At the start of each of his turns, or when first copying powers/attributes, the copier must spend levels equal to the number of powers copied. He can also drop selected powers/attributes to save levels.

If the copier cannot pay this cost, or if he is KO'ed he no longer has the copied power, and stolen powers return to their original owner.

At the end of any turn in which no powers/attributes are copied or stolen, the copier recovers some of his levels back. If his max levels are less than 5, he recovers 1 level. He recovers 2 levels if his max levels are 5+.

SPECIAL EFFECTS

Absorption (+3 pts.):

The model doesn't just copy another model's power, he steals it! Resolve this just as outlined above, except double the cost in levels. Copying 2 powers costs 2 levels per turn, but *stealing* the powers costs 4 levels per turn.

Example: *Sponge (Copy Power × 8 + Absorption, tactile) tries to copy Zoya's 5D[1] Strength and Density Increase. He rolls his 6D[1] Resolve vs. 6D[1] for Zoya (based on her Strength +1D for attempting a 2nd power), and wins! He gets both powers, but must immediately pay 2 levels for them. At the start of his next turn, he needs to pay 2 more levels, or lose the powers. If Sponge had Absorbed instead of copied, those level costs would double!*



DAMAGING AURA ☼

BP Cost: 4 pts./1D

AP Cost: none

Effects: The model surrounds itself with a dangerous aura of energy that can damage foes that contact it in close combat. Any model striking a character or henchmen group with Damaging Aura in close combat is automatically hit by it and must make an opposed Toughness vs. Damaging Aura roll. Consider the attacker's strike to be simultaneous with the effects of Damaging Aura, so even if he is felled by it, his attack will still carry through, and should be resolved normally.



Models possessing the DA power that successfully hit in close combat first roll for the aura effects, followed by the normal damage from their close combat attacks. Do not add net goals from the attack goal roll to the DA damage goal roll.

A model with active Density Decrease and Damaging Aura still inflicts DA damage when struck in close combat, and can make close combat attacks as normal to inflict DA damage as well. No normal Strength-based damage will be dealt by the Density Decreased model, only DA damage, but this can be combined with Phase Attack to inflict separate Phase and DA damage.

We assume models possessing this power turn it off when handling scenario objectives or carrying friendly models.

Models who purchase the Always On power mod for this power automatically destroy scenario objectives should they handle them, and if they touch (i.e., carry, throw, hyper-move) friendly models, those models must roll to resist the model's DA.

Example: *Pyros, a villain composed of living flame, possesses a Damaging Aura of 6D[1], and 4D Strength. When Pyros strikes a foe in close combat, he would first resolve his Damaging Aura 6D[1] damage, then, make a second damage goal roll using his Strength dice pool, plus any dice netted from the attack goal roll.*



DENSITY DECREASE

BP Cost: 15 pts.

AP Cost: 3

Effects: The model reduces its density and becomes intangible, ethereal, and ghostly. In this state it cannot be affected by most physical or energy attacks, but is still subject to the effects of powers that do not test against the Toughness attribute when they do damage. A model using decreased density cannot affect other models in normal close combat, but can use ranged powers to do damage at a distance or in close combat. A model using Density Decrease may move or charge through walls and other solid objects as if they were open ground. Density Decreased models are also immune to the effects of falls, and are not **knocked down** after falling from any height.

Density Decreased models may not pick up or carry models or objective counters, and drop any objective counters or models they're currently carrying when they activate the power.

It costs 3 AP for a model to activate Density Decrease, and it must do so as the first action of its turn. The effects of this power last until the beginning of the model's next turn. Mark Density Decreased models with an appropriate counter to avoid confusion.

When a player buys this power for his model, he or she should write down how the Density Decrease manifests. Possibilities include: ghost form, liquid, gaseous, living energy, etc. Density decreased models with similar power manifestations can physically affect each other, including attacks in close combat.

SPECIAL EFFECTS

Ghost Touch (+3 pts.): Density Decreased models purchasing this effect may interact with other models or objective counters while their power is active. This effect does not allow the model to make physical attacks or be attacked, and it does not convey the benefits of the Density Decrease power to models being carried. Any carried model is also unable to make physical attacks.

Phase Attack (+6 pts.): The intangible model can make a 4 AP close combat attack by thrusting its ghostly hand forward into its foe, and then slightly increasing its density, shocking its assailant's system and causing tremendous pain. The attack counts as a Strike vs. Dodge roll, but the base Damage pool is 6D[1] (+1D per 2 net goals scored on the attack), and is opposed by the Resolve attribute. This attack may be used at the end of a charge, but normal charge bonuses do not apply.

**DENSITY INCREASE** **BP Cost:** 10 pts.**AP Cost:** none

Effects: Adds +3D to Toughness goal rolls, +1 level of Super-Strength, and +1 level Super-Toughness. Density Increase costs no AP to activate, but it must be activated at the beginning of the model's turn before spending any other AP. When using Density Increase, all of the model's Strike-based attacks count as being Slow Attacks (see the Power Modifiers section below), and cost +1 AP. Any Super Leaps the model attempts suffer -2 to the final goal total. When the model charges, it multiplies its movement AP by 1.5 instead of 2. The effects of Density Increase last until the beginning of the model's next turn--the model can renew the effects each turn. Density Increased models count as Class A objects on the Size Benchmark Chart.

Example: *Zoya (Str 6D[1], Tou 5D, 7 AP) is a super-tough Russian hero possessing the Density Increase power. While battling Giantess, Zoya activates her Density Increase. She now possesses Str 6D[2] and Tou 8D[1], and all of her attacks will cost +1 AP more than normal. If she wishes to charge Giantess, she can move up to 11" for this charge.*

SPECIAL EFFECTS

Immovable (+2 pts./level): The model can become so dense that it becomes more immune to Knockback. Each level of Immovable moves the model one level further up the Size Benchmark Chart. For example, a Density Increased model with Immovable × 2 would count as a Class C object on the chart. This special effect activates automatically when Density Increase is activated.

**DISPEL****BP Cost:** 10 pts.**AP Cost:** 4

Effects: Models possessing this power have the ability to dispel active instances of power effects within the short range band (15"), but cannot keep opposing models from using the power again. Using dispel counts as the model's one attack for the round.

The Dispelling model makes a Mind roll opposed by the dice in the defending model's power dice, or if the power has no pool, a number of dice equal to the cost of the affected power/3 (in this instance the target model's dice pool may exceed the campaign's dice pool cap and does not have any Super).

If a model using Dispel has a Held Action, he can also attempt to dispel instant effects (like Ranged Attack energy blasts) if either the model using the power or target are within range (choose the closest point when determining range).

Dispel only works against effects that have a duration or a game existence separate from their creator. This includes powers like Boost, Cloak, Copy Power, Entangle, Force Dome, etc. Dispelled effects simply end and go away. For example, any bonus dice from the Boost power a target has are lost, stolen/copied powers return to their source, entangled models go free and the entangle disappears, previously darkened areas now have normal lighting, etc.

Example: *Banisher tries to remove the Tangler's razor-web (a Wall created with the character's 8D[2] Entangle power).*

Banisher rolls his 8D[1] Dispel *against* Tangler's 8D[2] Entangle. If Banisher succeeds, the webs are removed.

SPECIAL EFFECTS

Extra Powers (+5 pts.): The model can Dispel and/or Suppress an extra power on the target. When doing so, the target defends with the power that has the most dice in defense, but makes only one defense roll. This effect may be purchased multiple times.

Suppress (+5 pts.): Models with this extra can also temporarily Dispel constant effects like attributes, or powers like Flight, Damaging Aura, etc. Treat attributes and their relevant Super-Attributes as one power when determining cost. Suppressed attributes above 2D lose all Super and drop to 2D. Vitality and AP do not change as a result of suppression.

Successful checks suppress the power until the start of the suppressor's next turn.

Example: Banisher tries to Dispel (Suppress) Hawkwind's Flight power. Banisher rolls his 8D[1] Dispel against 3D for Hawkwind (Flight cost of $10/3 = 3D$). If Banisher succeeds, then Hawkwind's flight stops working immediately and will remain off until the start of Banisher's next turn.

Example: Banisher tries to Dispel (Suppress) Ape-Austen's 6D[1] Strength.

He succeeds, so Ape-Austin's Strength is reduced to 2D until the start of Banisher's next turn.



DOMINATE

BP Cost: 10 pts./level (max 3)

AP Cost: 4

Effects: Models possessing this power can use their minds to possess, control, or terrorize target models within 15", effectively controlling their movement and behaviors. A Dominate attempt counts as the model's attack for the turn, and requires opposed Mind vs. Mind goal rolls. Each level of Dominate purchased allows one successful turn of power use per game. Failed attempts do not expend a model's available levels. Dominate may not be used on more than one model at a time.

If successful, the attacking model's player takes control of the defending model on the defending model's next activation. This counts as that model's turn for that round of play, and the model must activate on its owner's next activation. The controlled model acts as if it is on the dominating model's team for that turn, attempting whatever actions it would normally be capable of under its own control. At the end of its turn, the model reverts back to the control of its owning player. The owning player then gets to activate one of his own, un-Dominated models.

Example: Jeff controls his model, Mistress Nightmare, and takes her turn. She successfully Dominates Scott's model, Wildman, who has not acted this round. Scott's turn comes up and by the rules of Dominate, Jeff gets to activate Wildman and take his turn. Scott would then get to activate another of his models.

Controlled models may not attack themselves or otherwise perform actions that would directly harm themselves

(like turning off Flight while in the air). Due to the confusion caused by being controlled, Dominated models do not provoke free attacks when leaving close combat. Models may not Dominate models on their own team, except to cancel an unfriendly Dominate. This counts as one use of the power and requires the opposed roll, but the model gains +2D on the check to free his friend. Dominated models forced off the board via a Warp may return when the Dominate ends without expending a further use of Warp.

SPECIAL EFFECTS

Fear Only (-50%): The Dominate effect instills terror into the target, but allows no finer control. A successful attack makes the target model count as **terrified** until it can overcome the condition.



EDGE

BP Cost: 1 pt./level (max 3)
AP Cost: none

Effects: For each level purchased, a model may use Edge to add +1D to a dice pool roll after the dice have been rolled, or +2D to a dice pool roll before any dice are rolled. **Once a level has been used, it is gone for the rest of the game, and only one level may be used per die roll.** For example, a model possessing Edge × 2 (two levels) may augment two dice pool rolls during the course of the game. The intention to use Edge prior to dice being rolled must be clearly stated by the player. Re-rolls from powers and the Power of 6 rule both apply on Edge dice.

Models may never possess more than 3 levels of this power.

Example 1: *High-Gear possesses Edge × 3. During a battle she attacks Ape-Austen, and loses the opposed combat roll 5 goals to 5 (with no Super levels in play, defenders win ties). Her player elects to expend one use of Edge to roll an additional 1D for High-Gear. She scores a goal on the roll and beats the ape 6 goals to 5! High-Gear has two uses of Edge remaining in this game.*

Example 2: *Later in the same battle High-Gear reaches a crucial point where she knows she must bring Siberian down! Her player elects to expend another use of Edge, but this time before any dice are rolled, so she adds +2D to her attack dice pool for the exchange. She now has one use of Edge remaining in this battle.*



ELASTICITY

BP Cost: 8 pts.
AP Cost: none

Effects: Models possessing Elasticity have a rubbery body that allows them to strike foes at range with close combat attacks, climb, and grapple with greater efficiency. Models possessing this power also add +2D to Strike goal rolls for grab attempts and +2D to Strength for sustaining or escaping any grabs, holds, or entangles. Additionally they may strike foes within the short range band (15") with close combat attacks as if they were in base contact. Attacks beyond 6" cost +2 AP. The elastic model may make stretch attacks of 6" or less at the end of a charge, so it could charge and strike a foe up to 6" away. Close combat attacks made with Elasticity beyond 6" count as ranged attacks.

Example 1: *Elasti-Ape wants to use his elastic attack against a foe 5" away. This attack costs 3 AP.*

Example 2: Later Elasti-Ape wants to combine his elastic attack and the Haymaker maneuver against a foe 14" away. The total AP cost of his attack is 8 AP (base AP cost of 3, +2 for the Stretch Attack and +3 for the Haymaker maneuver).

The model can also stretch its body to step onto high surfaces, or pull itself up using its outstretching arms. This special effect allows the model to move over or onto surfaces up to 15" high as if they were normal ground.

Elastic models can also aid falling or knocked back models. Once per turn, models possessing this power can cancel the damage done to a falling model within 15" of them. Alternately, once per turn, models possessing this power can "catch" models knocked back within 15" of them, negating the effects of the knockback.

SPECIAL EFFECTS

Parachute (+1 pt.): The Elastic model can land safely from great heights and mitigate the damage from throws. Parachute conveys the following effects:

- ★ When used on model's turn, this special effect works like a modified charge, allowing it to drop safely from any height, but consuming all of its AP for that turn. Place the model on the ground at the edge of the point it dropped from. This can count as a charge, but the attack does not gain the normal +2D to damage. Defenders still get +1D to Dodge.
- ★ When knocked off of a high object, the model takes no damage and lands on its feet.

- ★ Throwing a model with this ability inflicts no damage to the thrown model or the target of the throw.

Slingshot (+2 pts/level): Models possessing this effect count as having +1 level of Super-Strength for any Throw maneuver attempts, and for determining the size of objects they are capable of throwing.



ELEMENTAL CONTROL POOL

BP Cost: Variable (Base Pool + 4/Full Slot + 2/Half Slot)

AP Cost: 2 to reallocate

Effects: Models possessing this power can define a pool of points for a group of thematically linked powers, and can shift points among those powers in a given turn. Players pay for the points in the base pool on a one for one basis (i.e., a 30 pt. base pool costs 30 pts.). Players may also add Attribute boosts as powers in a given pool, i.e., +2D Dodge, but they still must respect the campaign's dice pool cap and provide necessary super-support when it is required.

After purchasing the pool, players can add specific slots (including powers and extra attribute dice) to it, which cost 4 pts. for a Full Slot and 2 pts. for a Half Slot. Full Slot powers can utilize up to the entire base pool points and Half slots can only utilize up to half the base pool points (round down). No matter whether it is a Full or Half slot, each slot contains only a single power. Players may purchase individual slots with the Boon power modifier for +1 pt. each (see the Power Modifiers section below).

Slots don't have to use the full amount of points they're entitled too. So in our 30 point pool example, a Ranged Attack

Full Slot power could allocate 30 pts. towards Ranged Attack or might only use 14 pts. on a given reallocation leaving 16 pts. for other power slots to use. Power slots have access to any and all extras for their power as well.

If the base pool has a power modifier all the slots do as well and all are reduced by the appropriate amount. However, if a slot has a power modifier, only its points are reduced (a model could have a slot with the One-Shot Power Mod that would cost less, only affecting that slot, but if the entire pool had the One-Shot Power Mod, so would all the slots, so it would only be able to be used for one turn).

A model must respect all Super requirements with regard to dice pool size when filling out the points in its power pool. Players should give their pools appropriately thematic names (see examples below).

Example: *Solar Wind wants to have many Sun/Light related powers, but not necessarily be able to use them all at once, so he decides to buy them using Elemental Control Pool. Here's what he buys:*

Solar Control Pool (32)

32 Base Pool
 04 Damaging Aura (Full)
 02 Cloak (Half)
 02 Flare Attack (Half)
 02 Flight (Half)
 02 Force Dome (Half)
 02 Ranged Attack (Half)

 46 Total pts.

Note that since slots don't have to be allocated at their maximum level, a model can have many or all slots active at one time. The terms Full/Half refer to their maximum allocation potential and are not intended to represent their minimum pool allocation (minimum is 0). In our above example, the maximum allocation for the Half slots is 16 points. So, in a given turn, Solar Wind could decide to allocate the following three Half slots thusly:

10 Flight
 08 Cloak + Immunity
 12 Ranged Attack (4D)

 30 Base Pool Points Allocated

Powers with lingering effects remain in play as long as the pool has that power slot allocated minimally to that same level. That slot allocation can change, but if any in-play effects are lessened or swapped out, then the in-play power ceases functioning. So if Solar Wind set up a Cloak field at range using 9 pts. of his pool and then later reallocated it to 11 pts. adding in personal immunity, the existing Cloak field would stay in play. However, if he instead swapped out the Range extra and replaced it with Personal Immunity (dropping the point allocation to 8 pts.), then the existing field would drop and be replaced by the new one, even if he was inside the old field at the time.

Reallocating points in an Elemental Control Pool costs the model 2 AP and must be done at the start of the model's turn.

Full Slot (+4 pts): Assigns a specific power name to a slot and grants it a maximum allocation of the entire base pool when allocating base pool points. Its minimum allocation is 0.

Half Slot (+2 pts): Assigns a specific power name to a slot and grants it a maximum allocation equal to half the base pool when allocating base pool points (round down). Its minimum allocation is 0.

Omni-Power (+8 pts): This modifier turns an Elemental Control Pool into an Omni-Power which simply removes the 'specific power name' restriction to all Full and Half slots. During base point reallocation, slot powers can also be reallocated with any game power. So if a player wanted to upgrade the Solar Wind example above to a model named Captain Cosmic (who can fill his slots with any power), it would look like this:

Omni-Power Pool (32)

32 Base Pool
08 Omni Upgrade
04 Full Slot × 1
10 Half Slot × 5
54 Total pts.

Observant players will note Captain Cosmic has exactly the same base pool and Full/Half slots as Solar Wind, but paid 8 more build points since he can fill his slots with any game power (unless the power prohibits it from being used in a power pool).

Powers Stay Swapped Out (-3 pts.): This is a modifier only for the Omni-Power extra (dropping it from an 8 pt. extra to 5 pts.). Once a model swaps a power out

of its Omni-Power pool it may not be swapped back in for the remainder of the scenario

COPYING AND DISPELLING ECP'S

Elemental Control Pools can be Copied and Dispelled, but only on a slot by slot basis. A model can copy Solar Wind's Damaging Aura, but it cannot copy his entire Solar Control Pool. For Dispel attempts, the model resists with 3 + total possible slot points/10. If Banisher tried to Dispel (Suppress) Solar Wind's Damaging Aura slot, the solar hero would resist by rolling his 3 + 3D for a total of 6D. The Damaging Aura can draw upon the full 32 pts. of the pool, so dividing that by 10 results in 3D.



ENTANGLE

BP Cost: 3 pts./1D
AP Cost: 3

Effects: Entangle can immobilize a target. Entangle attacks count as a short-range only power (15"). Make Entangle attacks by rolling Strike vs. the target's Dodge. On a successful hit roll the Entangle dice pool to generate the power's Vitality--add dice from the attack goal roll on a 1D/2 net goal basis as normal.

A model struck by an Entangle attack counts as **immobilized**. Escaping entangles uses the rules for Breaking Objects presented in **Chapter 2 (see page 30page 30)**. The TN to break the entangle equals half the base dice in the power, and the Vitality equals the goal total on the Entangle check. Multiple entangles don't stack; targets must overcome only the most potent entangle to escape.

Example: A 7D[1] Entangle that scores 5 goals would be a **TN=4** Object with 5 Vitality.

Entangled models can receive help to escape from friendly models. A friendly model must be adjacent to the entangled model to aid its escape, and can spend 4 AP to try to free it using the Breaking Objects rules.

Models with Density Decrease and Hyper Movement can escape entanglement by simply spending AP to activate their power (see Density Decrease listed earlier). Hyper Moving models with the No Penetration special effect may not escape in this fashion. Entangled flying models are tethered to the ground and do not receive their normal +2D to Dodge to avoid attacks. Entangle cannot be used in close combat.

SPECIAL EFFECTS

Immunity (+2 pts.): The model is immune to the effects of its own Entanglement. This immunity does not extend to the entangles of other models, even models whose Entangle have a similar special effect (the exception to this is duplicates are immune to each other's attacks too, see Extra Forms).

Slick (+1 pt.): Purchasing this special effect also requires Area of Effect and Sticky (and the Wall extra doesn't apply to Slicks). Models with this extra can generate Slicks as well as normal Entangles.

Unlike Entangles, Slicks don't grab models, but are slippery areas on the battlefield that only inhibit movement (so they are resisted by Dodge and not Strength). Models moving into a Slick or those

initially in the area of effect, make an opposed Dodge roll versus the dice of the Slick. Unless they score a net of 1+ goals, they fall prone (Instant Stand doesn't help versus this effect). In addition to falling prone, models moving into the Slick that failed their roll also slide 1D6" into the slick in their last direction of travel (it is possible that the model could slide all the way through it).

Models moving into the Slick that make their roll continue to move, but can't change direction until out of the slick, and they move twice as far as normal while in the Slick (2"/AP normal, or 4"/AP if charging).

Models beginning their turn in a Slick, must roll again to see if they fall, unless they are already prone. Prone models in a Slick may attempt to move by making an opposed Dodge roll versus the slick, this attempt takes 4 AP and any extra goals allow them to move 1" in any direction per goal (they could also spend 2 of those goals to stand up and use what's left for movement).

Alternately, prone models may elect to stay prone and move 2" in any direction (this attempt takes their entire turn).

Slicks can also be placed on vertical surfaces like the side of a building, but for ease of play, not both vertical and horizontal within the same area of effect. Vertical Slicks cause climbing models failing their roll to fall to the ground taking falling damage.

Climbing models making their roll must roll again for each inch they climb within the Slick and each inch costs double AP (and they fall if any of the rolls fail). Treat

vertically charging models as if entering on horizontal ground, if they fail though, they fall unless their 1D6" slide takes them through it.

Like Density Decreased and Hyper Move models, airborne models are resistant to Slicks. They can automatically fly away during their turn even if prone (though they still pay the AP to leave the prone position).

Unlike Entangles, Slicks don't stop ranged or close combat attacks. Models affected by a Slick (prone or not) do not attack as well as they normally could. Defending models receive +2D to their defense rolls versus close combat or ranged attacks from affected models.

Like Entangles, Slicks can be Dispelled, but unlike Entangles, Slicks cannot be torn down. However, they can take damage from Area of Effect attacks that inflict Vitality loss. If any part of a slick is within the AoE of the attack, use the rules for Breaking Objects as normal.

Models affected by a Slick add +2D to any Knockback result from attacks they may suffer (so even 0D knockback becomes 2D).

A model may only have one Slick in effect at any one time. If he creates a new slick, the old one melts, dissolves, dissipates, etc.

Slick Only (1 pt./1D): Requires Slick. Models with this disadvantage can't perform normal Entangles, they can only generate Slicks. This changes the cost per 1D from 3 pts. to 1 pt.

Sticky (+3 pts.): Any model coming in contact with a Wall or Entanglement with this upgrade becomes entangled in it, just as if they had been successfully targeted with a normal Entangle attack. All normal Entangle rules apply.

Wall (+5 pts.): This ability allows the character to create a wall with a length and height equal to the half the number of dice in the Entangle power. The wall acts as impassable terrain to anyone on the ground. Walls created in this way remain in play for the duration of the battle unless they are destroyed, and can block line of site and provide cover. Use the standard rules for breaking objects when attacking walls. Creating a wall costs 5 AP. Multiple walls cannot be stacked on top of each other.



ESCAPE ARTIST  

BP Cost: variable

AP Cost: none

Effects: This power adds its dice to the model's Strength dice pool when attempting to escape immobilizing effects. The cost breakdown for this power is:

+1D = 2 pts.

+2D = 3 pts.

+3D = 5 pts.

+4D = 6 pts.

+5D = 8 pts.

+6D = 9 pts.

+7D = 11 pts.

Example: Super-Ball possesses Strength 3D and Escape Artist +2D. When making escape attempts, he would roll 5D.

For purposes of calculating the cost of Super for this power, treat the base cost of Escape Artist as 1.5 pts./level (see Super on page 76page 76).

**EXTRA ATTACKS****BP Cost:** 2 pts.**AP Cost:** none

Effects: The model can attack faster than normal. Possible special effects include speed, multiple limbs, time distortion, etc. Models with this power can use the Flurry maneuver at only +1 AP (instead of the normal +3 AP) and can grab resisting models at a cost of 2 AP instead of 4 AP.

**EXTRA FORMS****BP Cost:** 15 pts.**AP Cost:** 3

Effects: Models possessing the Extra Forms power are able to create/control one other character model or henchmen group built on the same number of points as them, minus any points spent on Extra Forms (including any Special Effects). After spending the AP to activate the power, created models must enter play within Point Blank range (3") of the original model (they may be summoned into base contact with an enemy model). Once created, these models may act independently of their creators, but must remain within line of sight of them. If a created model finds itself outside of line of sight of its creator at the start of its turn, it may do nothing save move in the direction of its creator.

Once an extra form is created, its creator cannot normally remove it from play (see Banishable below). If a created model suffers a KO or is Aced, another **may not** be created to take its place (but see Renewable below). Extra Forms take their first turn on the round following their arrival. If the creator is removed from play by being 'Cuffed, Aced, or by another scenario rule, the extra forms also leave play.

Models created using the Extra Forms power may not possess the Extra Forms power themselves. Only one model per team may possess the Extra Forms power, and players using characters with this power must prepare separate Super-Sheets for their created models before the start of the game.

SPECIAL EFFECTS

Additional Form (+10 pts.): Allows the model to create/control one additional character model or henchmen group. If the creating model possesses sufficient AP, both forms may be created during the same round.

Banish (+2 pts.): This special effect trades stability for versatility, allowing Extra Forms to be removed from play before they are KO'ed. This costs 2 AP and requires no roll if a model wishes to Banish models that it has created. A model created by a character possessing the Banish special effect can be Banished by an opposing model also possessing the Extra Forms power and the Banish special effect. In order for a model to Banish a model created by another character, it must win an opposed Resolve goal roll.

Duplication (-25%): Cannot be selected with Variable. All additional forms must be identical to the model's base form. Duplicates are fully independent models, with no need to worry about line of site to their creator. Creating models may spend 2 AP and remove their duplicates from play as in the Banish special effect above. A duplicate may not be removed by other models possessing either Duplication or the Banish special effect.

Renewable (+10 pts.): Models possessing this special effect may create a new extra form if their first extra form was KO'ed, Banished, or otherwise taken out of action. This form should possess the same SuperSheet as one of the creator's available forms.

Short Range (+6 pts.): When first created, the extra form may be placed up to 15" away from the creating model. Additionally, the Short Range special effect allows created models to operate out of line of sight of their creators, provided they remain within short range of their creator.

Variable (+0 pts.): When selecting this option build the created model or models using variable points. When paying the 3 AP cost to create a model, the original model must make a **TN=4** Mind or Resolve roll (player's choice). If the creator scores 4+ goals on the roll, the Extra form gains +10 points to its Build Point total. If the creator does not meet the **TN=4**, but still gets a positive goal total, he builds the extra form at -10 points to its base total. No goals on the check means no extra forms. Players should put together a "modified" package for models created using the Variable special effect that reflects their capabilities at both +10 and -10 points.

Example: *The Homuncloid (a 75 pt. character) possesses Extra Forms with the Variable and Extra Range special effects. The total cost of his Extra Forms power is 17 pts. Normally, he could create an extra form built on 58 pts., but since he has chosen the Variable special effect, he will either summon a 68 pt. or 48 pt. extra form (depending on the results of his Resolve or Mind goal roll). The Homuncloid's player*

therefore prepares two SuperSheets prior to play detailing the model's extra forms in both 68 and 48 pt. versions.



EXTRA MOVEMENT

BP Cost: 1 pt./1 AP

AP Cost: none

Effects: The model is exceptionally fast, or just good at covering extra ground, and gains +1 AP for movement. This extra AP may only be used for movement, and not attacks, or the activation of most powers. Unless otherwise noted, this extra AP is added to the model's AP total before doubling or halving due to charges or the effects of powers. Extra Movement AP may be used to pay for powers like Hyper Movement, Burrowing, etc. This effect may be purchased multiple times. Note these on the SuperSheet in the second box next to the model's base AP total with a "+X", i.e., a character with Extra Movement x 4 would note it on the sheet as AP: [8] [+ 4].

These AP don't count for any other purpose (initiative tiebreakers, for example) and are lost to AP-draining effects only after all basic AP are exhausted.

**FLARE** ⓘ**BP Cost:** 10 pts.**AP Cost:** 3

Effects: Flare is a special kind of ranged attack that does not inflict vitality loss, but rather impairs a model's actions for a certain period of time. Flare is a short range band (15") only power. Flare may also be used in close combat.

When he purchases Flare the player must decide if the attack will use either his character's Strike dice pool or Mind dice pool (i.e., physical or mental-based). Strike-based Flares add bonus dice equal to the target's level in Super-Sense to the attacker's Flare dice total before rolling. Targets oppose Strike-based Flares with their Dodge pools, and they oppose Mind-based Flares with their Mind pools.

Successful Mind-based Flares leave their targets **stunned**. Successful Strike-based Flares leave their targets **blinded**.

Subsequent attempts to flare a model that has previously been affected grant the defender +2D to defense as his familiarity with the attack allows for a better chance to avoid it.

Targets can shake off the effects of Flare by spending 4 AP and making a TN=4 Resolve (Mind-based) or Toughness (Strike-based) check.

**FLIGHT****BP Cost:** 10 pts.**AP Cost:** 2

Effects: At any point during its turn, a grounded model may spend 2 AP to activate this power. Once in flight, it may remain airborne from turn to turn at no further AP cost. Taking flight while in base contact with an enemy model incurs a free attack as normal. Flying models cannot be targeted by close combat attacks from models on the ground. For purposes of playability, the model is always assumed to be hovering above the battlefield at twice its base AP in inches. Flying models gain +2D to Dodge goal rolls due to their speed, maneuverability, and vertical distance. Flying models do not gain this bonus against close combat attacks from other flying models.

If a flying model enters close combat with a grounded model, it is assumed to have landed, and can be struck as normal by ranged or close attacks. Mark flying models with an appropriate counter to avoid confusion.

Models with this power are immune to falling damage unless KO'ed. Models that are KO'ed in flight fall a distance equal to twice their AP in inches.

Models targeting flying models with attacks should simply measure the linear distance between them. Flying models are automatically able to carry one object or passenger commensurate with their Strength level.



SPECIAL EFFECTS

Carry Object (+3 pts./level): The flying model is capable of carrying additional passengers or objects for each level purchased. When carrying friendly models, see the Held Action rules presented in Chapter 2 for ideas about applying this Special Effect in game situations. Models possessing Super-Strength can pick up and fly with objects appropriate to their Strength level. Picking up and dropping off objects costs 2 AP per object.



FORCE DOME

BP Cost: 4 pts./1D

AP Cost: 3 (Reaction)

Effects: Characters possessing this power can surround themselves, others, or objects with protective domes, shields, or bubbles of force energy. The default version of this power protects a single

character or spot on the battlefield 2" in diameter. This protects against attacks from all directions. These domes are translucent and do not block line of sight. This power provides its own Toughness dice pool against physical attacks made by Strike dice pools.

Provided he **did not make an attack** and had at least 3 AP remaining at the end of his last turn, the wielder may use this power as a reaction to attacks against him, or any friendly models within line of sight and the short range band (15"). The base version of this power affects the wielder, or one target of his choosing. When the Force Dome comes into play, the players make normal Strike and Dodge goal rolls, but if the attack hits, it must batter through the Force Dome first, then the same damage goal roll gets applied to the character the dome was protecting.

If the Force Dome dice goal roll beats the Strength or Damage goal roll, it absorbs the damage from the attack, the dome remains intact, and the wielder and the protected model (sometimes one and the same) take no damage.

If the rolls tie, the wall goes down and the wielder suffers 1 automatic Vitality loss--no damage resistance allowed! The target of the dome suffers no further damage from the attack.

If the Strength or Damage goal roll beats the Force Dome goal roll, the protection ends and the attacker applies the same damage goals rolled to the target. Even when shattered, domes rated at 2D+ grant the target a flat +2D to Toughness. When domes shatter in this manner the wielder suffers 1 automatic Vitality loss-

-no damage resistance allowed, **and** must resist further damage by rolling Resolve vs. a Mind Attack damage goal roll equal to half of the original attack's total damage dice.

If the wielder was also the target of the original attack, he resists the attack's damage as normal, still gaining the +2D to Toughness for domes with ratings of 2D+.

Once the target of a dome moves, the dome dissipates with no ill-effects to the wielder.

The wielder may spend 3 AP to maintain the dome at the start of each turn after its creation, and he may only have one dome in play at a time. Once the wall is up and being maintained, the wielder may make Mind-based attacks as normal, but anyone protected by the dome (including the wielder) cannot make physical attacks through it.

SPECIAL EFFECTS

Extended Area (+1 pt./1"): The area of effect is increased by +1". You may purchase up to +5" of this effect.

Mobile (+1 pt./1D): The wielder's dome moves with its targets, and does not dissipate as normal.



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Dark Templar (DT) wields the mystic power known as the Ebon Glamour. While its mostly destructive in nature, he also possesses a 5D Force Dome. In a battle with the Super Simians, DT finishes his turn without attacking, and with 5 AP remaining in his pool. Hyboriape activates next and charges DT. DT reacts by activating his 5D Force Dome. The two make normal Strike vs. Dodge rolls, and Hyboriape hits DT, but first he must smash through the Force Dome. His players rolls his 8D[2] Strength pool, scoring 6 goals, and DT's player rolls his 5D Force Dome pool, scoring an amazing 6 goals for the villain! A tie! By virtue of Hyboriape's higher Super level, the Force Dome comes down, and DT suffers 1 automatic Vitality loss, but no other damage!

In a different battle, DT finishes a turn in which he did not attack, and with 3 AP remaining. His accomplice, Mistress Nightmare, stands 11" away. Their foe, Warbot, activates next and blasts Mistress Nightmare. DT throws up his Force Dome in her defense. The attack hits, and Warbot scores 9 goals on damage with his 7D[1] pool. DT's player only scores 3 goals on the Dome's Toughness check and the dome is destroyed. Warbot's player applies the 9 goals to Mistress Nightmare, who rolls to resist at +2D to her Toughness. Meanwhile, DT suffers 1 automatic Vitality loss and his player must roll his Resolve to resist 4D[1] Damage.



FORESIGHT

BP Cost: 3

AP Cost: None

Effects: Models possessing this power benefit from a cosmic awareness, or perhaps exceptional planning and cognitive skills that allow them a limited pre-science on the battlefield. The foresight this power grants manifests itself in several different ways during game-play.

First, a Foresighted model's mastery of its immediate surroundings makes it more difficult to gang-up on in close combat. Models possessing this power and facing multiple foes fight as if one less foe is facing them, so three enemies would get no extra dice against them, and five enemies would only get +1D. This power also affects enemy henchmen groups and their numerical bonuses.

Second, the model may re-roll one scenario related die for his team per battle. This could be employed when determining who is the attacker or defender,

or when rolling to determine the nature of an objective, or when determining which models are affected by Weird Radiation or Cosmic Powers. In all instances, the player with the model possessing the Foresight power may choose which die-roll result to accept, the first one or the re-rolled one. If opposing models possess Foresight and both wish to use it for their teams to change who attacks or defends in a scenario, one of the players rolls a die and on a result of 1-3, the original defender chooses, while a 4-6 allows the original attacker to choose.

**FORTUNE****BP Cost:** 4 pts./level (max 3)**AP Cost:** none

Effects: Models possessing Fortune can alter probabilities to aid them in battle. Each round, before Initiative is rolled, models possessing Fortune roll a number of dice equal to their level in the Fortune power. These dice should be noted and kept aside. During the course of the round, before any die rolls, models possessing Fortune may swap these dice for dice that would have been rolled for or against them. Once a die has been swapped, it is gone for that round. Fortune dice may not be altered by re-rolls generated from Super or other powers.

Opposing models that both possess Fortune dice may use them on the same throw, but their dice cancel each other out on a one-for-one basis, with any left over dice applied as normal. Only one model per team may possess the Fortune power, and a model may never possess a Fortune rating higher than 3.

SPECIAL EFFECTS

Against Any Roll (+6 pts.): This effect allows the model to spend its Fortune dice to modify rolls affecting other models in addition to rolls affecting itself.

Example: *Major Meteor (Dodge 5D) possesses Fortune level 3. Before initiative is rolled he rolls his Fortune dice and gets a 2, 4, and 6. He places these dice aside. Later on in the round, Meteor is targeted by the electro powers of Doc Shock (Strike 6D[1]). Meteor decides he wants to use his Fortune to make Doc miss him, so before any dice are rolled he "gives" Doc his 2, and assigns his 4 and 6 to his defense roll. Doc now attacks with 5D[1], and Meteor defends with 3D and 3 automatic goals from his Fortune.*

**GADGET POOL****BP Cost:** Variable (Base Pool + 4/Full Slot + 2/Half Slot)**AP Cost:** 2

Effects: Models possessing this power can define a pool of points which have slots that draw upon those points in a given turn. Pay for the points in the base pool on a one for one basis (i.e., a 30 pt. base pool costs 30 build points).

Once a pool is purchased, models can add specific slots (powers) to it, which cost 4 points for a Full Slot and 2 points for a Half Slot. Full Slot powers can utilize up to the entire base pool points and Half slots can only utilize up to half the base pool points (round down). Each power slot comes with the Gear power modifier by default, but any of these may be upgraded to a Boon for 1 pt. each (see the Power Modifiers section below). It costs 2 AP to switch between power slots.

Each slot/gadget can be made up of multiple powers, the make up and the number of points it draws from the base pool is fixed during a scenario, but it can be changed between scenarios. Consider Gadgeteer as an example:

Gadget Pool (28)**28** Base Pool**08** Full Slot × 2**06** Half Slot × 3**42** Total BPs

Now for a particular scenario, he may have his five Gadgets (Slots) built thusly:

Assault Rifle (Full Slot, 28 pts. used)

- ★ Ranged Attack (7D)
- ★ Super × 1
- ★ Scope × 2

Grenades (Full Slot, 18 pts. used)

- ★ Ranged Attack (6D, Blast-only)
- ★ Super × 1
- ★ Short Range Power

Jet Pack (Half Slot, 10 pts. used)

- ★ Flight
- ★ **Stun Pistol (Half Slot, 10 pts. used)**
- ★ --Flare (Strike-based)
- ★ **Scanner (Half Slot, 6 pts. used)**
- ★ +1D Sense
- ★ Super-Sense × 1

In the above example, Gadgeteer could use his Assault Rifle for a bit, then spend 2 AP to shoulder/stow that away and activate his jetpack and get his grenades ready. Later he may stow the grenades in favor of his laser pistol/jetpack combination.

So Gadgeteer can activate any number of slots as long as the total pool draw from all activated slots remains less than or equal to his base pool amount. However, he can only change the composition of his Slots/Gadgets between scenarios. In the above setup, he has fixed each Slot's power level and configurations with those specific powers.

Players may use power modifiers to bring the cost of a slot down, but the combination of powers in the slot cannot total more than the slot's maximum value before the mods are applied. For instance, in the example above, the Gadgeteer couldn't take a 60 point power and buy the *No Range* power mod on

it to bring it down to 30. However, he could take a 30 point power and bring it down to 15 in this manner and even though it only uses 15 pool points it would still count as a Full Slot because it started out at 30 points before power mods.

Gadget Pools may not have power modifiers applied to the base pool or the Full/Half slot costs themselves, but the powers within those slots may have them. We illustrate this in the Grenades above. Its cost including the Short Range modifier (18 pts.) keeps it well below the pool maximum of 28 pts. and could allow for the use of the 7 pt. Scanner or 10 pt. Jet Pack gadgets on the same turn.

Note that slots don't have to use the full amount of points they're entitled to (only the Assault Rifle in the above example does). The terms Full/Half refer to their maximum allocation potential and are not intended to represent their minimum pool allocation (minimum is 0).

Powers with lingering effects remain in play as long as the slot remains active. Swapping out the slot cancels any and all lingering power effects in play.

Swapping slots in a Gadget Pool costs the model 2 AP, regardless of the number of Slots swapped, and can be done during or at the start of a turn.

Full Slot (+4 pts.): Allows for the creation of a slot which contains one or more powers which total no more than the base pool points (prior to disadvantages). This allocation is fixed for each scenario, but the entire slot composition and pool point draw may be changed between scenarios.

Half Slot (+2 pts.): Allows for the creation of a slot which contains one or more powers which total no more than the half the base pool points (prior to disadvantages, round down). This allocation is fixed for each scenario, but the entire slot composition and pool point draw may be changed between scenarios.



GROWTH

BP Cost: 8 pts./level (max 3)

AP Cost: 2

Effects: Using Growth adds +1D of Strength, +1D of Toughness, and +2 Vitality for each level of the power. When it activates the power, a model may choose how many levels it wants to grow, and on subsequent actions, can spend 2 AP to add or subtract levels of Growth up to its maximum. A model using Growth possesses 2" of extra "reach" for every level of the power it activates, and +2 AP for movement (this works just like the Extra Movement power listed earlier).

Each level of Growth a model activates roughly corresponds to the following real-world height range:

Level 1: up to 20 ft.

Level 2: 21-40 ft.

Level 3: 41+ ft.

A model using Growth cannot hide, and cannot use terrain to gain a cover bonus against ranged attacks. A model that reverts to its normal size loses any Vitality points gained from the Growth power, and if its current vitality loss warrants it, the model must make a KO check upon reverting to its normal size. A model's active Growth levels subtract from its range band when targeted by ranged

attacks, to a minimum of the short range band (this can bring a model from out of range well into range). For example, a model with Growth level 1 active standing at medium range from an attacker would actually count as being at short range.

Significantly larger models (3+ size categories larger) do not have to try to escape grabs from smaller foes in the normal fashion. A grabbed model of this size may act as normal, despite its unwanted passenger, including moving, charging, attacking and performing other actions. The smaller model still gets to apply damage as per the Grab rules in Chapter 2 until the larger model successfully swats it off (either with free attempts or as a 4 AP action). Each active growth level adds +1D to any opposed grab hold/escape checks.

Mark models using growth with an appropriate counter to avoid confusion, or better yet, replaced with an appropriate model.

Example: *Giantess activates two levels of Growth, increasing her Vitality total from its base of 9 to 13. Several rounds later, she suffers several vicious attacks that cost her 12 of her 13 vitality points. When Giantess stumbles within range of the Zero Device, the infernal brain-machine uses its Dominate power to force her to revert back to normal size. Giantess loses the extra Vitality she gained from Growth, but not the damage she took while in her giant form, so she must immediately pass a KO check or go down.*



HEALING

BP Cost: 10 pts.

AP Cost: 4

Effects: The model can heal itself or other models, restoring lost Vitality points. This power may only be used once per turn. The model must make a Mind or Resolve goal roll (player's choice), and every 2 goals scored restores 1 Vitality point. Vitality cannot be restored beyond its starting level. A KO'ed model cannot heal itself. A model must be in base contact to Heal another model. Models locked in close combat may not attempt to heal themselves; they must leave close combat to do so.

Some badly injured models may be beyond the help of a healer's powers. When a model attempts to heal a target who has reached KO (whether he has made his KO check or not), the target model gains Burnout (see the Power Modifiers section for more on Burnout) on the healing attempt. If the target of the healing has reached KO just once, it's a Burnout-1 roll. If the target has reached KO twice, it's Burnout-2, if it's three times, it's Burnout-3, etc. Make this roll after the Healing check. Once a target model fails a Burnout roll it can no longer benefit from the application of ANY healing power for the remainder of the scenario.

SPECIAL EFFECTS

Empathic (-25%): The Healing model suffers Vitality loss equal to one-half the amount it restores to target models other than itself. It can "bleed" this damage off by Healing itself on subsequent turns, but any turn it does this counts as its one Healing action for that turn. Additionally, when the healing model at-

tempts to heal a model who has reached KO, it's Healing power also suffers from the Burnout effect detailed above.

Example: *Shifter activates his Healing power to aid his injured teammate, Scrounger (2 vitality left from a starting total of 7). Shifter moves into base contact with Scrounger and spends 4 AP. He gets an amazing 7 goals on his Mind roll, restoring 3 Vitality to Scrounger. Later in the fight Scrounger falls to zero vitality; he makes his KO check, but Shifter moves in to aid him again. He heals Scrounger back to 3 Vitality with another solid roll, but now Scrounger's player must make a Burnout check to see if he can be healed again. He rolls 3D against a **TN=1** for Burnout and succeeds! But the unfortunate Scrounger gets blasted again and **knocked down** to zero Vitality. This time he fails his KO check and falls to the ground. The faithful Shifter moves over again and makes his Healing check, scoring just 2 goals and restoring Scrounger to 1 vitality. Scrounger then rolls 3D for his **TN=2** burnout check (because this is his second KO) and scores only 1 goal! He cannot benefit from further Healing checks for the remainder of the game.*



HYPER MOVEMENT

BP Cost: 15 pts.

AP Cost: 3

Effects: The model can transport itself to another point on the board with incredible efficiency. This movement could be the result of teleportation, super-speed, psonics, or the ability to simply will oneself someplace else. Hyper Movement requires an unopposed Mind or Dodge (player's choice) goal roll, and the model can move 5" for every goal scored on the check. Players must choose which attribute works with Hyper Movement when they purchase the power. Hyper Movement ignores vertical distances, so a model may move onto the roof of a building--just measure the straight-line distance between the model and the point it wishes to reach.

A model can attempt to Hyper Move out of close combat without suffering a free attack, unless the model in combat with it possesses Super-Strike or a held action. In these cases, the hyper-moving model must win or tie an opposed Dodge (moving model) vs. Strike (attacking model) goal roll to do so.



A model possessing Hyper Movement can attempt to attack a flying model, but it must score enough goals on the hy-

per-movement roll to move adjacent to it, and it must finish its turn with another successful movement roll, or fall twice the flying model's AP in inches. Models who hyper-move count as an elusive target as per the rules in Chapter 2.

SPECIAL EFFECTS

Carry Objects (+2 pts./level): The model is capable of carrying along a single passenger or object (appropriate to its Strength) for each level purchased. See the Held Action rules in Chapter 2 for ideas about applying this Special Effect in game situations. No matter how many objects or friends come along for the ride, using this power while encumbered is difficult, and models move only 3" for every goal scored on the attribute check.

Forced Landing (+3 pts.): The hyper powered model can pluck a flying model out of the air by using teleportation, an air vortex, or other similar effect. This maneuver costs 3 AP and counts as the model's attack for that turn. The attacker must move into position adjacent to the flier and win an opposed Strike vs. Dodge goal roll for it to be successful.

Hyper Attack (+6 pts.): Models possessing Hyper Movement can make a special, 4 AP close combat attack using its Strike dice pool and this special effect for damage. The nature of this attack could be a series of high-speed, pinpoint punches, a number of highly uncomfortable teleports, a ram of debris carried along in the model's Hyper-Movement "corona", a "phase" attack, or anything else the model's player can think of. The attacking model makes a normal opposed close combat goal roll, but the attack does 6D[1] of damage (+1D per 2 net goals scored on the attack) resisted

by the target's Resolve. This attack may be used at the end of a charge, but normal charge bonuses do not apply.

Example: *High-Gear (Hyper Attack) moves into base contact with Siberian and attempts to attack him. Spending 4 AP, High-Gear attacks and scores 5 goals, while Siberian scores only 2 goals on defense. High-Gear then rolls 7D[1] for damage (6D[1] for the Hyper Attack +1D for her net goals), while Siberian resists with his Resolve dice.*

No Penetration (-1 pt.): The hyper powered model can't pass into closed terrain features or vehicles. They can still travel over or past any terrain in a direct line (without needing to go around it), but unless there is an open door, window, etc., they can't use this power to get inside. Additionally, models with this disadvantage cannot use their Hyper Movement power to escape Entangles.

Speed Burst (+2 pts./level -- max 3): Models possessing this effect count as having +1 level of Super-Mind or Super-Dodge for any hyper movement attempts.

Warp (5 pts./level, max 3): During the model's turn it may instantly move to anywhere on the battlefield it could reach, without spending AP, regardless of distance. If there is another related battle going on at the same time that the model is aware of, it could also use this ability so show up anywhere on that board instead. The model may do this a number of times per battle equal to the level purchased. Models possessing this ability can also expend one of its uses to begin a scenario anywhere on the battlefield, regardless of the set-up

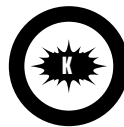
parameters. This does carry the risk of a free attack if the model is Warping out of a close combat. Handle this just as a normal Hyper Move out of close combat.



INSTANT STAND ⓘ

BP Cost: 1 pt.

Effects: Active models possessing Instant Stand are never considered prone or **knocked down** from any effect, unless they choose to be. Whenever they are **knocked down**, they may immediately stand back up for no AP cost if they choose (before resolving any other effects). If a model possessing Instant Stand chooses to use the Dive for Cover maneuver, it counts as prone and must pay the normal 2 AP to stand up.



KINETIC ABSORPTION

BP Cost: 10 pts.

AP Cost: none

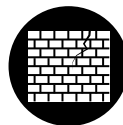
Effects: The model can absorb some or all of the damage dealt to it from physical attacks and shift it into temporary Attribute increases. Whenever the model takes damage from a physical (Strike-based) attack, make a Mind or Resolve goal roll (player's choice). For every two goals scored on the roll, subtract one point of vitality loss. Until the end of the model's next turn, it can add dice equal to the vitality points absorbed to its Strike, Dodge, Strength, or Toughness dice pools in any combination. These added points fade at the end of the model's turn next turn. A model may not add more than 6D per round to its pools in this way, and it cannot add more than 2D per round to a single pool. Vitality in excess of this may still be absorbed, but further pool increases are not allowed. These pool increases do not affect a model's Vitality or Action Points, but they can exceed the dice pool cap.

Example: Zoya smacks Super-Ball with a haymaker, inflicting 4 points of Vitality loss. Luckily for him, Super-Ball possesses Kinetic Absorption. He scores 4 goals on his Resolve check, absorbing 2 of the 4 Vitality points he would have lost. His player marks down the two points of damage he did take, and notes that until the end of his next turn, he will have 2D to distribute among his Strike, Strength, Dodge, or Toughness.

SPECIAL EFFECTS

Charge (+3 pts.): The model may choose to use points of vitality loss absorbed to enhance the damage dice of its Ranged Attack power. On the model's next turn, it can add any vitality points absorbed as damage dice to its Ranged Attack dice pool. A model may not add more than 4D of damage per round to its attack. Dice added in this way fade at the end of the model's turn.

Sponge (+2 pts./level -- max 3): The model is capable of soaking up kinetic energy like a sponge! Models with the Sponge special effect count as having +1 level of Super-Mind or Super-Resolve (player's choice) for any Kinetic Absorption attempts.

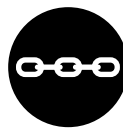


KNOCKBACK RESISTANCE

BP Cost: 1 pt./level

AP Cost: none

Effects: Each level in this power subtracts 1" from any Knockback the model suffers from attacks. A model may always choose not to use its Knockback Resistance, but if it does use it, it uses it all.



LINKED POWERS

BP Cost: 0 pts.

AP Cost: none

Effects: Models use this power to link 2+ powers together so that they will count for all purposes as a single power. Linked powers can be Copied, Dispelled, or Suppressed as if they were all one power. Figure the defense dice for Copy, Dispel, and Suppress using the highest power cost in the link. Since this is a slight disadvantage, linked powers receive a -10% reduction in cost (assuming it isn't already at the -50% maximum from Power Mods).

Players should use Linked Powers sensibly to efficiently build thematic characters by linking up multiple powers into a single power effect. Players should not use this framework as a cost min/max device. We encourage players to link all powers that make sense for the theme (even ones for which they won't receive cost reductions). Leaving powers out that fit the theme just because they're cheaper than 5 pts. is bad form.

Players cannot combine Linked Powers with Elemental Control Pools or Gadget Control Pools.



MARKSMAN

BP Cost: variable

AP Cost: none

Effects: This power adds dice to the model's Strike dice pool for ranged attack goal rolls.

The cost breakdown for this power is:

+1D = 2 pts.

+2D = 3 pts.

+3D = 5 pts.

+4D = 6 pts.

+5D = 8 pts.

+6D = 9 pts.

+7D = 11 pts.

Example: Killshot possesses Strike 4D and Marksman +3D. When making ranged attacks, he would roll 7D, and this would require 1 level of Super support.

For purposes of calculating the cost of Super for this power, treat the base cost of Marksman as 1.5 pts./level (see Super on pg. 75).



MIND ATTACK

BP Cost: 4 pts./1D

AP Cost: none

Effects: The model possesses a ranged psychic attack Damage dice pool. The attack uses the Mind dice pool and defending models oppose it with their own Mind dice pool. Targets oppose the Mind Attack damage roll with their Resolve dice pool. A character's dice rating in this power cannot exceed his Resolve attribute. For example, a 5D Resolve would limit the Mind Attack Damage dice pool to 5D. By its nature, Mind Attack affects density decreased targets as if they were solid. This counts as a normal ranged attack costing 3 AP and uses the standard rules for determining attack and

defense bonuses for ranged attacks. This attack can be used in close combat, and ignores the effects of cover.



PERFECT TIMING

BP Cost: 1 pt.

AP Cost: none

Effects: Once per game, models possessing this power may use a Held Action at no AP cost.

Example: Hawkwind possesses Perfect Timing and wishes to hold his action on his next turn, waiting until Ironhide emerges from a doorway in order to ambush him. When his turn comes up, HW's player announces he is using his Perfect Timing and holding his action, thus avoiding the normal 2 AP cost.



**RANGED ATTACK**  **BP Cost:** 3 pts./1D**AP Cost:** none

Effects: The model can attack at range using its Strike dice pool for the attack, and its Ranged Attack dice for the Damage dice pool. The nature of the attack is up to the player. Targets oppose the attack roll with the Dodge dice pool, and resist the damage with the Toughness dice pool. Examples include eye beams, eldritch bolts, force blasts from the hands, fireballs, etc. Players should refer to the Ranged Combat section in Chapter 2 for details on how the range of an attack affects the target's ability to avoid it. Ranged Attack may be used in close combat.

SPECIAL EFFECTS

Immunity (+2 pts.): The model is immune to the effects of its own Ranged Attack (including Knockback). This immunity does not extend to the Ranged Attacks of other models, even models whose Ranged Attack has a similar special effect (exception: duplicates are immune to each other's attacks, see Extra Forms).

COMMON WEAPON DAMAGE RATINGS

Checking your characters' power attacks vs. the ratings and stats for some real world weapons can provide a helpful gauge during character creation. Here are stats for a few common weapons:

Club/Truncheon	+1D
Sword/Axe/Blade	+2D
Pistol	Ranged Attack 3D
Shotgun	Ranged Attack 4D, Spray
Machine Gun	Ranged Attack 5D, Spray

While this is not a comprehensive list, it will give you a means of comparison when building stats for that unkillable mutant with the pointy claws, or that armored tech-knight with the laser gauntlets!

**REACH****BP Cost:** +1 pt./+1" inch, max 6"**AP Cost:** none

Effects: This power extends the range of the model's close combat attacks. Models striking targets beyond base contact with this ability count as being in close combat with their foes, and can enjoy the benefits of multiple friends in close combat while at a distance established by their Reach level.

Models with this power control a zone around them equal to its rating. Foes not in base contact, but still within a model's Reach, still suffer a free attack from them when leaving this zone. Models moving through this zone also suffer free attacks, but players should keep in mind a model only gets 1 + Super-Dodge level free attacks per round!

Example: *Elasti-Ape (Reach 6", Super-Dodge × 1) controls a 6" zone around his base. At the start of a new round, Wildman (5" away from Elasti-Ape) decides to leave this zone--Elasti-Ape elects to attack him as he leaves. Later, High-Gear runs through the ape's 6" zone, and he uses a free attack on her. Toward the end of the round Doc Shock also runs through the ape's zone, but he's exhausted his free attacks and Doc runs free!*

This power counts for Strike-based attacks that use Strength or Strength + Weapon for damage.

SPECIAL EFFECTS

No Grabs (-25 %): Models with this effect may not use their Reach power for Grab maneuvers.



REFLECTION

BP Cost: 10 pts.

AP Cost: 3

Effects: This power allows the model to turn certain damaging attacks back on its foes, whether through deflection, reflection, or some other means. Models using Reflection can deflect errant attacks away from them as they arrive. When Reflection is purchased, a model chooses whether it will reflect one of three types of attacks: Close Combat, Ranged (Strike-based), or Ranged (Mind-based). This should be noted on the model's SuperSheet to avoid confusion.

At the beginning of its turn, a model must decide whether it is spending AP on Reflection or not. If the model spends the AP, it may use Reflection against any attacks of the appropriate type until the beginning of its next turn. During the course of combat, if an attack of this type fails to strike the model by 2+ goals, it

may choose to Reflect the attack to another target within the Short range band (in the case of a ranged attack), or turn it back on the model that launched it (in the case of close combat attacks and ranged attacks made in base contact).

Reflected Ranged Attacks require a second attack roll made by the Reflecting model, opposed as normal by the new target, and using the original base damage value for the ranged attack damage. Reflected close combat attacks require a second attack roll made by the Reflecting model, opposed as normal by the original attacker. If the Reflected attack hits, it deals a number of dice of damage equal to the original attacking model's base attack damage. Reflected Mind/Resolve-based attacks also require an appropriate opposed roll to hit, and use the attack's base damage, resisted normally by the original attacker or a new target within the Short range band.

SPECIAL EFFECTS

Additional Reflection (+10 pts./type):

The model Reflects additional attack types. Each additional attack type costs 10 pts. and should be noted on the model's SuperSheet. Paying 3 AP allows a model to employ any of its different Reflection types.

Example: *Super-gangster Tommy Teflon possesses Reflection (Close Combat). During his turn he spends 3 AP to activate Reflection. Later on during the round, Goradiator (Damage 8D[2]) attempts to strike him in close combat, but misses by 3 goals. Tommy Teflon uses his Reflection power to turn the attack back on the super-simian. He rolls his own Strike against Goradiator's Dodge. If Tommy hits Goradiator, he uses the super-simian's 8D[2] for damage!*

**SENSE WEAKNESS****BP Cost:** 3 pts.**AP Cost:** 2

Effects: Models possessing this power have an uncanny ability to strike at a foe's weakest area. A model may spend 2 AP to and makes a **TN=3** Sense goal roll. If the roll succeeds the model receives +2D on its next attack (ranged or close combat) against a chosen foe within line of sight. Until the beginning of the model's next turn opposing models enjoy +1D on their attack goal rolls against the model using Sense Weakness. This bonus does not apply to the target of the power.

Models making successful attacks using Sense Weakness may choose not to inflict Knockback on their chosen target.

Additionally, models using this power receive +2D to spot their chosen target, while any other models hiding from them enjoy +1D on their hide checks.

A model may never stack multiple uses of this power.

The effects of this power can exceed the normal dice pool caps. For example, a 75 pt. martial artist model with a maxed out 8D[1] attack pool would have 10D[1] against a model it used Sense Weakness on.

Example: Thunderfist uses Sense Weakness against a foe in close combat. He spends 2 AP and succeeds on his Sense goal roll, getting +2D to his next attack goal roll against his chosen foe. Until the beginning of his next turn, opposing models receive +1D to attack goal rolls against him.

SPECIAL EFFECTS

Hunter (+0 pts.): Models with this special effect are relentless hunters, pursuing a specific quarry until that target has been KO'ed or Aced. At the beginning of the game, before initiative is rolled on round one, models possessing this special effect may designate a target model on one of the opposing teams as the quarry of their "hunt". Until this target is KO'ed, they receive the benefits and penalties of Sense Weakness against it as detailed above, but do not have to make the normal Sense goal roll to get them. If the target model is KO'ed, but regenerates or heals, the effects of Hunter return once the quarry reaches Vitality 1 or higher.

Models possessing this effect may not use Sense Weakness in the normal fashion dictated above, but must either choose a specific target or not use the power at all for the game.

Example: Grannok-5 is an intergalactic bounty hunter possessing Sense Weakness with the Hunter special effect. At the beginning of the game his player selects Warlord Karthoum as Grannok-5's quarry for the game. Until Karthoum is KO'ed, Grannok-5 gains +2D to attack rolls against him, while his other opponents enjoy +1D to attack him.

**SHRINKING** **BP Cost:** 5 pts./level (max 3)**AP Cost:** 2

Effects: The model can decrease its size, making it more difficult to attack in close and ranged combat, and more difficult to spot when hiding. Shrinking models should be marked with an appropriate counter, or better yet, replaced with a smaller model to indicate their condi-

tion. Shrinking costs 2 AP to activate, and a Shrinking model receives +1D to its Dodge for defense rolls per level of the power activated, and +1D to its Strike for close combat attack rolls per level of the power activated. Each active level of Shrinking adds +1 range band to the model's actual distance from its attacker; this could effectively take the shrinking model out of an attacker's range. Shrinking models at point blank range do not benefit from this rule.

Because of their small size, Shrinking models also gain +2D per level to any Dodge goal rolls for hiding, and require no terrain in which to mask themselves. Foes attacked by a Shrinking model in close combat gain +1D to their Toughness to resist damage per level of their opponent's current Shrinking. Each active shrinking level adds +1D to any opposed grab escape checks.

SPECIAL EFFECTS

Growth Attack (+2 pts.): The Shrinking model conducts a charge at the end of which it grows back to its normal size. If its close combat attack hits, it adds +1D to its damage goal roll for every level of Shrinking it deactivated that turn. Models using this maneuver do not pay the normal 2 AP cost for deactivating the power. The model still gets its shrinking dice for the attack goal roll. A model may use this special effect on any charge, even if it does not result in a close combat attack.

Mighty Mite (+5 pts.): The Shrinking model maintains its normal weight and enjoys increased density in its shrunken state. Close combat opponents of the Shrinking model do not get the normal bonuses to their Toughness for being

attacked by a tiny foe, and the shrinking model gains +1 level of Super-Toughness.



SOUL FIRE

BP Cost: 15 pts.

AP Cost: none

Effects: Character's purchase this power for either their Strength-based dice pool or a Damage dice pool from a physical power like Ranged Attack. The power allows the character to switch the attack's effects to non-physical, soul-singeing damage. Before the attack goal roll, the model must announce it is switching to Soul Fire, and the damage from the attack is opposed by the Resolve dice pool instead of the Toughness dice pool.

This power counts for **one** of the following: Strength, Strength + Weapon, Damaging Aura, Ranged Attack.

SPECIAL EFFECTS

All Powers (+10 pts.): All of the character's physical attacks can be switched to Soul Fire. This still costs no AP to make the switch.

**SUPER****BP Cost:** variable**AP Cost:** none

Effects: Levels of Super provide re-rolls and super-support for specific dice pools. Models with this power may re-roll a number of dice equal to its level on each throw involving its relevant dice pool. Players can purchase Super as an add-on to any power to fulfill the super-support requirements of that power's dice pool, and they can purchase it multiple times for different powers. Figure the cost for Super using the following method:

$$\text{Base cost} \times \text{Super level} \times 1.5$$

For example, a power that costs 3 pts./1D would cost 5 pts. for Super level 1, and Super level 2 would cost 9 pts. Here are some quick calculations for different power costs (numbers in brackets are costs for the first three levels):

$$\begin{aligned} 1.5 \text{ pts.} &= [2/5/7] \\ 3 \text{ pts.} &= [5/9/14] \\ 4 \text{ pts.} &= [6/12/18] \\ 5 \text{ pts.} &= [8/15/23] \\ 6 \text{ pts.} &= [9/18/27] \\ 7 \text{ pts.} &= [11/21/32] \end{aligned}$$

These levels can work in concert with super-attributes to fulfill support requirements, but cannot fulfill the super requirement alone for an attribute dice pool—that requires the Super-Attribute power. Super counts as a linked power with any power it supports.

When you buy Super, it automatically links to its “parent” power and they become one power for purposes of Copy Power, Dispel (Suppress), and Power Modifiers.

Levels of this power also count toward breaking any ties in opposed exchanges involving their relevant dice pool. In any opposed exchange where a tie occurs, the model possessing the higher level of Super breaks the tie and wins the exchange.

SPECIAL EFFECTS

Universal (variable): The character's Super now applies to all of his Energy Based powers. This acts as super-support for multiple dice pools. Powers eligible for this benefit include: Damaging Aura, Entangle, Flare, Force Dome, Ranged Attack, and Weapon. Calculate the most expensive Super level among the character's eligible powers, then add +2 pts. per level to get the final cost.

**SUPER-ATTRIBUTE****BP Cost:** 4 pts./level (max 5)**AP Cost:** none

Effects: Models with this power may re-roll a number of dice equal to its level on each throw involving its governing attribute. Super-Attribute Level 1 provides one re-roll, Level 2 provides 2 re-rolls, Level 3 provides 3 re-rolls, and so on. Note any re-rolls from super-attributes on the SuperSheet in the box next to the attribute's standard dice pool number, i.e. note a 6D[2] Toughness on the sheet as [6][2]. Purchase this power separately, along with any desired special effects, for each attribute dice pool.

When you buy a Super-Attribute, it automatically links to its “parent” attribute and they become one power for purposes of Copy Power, Dispel (Suppress), and Power Modifiers. They still take separate slots in Elemental Control and Gadget pools.

Levels of this power also count toward breaking any ties in opposed exchanges involving their relevant dice pool. In any opposed exchange where a tie occurs, the model possessing the higher level of Super breaks the tie and wins the exchange. We list each of the seven Super-Attributes, the additional benefits they confer, and their special effects below.

SUPER-DODGE

Effects: Characters with this power possess preternatural reflexes, making them elusive foes in combat and gifted athletes. Models possessing this effect also have an uncanny knack for landing on their feet when they fall. They gain +1D per super level to resist damage from falls. Unless they also possess Instant Stand, they are still considered prone when they land. Additionally, they win initiative ties against models possessing no or lower levels of relevant Super-Attributes.

SUPER-MIND

Effects: Characters with this power are mentalists or have computer-like brains. Models possessing this effect may use their Mind dice pool for Initiative goal rolls instead of Dodge or Sense. They also gain +1 AP per level.

SPECIAL EFFECTS

Second Sight (+5 pts.): Models possessing Second Sight may target models that they cannot see with Mind and Resolve-based powers like Mind Attack, Dominate, and Mind-based Flares.

SUPER-RESOLVE

Effects: Characters with this power possess tremendous strength of spirit. Each level of Super purchased adds +1 Vitality to the model's starting Vitality total.

SUPER-SENSE

Effects: Characters with this power possess superhuman senses. All five senses possess extra acuity, but if a player chooses to focus on just one or two for his character, he could gain extra dice or bonuses in role-play situations. Super-Sense also grants the model certain benefits against perception-blocking powers like Cloak. In addition, models possessing this effect never have to roll to spot non-hiding models they cannot see for purposes of making charges. Actively hiding models must still be detected with a normal opposed roll.

SPECIAL EFFECTS

X-Ray Sight (+3 pts.): The model can ignore the effects of terrain when determining line of sight for charges. Models in cover targeted by a model using X-Ray Sight do not receive the normal protection bonuses from cover. A model using X-Ray Sight cannot fire at targets through solid objects like buildings, vehicles, or thick copes of trees.

SUPER-STRENGTH

Effects: Characters with this power are physical powerhouses. They automatically escape any grabs against foes whose Super-Strength + Super-Strike levels are 2 less than the their own Super-Strength level. For example, a model with Super-Strength level 2 automatically escapes any grabs against a model possessing no levels in Super-Strength and Super-Strike.

SPECIAL EFFECTS

Rage (+2 pts.): Models possessing this special effect receive +1 level of Super while their current Vitality level is less than or equal to 1/2 their maximum Vitality Level (round down) of their current form.

Shockwave (+2 pts.): The model can pound its fists on the ground with earthquake-like force, creating a large seismic shockwave and forcing anyone in its path to win an opposed Dodge vs. Strength roll or instantly be **knocked down**. Shockwave costs 3 AP. The model has two effect options when using Shockwave, Line or Radius. Line shockwaves travel in a straight-line 15" for every level of Super-Strength the model possesses, and have a 4" wide path of effect.

Radius shockwaves emanate 5" out from the model in all directions for each level of Super-Strength the model possesses, and affect all models within this radius except for their creator. So a model with level 2 would have a 10" radius of effect.

Shockwave counts as the model's attack, ignores terrain, and does not affect airborne or Density Decreased models.

SUPER-STRIKE

Effects: Characters with this power benefit from extensive combat training, natural aggression, or just intuitive offensive ability. Models possessing this power may use their Strike dice pool for Initiative goal rolls instead of Dodge or Sense.

SUPER-TOUGHNESS

Effects: Characters with this power are tough as nails. Each level of Super purchased adds +1 Vitality to the model's starting Vitality total.

SPECIAL EFFECTS

Regeneration (+5 pts.): Models with this effect heal at a rapid rate. At the end of its turn, the model's player should roll 1D for each level of Super-Toughness the model possesses. This costs no AP. Each goal scored heals 1 Vitality. This roll is unalterable by other powers (i.e., Edge, Fortune, Luck, etc.). KO'ed models with this effect make the roll at the end of their turns as normal, and any goals scored add to their Vitality, but they lose 1 level of Super in their Toughness dice pool each time they regenerate from KO status. Once a model has no Super levels remaining, it cannot regenerate further that scenario. All Super levels return at the beginning of the next scenario.

**SUPER LEAP**

BP Cost: 6 pts.

AP Cost: none

Effects: Models with this power can leap, swing, or bound high up into the air while also covering some horizontal distance! For every goal rolled on a Strength check the model may leap 5" vertically and 3" horizontally, or 3" vertically and 5" horizontally (the model must decide which before it leaps).

Super Leap is a special kind of charge maneuver where the leaper can either use the *Targeting a Spot on the Battlefield* rules to make it to a specific spot on the terrain or attack a flying or ground-bound model using a normal opposed attack roll. Normal charge bonuses apply.

If the attack hits, the leaper successfully lands at his target location. If it fails, the leaper uses the normal SS4 scatter rules to determine where he ends up. The scatter occurs from the desired end point, which if attacking a flier may be different than the attack point, because the attack occurs somewhere along the leaper's arcing path. The range is determined from the target model, but the scatter from the desired end point (which is the same when attacking a ground model). In these cases the target dodged or deflected the course of the leaper's attack.

SPECIAL EFFECTS

Extra Bounce (+2 pts./level -- max 3): Models possessing this effect count as having +1 level of Super-Strength for any Super Leap attempts.

Example: *Hardcore attempts a Super Leap attack against a flying foe 14" in the air. She rolls sufficient distance (5 goals for 25" horizontal and 15" vertical) on her leap check and then makes her attack goal roll, beating her foe and resolving the damage. Had her attack missed, she would have continued on with her leap, scattering in random direction measured from the end point of her leaping arc.*



TELEKINESIS

BP Cost: 6 pts.

AP Cost: 2

Effects: During its turn the model can declare that it is levitating off the ground, and can remain in the air until the beginning of its next turn. For purposes of playability, the model is always assumed to be hovering at twice its base AP in inches above the battlefield.

A Levitating model may choose to move at normal speed, but may not charge while levitating. On successive turns, the model can remain aloft by spending 2 AP to keep the power active. Count levitating models as airborne--they cannot be targeted by conventional close combat attacks! Unlike Flight, TK models gain no bonus defense dice. Models with this power are immune to falling damage unless KO'ed.

SPECIAL EFFECTS

Levitate Friends (+3 pts.): The TK model makes an unopposed mind goal roll, and in addition to itself, can levitate a number of friendly models equal to the number of goals scored on this check. The model can levitate friends up to 15" away. This check costs 2 AP. On successive turns, levitated models can remain aloft with the TK model spending an additional 2 AP as above. The levitated models move at a rate equal to the TK model. The models all move in the same direction as the TK model.

If the TK model is KO'ed while levitating friends, they are all dropped, falling a number of inches equal to twice the levitating model's AP.

Manipulate Object (+2 pts.): For 3 AP, the model can grab and move objects or friendly models up to 15" away. Objects and friendly models can be moved 2" for every goal scored on the TK model's Mind check. Objects of medium size or larger, or models that are Massive $\times 2$ or greater, are moved 1" for every goal scored on the Mind check. Players need only consider horizontal distance when deciding where to place objects or models moved with this effect. Once the model or object has been moved, it

is back on the ground. This effect cannot be used to set up midair attacks on Flying models.

TK Grab (+5 pts.): The model can grab a foe at range with its TK field. TK Grab counts as a 3 AP, 15" Mind-based ranged attack (TK model) opposed by the target's Dodge dice pool. Instead of making a damage goal roll after hitting, the attacking model simply grabs his foe in a paralyzing field of TK energy, and the foe counts as being **immobilized**, and the attacker uses a Mind vs. Strength check to maintain the hold. At the beginning of its turn, the grabbing model can choose to release its foe at no AP cost, however, it may not attempt to TK Grab the same model again that turn.

Example: *Shifter (Mind 6D[1]) attempts to TK Grab High-Gear (Strength 3D). His player rolls his Mind dice pool against High-Gear's Dodge dice pool and wins. He's got her! Later in the round High-Gear gets her turn and spends 4 AP to try to escape, pitting her Strength against his Mind, and loses--she's still immobilized! Possessing 9 AP to start, she makes a second attempt to escape this turn! This time High-Gear ties him 4 goals to 4, but Shifter's Super x 1 breaks the tie and High-Gear remains immobilized!*



TERRIFYING AURA

BP Cost: 8 pts.

AP Cost: none

Effects: The model's alien or horrifying nature makes it tougher to combat! At the beginning of its turn, and when it first enters the area of effect, any enemy model within the short range band (15") of a model possessing this power must make a **TN=4** Resolve goal roll or be **terrified**. Once a target passes its check against the Terrifying model it does not need to make another one against that particular model for the remainder of the game. Models possessing this power ignore the effects of other Terrifying Auras.



WEAPON

BP Cost: variable

AP Cost: none

Effects: The character possesses a special ability, combat technique, or melee combat weapon that adds dice to Strength goal rolls and grab/entangle escape attempts. The cost breakdown for this power is:

+1D = 2 pts.

+2D = 3 pts.

+3D = 5 pts.

+4D = 6 pts.

+5D = 8 pts.

+6D = 9 pts.

+7D = 11 pts.

For purposes of calculating the cost of Super for this power, treat the base cost of Weapon as 1.5 pts./level (see Super on page 76page 76).

SPECIAL EFFECTS

No Grabs (-25 %): Models with this effect may not use their Weapon power to escape Grab maneuvers.



CHARACTER TRAITS

Character Traits come in two varieties, Boons and Banes. Boons provide some positive benefit to the character, while banes generally reduce a character's overall points cost in exchange for some in-game penalty or defect. **Character traits are intrinsic or external to the model and may never be affected by powers like Dispel.** They can be copied or stolen using Copy Power, but they may not be affected by the Suppress effect. If a character does successfully steal a boon or bane, the target model does not lose it, although the copying model gains it as well.

BOONS



AMPHIBIOUS

BP Cost: 1 pt.
AP Cost: none

Effects: Models with this boon possess the ability to survive and move unhindered in deep water. They swim through any watery terrain as if it were normal ground, and enjoy immunity to any special scenario rules that feature damage from drowning.



ANOTHER WAVE

BP Cost: 5 pts. + 5 pts./lvl.
AP Cost: none

Effects: Only Henchmen groups may possess this boon. Any time a henchmen group possessing this boon loses its last member, it makes a Resolve check with a TN based on its level. If it passes the

check, it reforms at full strength at the beginning of the next combat round within the owning player's initial deployment area, or if there was no clearly defined deployment area, place the group anywhere on the table, but not closer than 15" from any enemy model. If the player fails the check, he removes the henchmen group from play as normal and they're gone for the remainder of the scenario.

When a player purchases this power for his henchmen group, he selects a level and pays the additional cost. The level determines the TN for the Resolve check to reform:

Level 1 = **TN=4** (5 pts.)

Level 2 = **TN=3** (10 pts.)

Level 3 = **TN=2** (15 pts.)

Groups bought with the Henchmen boon may not purchase this boon.



BANTER

BP Cost: 1 pt./level (max 3)
AP Cost: none

Effects: Bantering models talk a lot, and because of this they may make 1 additional Soliloquy Attack per level in this trait (see Combat Maneuvers in Chapter 2). They may also make their Soliloquy attacks prior to charging, subtracting 2 AP before doubling their AP for movement.



BERSERKER

BP Cost: 2 pts.
AP Cost: none

Effects: Berserker models are crazed battlers resistant to the effects of fear and pain. A Berserker model automatically passes its KO check when it loses its last Vitality point, and adds +2D to its Mind

and Resolve when resisting the effects of Dominate, Mind Attack, Terrifying Aura, and Mind or Resolve-based Flares. Unless they pass a **TN=4** Resolve goal roll, Berserker models must charge the nearest, accessible enemy model, and must always enter combat via a charge. Berserkers never have to attack KO'ed models.

If no active enemy models are within line of sight to a Berserker model, it must make a **TN=4** Resolve goal roll, or charge and attack the nearest friendly model! Berserker models out of line of sight of all other models may act normally on a **TN=4** Resolve goal roll, otherwise they do nothing that turn.

SPECIAL EFFECTS

Pain Threshold (+2 pts.): Some models are more resistant to their Berserker fury than others. Models possessing Pain Threshold do not benefit/suffer from the effects of Berserker until they have suffered at least 3 points of Vitality loss.



CUNNING

BP Cost: 1 pt.

AP Cost: none

Effects: Once per scenario the model may either use its Strength dice pool for attack, or its Strike dice pool for damage. This boon may only ever be purchased one time per model.



EXTRA VITALITY

BP Cost: +1 pt./level (max 3)

AP Cost: none

Effects: Every level of this power adds 1 Vitality to the model's starting Vitality rating.



HARD TO KILL

BP Cost: 2 pts.

AP Cost: none

Effects: Hard to Kill models possess physical toughness or mystic awareness that makes them more difficult to kill, but not any harder to injure. It requires 4 AP (instead of the normal 2 AP) to Ace or 'Cuff models possessing this power. During post-battle, they may always choose to re-roll any Dead results on the scenario post-battle tables. Henchmen groups may not purchase this power.



HENCHMEN

BP Cost: 1 pt./level (max 10)

Effects: A character possessing this boon has a group of Henchmen who serves his every whim! This group could be killer robots, vat-grown plastic warriors, a ninja cabal, a fan club, or anything the player can think of! This Henchmen Group starts with 5 models and uses the rules presented in Chapter 4: Henchmen. Every level of the Henchmen boon purchased grants the model 5 build points with which to create its henchmen group. During the game, a henchmen group acts as an independent character in every respect. Henchmen groups do not earn experience like normal character models. Henchmen Groups may not have the Henchmen boon. Characters may not have more than one group of Henchmen from this boon.

This Boon is also immune to Copy Power and Dispel.

If a Henchmen Group gets wiped out during play we assume the character recruits replacements and they may begin play as normal in the next scenario. Unlike Henchmen built using a

player's standard campaign build points, Henchmen built using this Boon do not gain experience in play. See Chapter 4: Henchmen for more details.



IMPLACABLE CHARGE 

BP Cost: 1 pt.

AP Cost: none

Effects: Models with this boon fight well on the charge, and gain +1D to Strike goal rolls on charge attacks.



LUCKY

BP Cost: 5 pts.

AP Cost: none

Effects: Once per game, the model may re-roll any one dice pool throw, or force a foe to re-roll one throw that would have affected it. The Lucky model may select the more beneficial of the two goal results (either the first one or the re-rolled one). This power may be purchased with Elemental Control Pool or Gadget Pool once per game, and models with Copy Power may copy it once per game.

Lucky re-rolls may be altered by re-rolls from super-attributes and other powers, but not by Fortune dice.



MULTIPLE LIMBS

BP Cost: 1 pt./level

AP Cost: none

Effects: The model possesses more than the normal complement of limbs for a standard human. Each level in this power allows the model to hold onto an extra model/item during grabs. When holding more than one model, models with this boon may attempt to apply their Strength damage to all models grabbed, but when doing so, the targets

get +2D to their Toughness rolls. When squeezing only one model, that target does not gain the Toughness bonus.

Note that 1 level in this boon grants the character any number of limbs (so a four-armed model can be represented just fine with level 1), however additional levels grant access to controlling more items/models at the same time.



NEMESIS 

BP Cost: 1 pt.

Effects: Models possessing this power must name a single character who becomes their Nemesis even though the target may not share the same enmity. This power is both a boon and a bane to those who possess it.

The bane grants the Nemesis in question immunity to additional dice from this model's Soliloquy attacks (he or she has seen and heard them so often). This model must also make a Soliloquy attack on its first attack against its Nemesis (which provides only a role-playing effect since the Nemesis is immune). They cannot use any Soliloquy attacks on other models until they have used one on their Nemesis (unless their Nemesis has been KO'ed and/or Aced).

The boon grants this model +2D to Resolve checks against attacks and resultant KO checks from its Nemesis, and on any Post Battle tables it is required to roll upon when the opposing side included their Nemesis (making recovery from defeat easier). These bonus levels can exceed the dice pool cap.

If their Nemesis is ever killed, they may refocus this power to a new model/Nemesis after one battle with no Nemesis.

However, if the original Nemesis should ever return (like the comics, not all deaths in *SuperSystem* are permanent), any refocusing is lost and this power reverts to its original target.



PUSHING

BP Cost: 1 pt.

AP Cost: none

Effects: Once per turn, a model with Vitality remaining may add +2D to any goal roll (except KO checks), but must decide to do so before rolling any dice. Pushing costs the model -1 Vitality. This Vitality may not be recovered by the use of any power, but returns at the beginning of the next scenario. If Pushing costs a model its last Vitality point, it may complete its action before rolling for KO. Pushing models that have already reached KO automatically go down once they've completed their actions for the turn.



SIDEKICK

BP Cost: 1 pt./level (max 10)

AP Cost: none

Effects: Models with this power have a sidekick! This sidekick could be a young protégé, animal companion, robotic familiar, or anything the player can think of! Every level of the Sidekick power purchased grants the model 5 build points with which to create its sidekick. During the game, a Sidekick acts as an independent character in every respect. A sidekick earns and spends experience like normal character models. Sidekicks may not have the Sidekick boon. Characters may not have more than one Sidekick.

This Boon is also immune to Copy Power and Dispel.

If a Sidekick perishes during the post-battle sequence of the game the player builds a new Sidekick based on the same starting points level, but does not add this new Sidekick to the game until the second scenario following the previous Sidekick's demise.



SOULLESS

BP Cost: 10 pts.

AP Cost: none

Effects: The model is immune to the effects of all Mind-based attack dice pool powers; attacks on the mind and the spirit simply do not work against it. Soulless models are also not affected by the Healing power from other models, but may take Super-Toughness and the Regeneration special effect. Soulless models do not possess the same fighting spirit as normal creatures, and thus automatically fail all KO checks.

Soulless must be purchased at character creation, and cannot be taken during the course of a battle with Elemental Control Pool. Models possessing Alternate Forms may not take the Soulless trait for their other profiles unless the base form also possesses it.



TACTICIAN

BP Cost: 3 pts./level (max 3)

AP Cost: 3

Effects: Characters possessing this boon use inspiring words, tactical knowledge, or general battle savvy to aid their fellows. Each level of this boon grants the Tactician 1 re-roll that he or she may give to any friendly model within the short range band (15"). Targets beyond short range must make a **TN=3** Sense goal roll to successfully receive the bonus. The Tactician spends 3 AP, and the targeted model immediately gains a re-roll it can

use on any action involving a dice throw. This includes any defense goal rolls. This re-roll holds until used, or until the beginning of the Tactician's next turn, whichever comes first. No model may benefit from more than one re-roll from any number of friendly Tacticians. Once the re-roll has been used or expired, a model may again benefit from this boon. Tacticians possessing 1+ levels in Super-Mind may also use this boon on friendly models who are not within line of sight, but their targets still must roll Sense if beyond 15" away.

Example: *The super-strong Zoya hits a five-man Henchmen Group of Veteran Pawns of Dis and deals 7 points of damage to them. Because they possess the Veterans power, the Henchmen Group would lose only 3 members instead of being wiped out.*



VETERANS

BP Cost: 10 pts.

AP Cost: none

Effects: Some Henchmen Groups represent the finest talent money can buy, and whether by virtue of excellent training, genetic superiority, super-technology, or some combination of these factors, they are much tougher to bring down in a fight. Henchmen Groups possessing the Veterans character mod can withstand 2 points of damage per model rather than the normal 1 point per model, effectively making them twice as hard to take out. Any odd points of damage dealt to a Veteran Henchmen Group are lost, and do not carry over to later attacks.

Because of their extensive experience and grit, Characters rolling for Veterans also add +1D to their Resolve goal rolls before making Post-Battle table checks.

Because Veterans are rare and expensive fighters, a player may only have one Henchmen Group on his team with this boon. Players cannot reduce the cost of this boon using Power Modifications.

BANES



COWARDLY

BP Reduction: -5 pts.

Effects: Models with this trait aren't the bravest of souls. Every time a friendly model is KO'ed or removed from play within 15" of a model possessing this trait, the model must immediately make a **TN=4** Resolve goal roll or be **terrified**. In this instance, all of the models' foes benefit from its **terrified** state. At the beginning of each round, the **terrified** model may make another check to recover itself. Cowardly models already under the effects of a failed roll add +1 to the TN for each additional friendly model KO'ed or removed from play within 15" of them.

Example: *Leo-IX is Cowardly, and he watches as an ally gets KO'ed 13" away from him. He fails his **TN=4** Resolve check and is **terrified**--all of his foes gain +2D attack and defense against him! Later that round, another ally gets KO'ed within 15" of Leo-IX. His next check to overcome his terror will be at **TN=5!***



LESSER VITALITY

BP Reduction: -1 pt./level
(max 3)

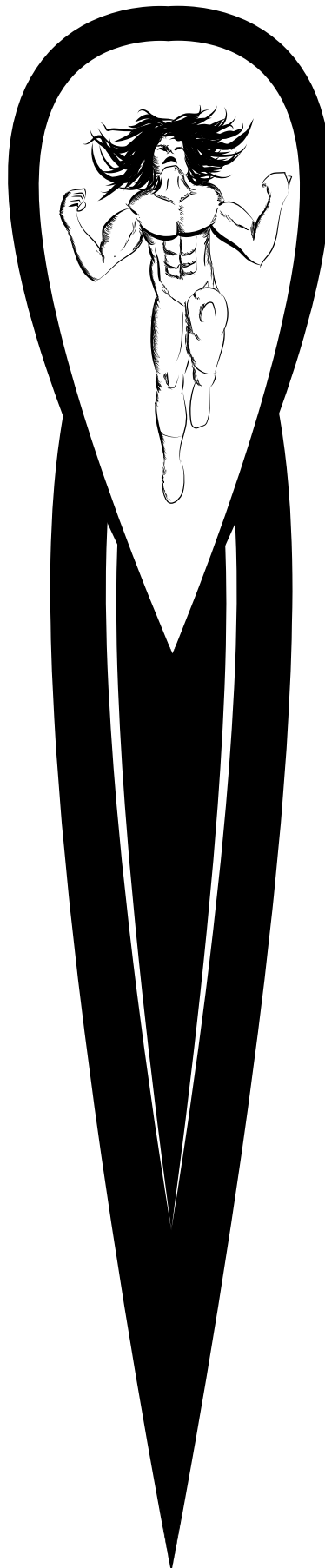
Effects: Each negative level of this trait subtracts 1 from the model's Vitality rating. Models may never possess more than three levels of this power.



LIMITED MOBILITY

BP Reduction: -5 pts.

Effects: Models possessing this trait move only 1/2" for each AP spent on movement, and may never



charge. Models possessing this power may not purchase Extra Movement or Hyper Movement.



LONE WOLF

BP Reduction: -2 pts.

Effects: Characters with this bane suffer from poor camaraderie due to anti-social, alien, or maverick behavior. They neither gain nor grant the friends in close combat bonus detailed in Chapter 2. Do not count them when figuring this bonus in close combats. They also cannot benefit from re-rolls granted by the Tactician boon.



MASSIVE

BP Reduction: -2 pts./level (max 5)

Effects: Take this bane to represent larger profile models whose lack of nimbleness reflects an easier-to-hit target. Each level of Massive grants opposing models +1D to Strike goal rolls to hit in close or ranged combat.



SLOW FOOTED

BP Reduction: -2 pts.

Effects: Models with this bane cannot charge.



UNLUCKY

BP Reduction: -5 pts.

Effects: Once per game, an opposing player can force a model with Unlucky to re-roll one dice pool throw, or re-roll a throw of their own that would have affected the Unlucky model. When models with Unlucky re-roll their dice, they must accept the lesser of the two results as the official one. If the second throw is made by the Unlucky model, it may not be altered by re-rolls from super-attributes or other powers. When

the model opposing the Unlucky model re-rolls its throw, it may take the better of the two throws.

Example: *The Glock-Roach is an Unlucky hero. He's battling Thunderfist and gets a great shot on him scoring 8 goals! But Thunderfist's player remembers that the Glock-Roach is Unlucky, and decides to force the roach's player to re-roll his excellent attack throw. He does and scores only 3 goals—the Glock-Roach curses his lot in life as his shot careens off a passing bus, just missing Thunderfist. Had Glock-Roach's player rolled an even more miraculous 9 goals on his second throw, he would have been required to accept the first, lesser throw.*



UNSTABLE

BP Reduction: -2 pts./level (max 3)

Effects: Unstable models suffer from personal demons or distractions (drug abuse, alcoholism, ailing family member, etc.) which can inhibit their performance during a battle. Before the battle begins, roll a D6 for each level of Unstable a model has purchased. Any even results on these die rolls prompt a roll on the table below:

UNSTABLE EFFECTS ROLL EFFECT

1	-1 Strength
2	-1 Strike
3	-1 Mind or -1 Sense (player's choice)
4	-1 Resolve
5	-1 Toughness
6	-1 Dodge

Reductions in a model's attributes do not reduce figured characteristics like AP and Vitality. Unstable may be bought off with experience.

POWER MODIFIERS

Not every hero or villain is the same, and even characters and henchmen groups possessing the same powers might wield them differently. Power Modifiers, or Mods for short, allow players to tinker with their models when they build them, or even later on as they grow in experience during a Series.

Power Mods allow players to maximize their points and create powers that are distinct from each other. Power Mods can either reduce or increase the cost of a power by reducing or increasing its effectiveness in some manner. The description for each Power Mod explains the sort of powers it can be applied to.

Power modifications may not be applied to Boons and Banes.

Power Mods are most often employed at Character Creation, but can also be added to a character as a result of a Weird Radiation Special Event during a scenario.

Calculating the cost of a power with Power Mods applied is a two step process. You must first calculate the Adjusted cost of the power by taking its Base cost and applying all positive Power Mods (if any). Then you can calculate the Actual cost of the power by taking the Adjusted cost and applying all negative Power Mods (if any). **The Actual cost can never be less than half of the Adjusted cost.**

Example: A 10 pt. power with +10%, +25%, and -50% power mods would have an Actual cost of 7 points (Adjusted **Cost:** $10 * 1.35 = 13.5 = 14$, Actual **Cost:** $14 * .5 = 7$).

Note Power Mods on the model's Super-Sheet under the power that they affect (in the same manner as Special Effects).

POWER MODS ON ATTRIBUTES

Remember that in *SuperSystem* 4th ed. a character's seven Attributes represent not only his innate capabilities and training, but also his core powers. This marks an important distinction from previous editions of the game, and players should keep it in mind during character creation. Players can think of this abstractly, defining a high Dodge value as a force-field, mutant reflexes, or a sixth sense. This does not change the mechanics of the Dodge dice pool or how you purchase it.

When players become more adept at character generation, they can apply this concept more concretely by purchasing Power Modifiers for their characters' attributes. This could be as simple as applying 1 level of *Slow Power* for the Strike dice pool, making all of a character's attacks cost +1 AP, or using power mods to create split dice totals on certain attributes to model specific effects. For example, a player might purchase Toughness at 4D for 6 pts. (remember, the first 1D is free), and then want to add +4D and Super-Toughness $\times 1$ with the One-Shot Power Mod to represent ablative armor. This 50% reduction means that second 4D + Super costs only 8 pts., but only works once per scenario in

play! Players should note these sort of attribute dice pools with a split line on their SuperSheets. Attribute dice limited in this fashion don't count toward a character's AP or Vitality--in the example above the character would figure his Vitality using a 4D Toughness, not 8D. Copy or Dispel these split pools as separate powers.



ABLATIVE

BP Cost/Reduction: -25%

Effects: This power mod models effects that degrade over multiple uses. Every time a character uses a power with this mod he makes 3D roll vs. a TN that ratchets up with each use. Failing this check means the power stops working for the rest of the scenario. The first time he uses the power it's **TN=1**, the second time it's **TN=2**, the third, **TN=3**, and so on up to a maximum of **TN=6**, after which the power shuts down automatically at the end of its next usage. This roll is unalterable by other powers (i.e., Edge, Fortune, Luck, etc.).



ACTIVATION GOAL ROLL

BP Cost/Reduction: -2 pts./level (max 3)

Effects: This power mod may not be used on powers that already require a goal roll to activate them. Using a power with the Activation Goal Roll mod requires concentration (in addition to any AP cost that also has to be paid). To use the power, a model must make a Resolve goal roll with a TN equal to the level of this mod. This goal roll costs no AP, but a model gets only one attempt per turn.



AFFECTS ETHEREAL

BP Cost/Reduction: +5 pts.

Effects: Purchase this mod separately for Damaging Aura, Ranged Attack, Strike, or the Weapon power. The attack can affect density decreased, ethereal or intangible models just as if they were solid. If purchased for Weapon, the entire Strike + Weapon dice pool affects ethereal.



ALWAYS ON

BP Cost/Reduction: -25%

Effects: This modifier is for models which have some debilitating or altered physical state on at all times. The following powers may be purchased with this modification: Damaging Aura, Density Decrease, Density Increase, Growth, and Shrinking.



AREA OF EFFECT [AOE]

BP Cost/Reduction: +25% or +0 %

Powers with this modifier operate at full effect against a single target or spread out to a lesser effect against a spot on the battlefield, possibly affecting multiple targets. This versatility increases the cost, unless the power is purchased as an AoE only. In that case, there is no increase in cost, but the power can't be fired at a single target, it can only be fired in AoE mode. The following powers are eligible for this modifier: Damaging Aura, Dispel, Entangle, and Ranged Attack.

Powers do their full effects when operating in single target mode, but players **halve** any effect goals scored when operating as an AoE. The Damaging Aura power marks the only exception to this; treat touching the target as full damage and everything else in the area as half. When fired in single attack mode, resolve the attack as normal.

When spread out to an area, the attacker uses the *Targeting a Spot on the Battlefield* rules presented in Chapter 2. After the hit or scatter, all models even partially within the area suffer the effects, but area attacks never receive dice carried over from the attack roll (the damage is spread all over the targeted models and not focused on a vulnerable spot). Models who are fully or partially in the AoE are automatically hit and must make a resistance goal roll against **half** attacker's scored goals on his damage roll. However before the damage roll, any defending model can take a free and immediate 'Dive for Cover' action to drop prone. Models that are prone (for any reason) and models only partially within the AoE add +2D to their Toughness roll (so +4D to models that meet both of these conditions).

When buying an AoE players must choose one shape/type at no cost:

Blast: Adds a Spherical AoE to the attack. From the initial target, the base increment is a 1" Diameter per dice in the effect. So an 8D[1] attack would produce an 8" Diameter sphere.

Bolt: Adds a model base wide Linear AoE to the attack. From the initial target spot, the Bolt travels in a path that's directly away from the attacker. The base increment is a bolt 2"L per die in the attack. So an 8D[1] attack would produce a bolt 16" long. **Note:** Players may want to also select the No Range mod when trying to create a traditional superhero 'bolt-thrower'.

Cone: Adds a Conic AoE to the attack. From the initial target, the Cone travels in a path that's directly away from the

attacker. The base increment is a cone 1"L and 1"W per dice in the attack. So an 8D[1] attack would produce a bolt 8"L and 8"W, from the target spot, you'd you'd measure 8" directly away from the attacker and then 4" to the left and right. The resulting Cone is the triangle defined by the target spot and the left/right points. **Note:** Players may want to also select the No Range mod when trying to create a flamethrower style power.

Spray: This modifier acts as either a Cone or a Bolt, attacker's choice each time he or she attacks. However, Spray attacks have a zero range when fired in AoE mode. This modifier is useful for auto-fire or wide beam effects that can be fired at long range as a single shot or at zero range covering an area.

Any additional shapes cost 2 pts. each, but paying 4 pts. allows a model access to all the shapes.

The following modifiers are also available:

Extra Increment (+25%, Max 3): This extra increases the size of the area affected. Multiply the base increment by (1 + Levels of Extra Increment) to determine the AoE. So an 8D blast with 3 levels of Extra Increment would produce a 32" Diameter blast instead of an 8" one. This also indicates a more concussive blast so it adds +2D additional knockback per level purchased.

Lingering (+10%): The AoE lingers on the battlefield after the initial blast. The area affected remains affected each round after the initial attack, but receives a +1 Burnout starting the round of the initial blast effect. The round it

goes off has Burnout-1, then Burnout-2 on the next round, etc. until it fades entirely. Resolve Damage in the initial round as normal, but treat damage in subsequent rounds in the same manner as the Damaging Power Mod.

Selective (+50%): This extra allows the attacker to exempt any models within the AoE from the effects of the attack. This is useful for certain effects (like magical ones) that only affect enemies and not allies. **Note:** Players are urged to use this extra responsibly.

AOE attacks are inherently more concussive than normal attacks. Some of the energy damage loss is due to the widening of the attack energy, but some of it converts to concussive force. If the AOE is an attack that could cause knockback, it receives +2D to its knockback total, and +2D more per extra increment purchased. So even if a model suffers no damage from the attack, an Extra Increment $\times 3$ attack will still generate 8D of potential knockback ($0 + 8D = 8D$). However, any knockback resistance they may have will still subtract from the distance rolled and thus may prevent them from moving. Any knockback is in the direction directly away from the initial target spot for the AOE, regardless of the firing model's location.

Example: Doc Shock wishes to use his wide-band electro blast (6D[1], Blast) against a trio of super-apes 24" away (making it a **TN=3** shot). Doc's player picks a spot on the battlefield roughly equidistant to the apes. From the point of impact (whether he scatters or not) everyone within an 8" Diameter (4" radius) will be hit by his electro blast.

Note: AOE Ranged Attacks with the No Range mod emanate from the model possessing the attack, and also automatically hit the originating model. This does not apply to Damaging Aura.



BOON

BP Cost/Reduction: 1 pt.

Effects: A power with this modifier counts as a Boon (see Character Traits above) instead of a power and is considered to be intrinsically part of the physical makeup of that model's base species. When a player buys this modifier for one of his model's powers, he is saying that his model is part of some kind of non-human race that all possess it.

Example 1: Dave wants to build a model that is a member of a monstrous race of elder beings. He decides all of these beings have Terrifying Aura, so he buys the power, then purchases the Boon power modifier for it.

Example 2: Scott's building an Alien species for his SuperSystem game. He decides they all hail from a heavy gravity world, and thus they all possess Super-Strength $\times 1$. All members of Scott's alien race should buy their Super-Strength with the 1 pt. Boon power modifier.

This power modifier may also be purchased for unbreakable items a model might possess.

Example: Silver Knight possesses the wondrous sword Excalibur. A normal sword might count as Gear (see below), but Silver Knight's player decides the legends are true and that Excalibur is a magical, unbreakable blade, and so he upgrades it to a Boon for 1 pt.



BURNOUT [LEVEL 1, 2, OR 3]

BP Cost/Reduction: -10% (lvl 1)/-25% (lvl 2)/-50% (lvl 3)

Effects: Sometimes a model's powers prove unreliable and stop working during a scenario. There are three levels of burnout and the point cost reduction and burnout roll vary by the level selected.

At the end of any turn in which a model uses one or more of its powers with a Burnout disadvantage, it must make a Burnout roll for each one (3D). If the model does not score at least as many goals as its burnout level, the power burns out and may not be used for the rest of the scenario. This roll is unalterable by other powers (i.e., Edge, Fortune, Luck, etc.).

Example: *Crystalmancer channels his magical energies through a crystal on his staff to which he must attune himself. Occasionally these crystals can't handle the stress put upon them by his powers. Crystalmancer's player defines this as Burnout-1.*

At the end of every turn that Crystalmancer uses his staff, he must make a Burnout roll (3D). If he doesn't get at least 1 goal (Burnout-1), his crystal burns out and he will be unable to use his powers for the rest of the scenario.

Between scenarios, he will have the time to replace the damaged crystal and re-attune himself.



CHARGE ONLY

BP Cost/Reduction: -50%

Effects: Apply modifier to any power that the model would normally be capable of using without charging

(i.e., the Weapon power). Powers with this modifier are restricted to only being used as a charge instead of a normal AP attack or maneuver, but qualify for the free attack at the end of their charge move should their move end in base contact with an enemy model. This power mod is most commonly applied to the Weapon power, but can also be used to model lack of control in powers like Extra Movement or Flight.



COSTS VITALITY

BP Cost/Reduction: -2 pts./1D max 3D

Effects: Using a power with this mod carries with it a heavy price. Every time the power is used, the model must roll their Costs Vitality dice and mark off a number of Vitality points equal to the number of goals rolled (0-2 per 1D). Damage from this power mod cannot be Healed or Regenerated, or regained through the use of Boost/Drain. Vitality loss from this mod returns between battles.



DAMAGING

BP Cost/Reduction: 2 pts./1D

Effects: Apply this modifier to Cloak or Entangle to buy a separate set of damage dice for the power. Damage from these dice affects every model in the power's area, even single targets snared by Entangles. Since this effect covers an area, halve any damage goals rolled (just as with AoE's, above). Damaging dice possess a Super level equal to the Super level of Entangle, or the Impenetrability level of the Cloak.

Models either fully or partially within the power's effect range suffer automatic hits from the power. Resolve the damage from these hits on any affected models at the following times:

- ★ The 1st time in any model's turn that the affected model is no longer in the AoE.
- ★ At the end of every Round.

Models gain +2D to Toughness rolls unless they were in the area of effect for the entire round. Full damage rolls can only trigger once and do so at the end of the round (see above). Damage rolls where the models gain the +2D bonus can occur multiple times per Round, but no more than once in any model's turn.

Example: Kragg starts his turn trapped by an Entangle with Damaging 6D[1]. He spends 4 AP and successfully breaks the entangle! He immediately rolls his Toughness to resist the effect at +2D.

Example: Kragg moves into contact with a Damaging Entangle to break Major Meteor out of it. He spends 4 AP and succeeds on his check. Both Kragg and Meteor immediately roll at +2D to resist the Damaging effects.

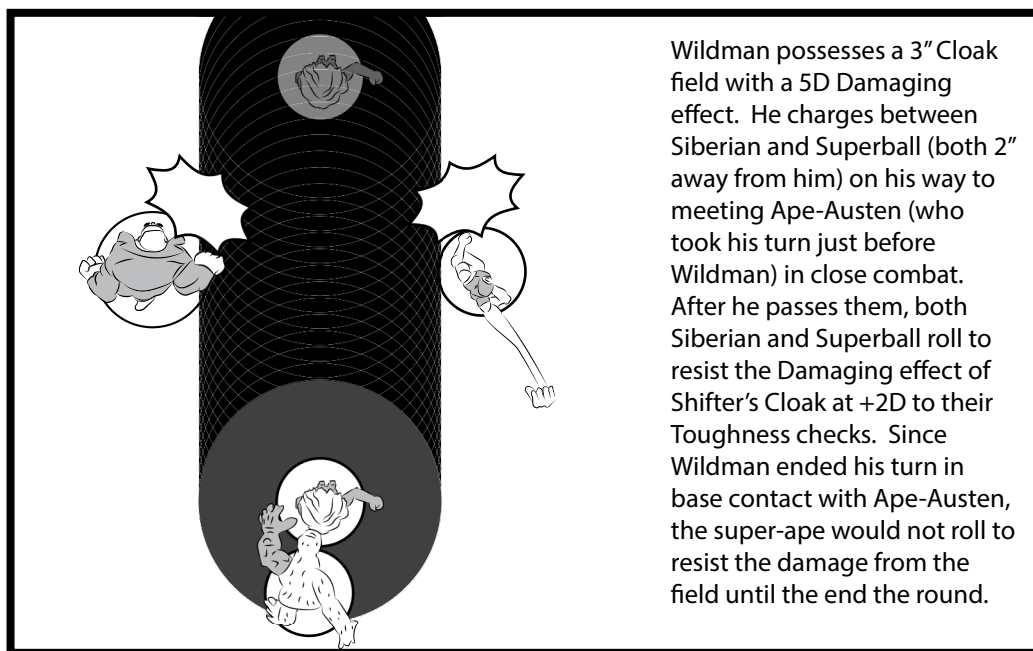
Example: Wildman spends his entire turn within the area of a Damaging Cloak field. At the end of the current round he rolls his Toughness (with no bonus) to resist its effects.



DOES KNOCKBACK

BP Cost/Reduction: +5 pts.

Effects: This modifier may be purchased for any Vitality damaging power that normally doesn't qualify for knockback on its own.



Wildman possesses a 3" Cloak field with a 5D Damaging effect. He charges between Siberian and Superball (both 2" away from him) on his way to meeting Ape-Austen (who took his turn just before Wildman) in close combat. After he passes them, both Siberian and Superball roll to resist the Damaging effect of Shifter's Cloak at +2D to their Toughness checks. Since Wildman ended his turn in base contact with Ape-Austen, the super-ape would not roll to resist the damage from the field until the end the round.



GEAR

BP Cost/Reduction: +0 pts.

Effects: All Gear is immune to

Copy Power, Dispel, and Suppress. The power essentially becomes a breakable item external to the model. The item can still only be used by the owning model during the game (due to training, fit, bond, etc.).

From a character design and theme perspective, all items which grant powers to a model are considered to be Gear by default (unless modified to be a Boon). This will largely be determined by the type of character model being built and how the model is outfitted. Gear items upgraded to Boon status are special and either indestructible or self repairing. Magical or Psionic items are not considered to be Gear by default and can have their properties Copied and Dispelled as normal (unless modified to be Gear or a Boon).

Anytime models with Gear lose more than 2 Vitality from a single attack, they make an immediate Burnout-1 roll for all their Gear. Success means it continues to function normally (i.e., didn't break), failure means that it's useless for the remainder of the scenario. If an item has more than one power associated with it, each power is rolled for separately. It is possible to disable only some of the item's functions without disabling all of them.

The Burnout level doesn't increase in severity with more incidents and rolls are only made after each qualifying incident (not every turn thereafter). So the item doesn't acquire Burnout; the damage incident causes a check to see if the item

survived the attack undamaged. Luck-type powers and traits (Edge, Fortune, Lucky) may not be used on this roll.

TECH LEVELS

The concept of Gear allows players (or a neutral game master) to restrict their game world to a maximum Tech level (the standard Four-Color Earth is unrestricted). If a set Tech level is used, no Gear can be purchased with Super above that number. The possible exception to this lies with inventors who may treat that Tech level as 1 higher for each level of the Inventor skill (see the optional Skill rules in the appendices) they have. Game masters or a group of players may change this option as they see fit.

Example: *Dave limits his SuperSystem world to Tech level 0. No Gear may be bought with Super qualities and thus a natural limit of 5D is set on powers. He could decide later to change his world's Tech level to 1, thus allowing Super 1, and powers that can reach 8D.*

***KNOCKBACK ONLY*****BP Cost/Reduction:** 0 pts.

Effects: Powers with this modifier are more effective at knocking opponents back, but do not damage them in any way (i.e., wind gusts, gravity pushes, etc.). This modifier can be applied to any power that can knock opponents back and once applied, that power no longer does normal damage. Opposed attack/defense rolls still happen, but if an opponent is struck they cannot resist the damage (unless they have KB resistance or Flight).

When an opponent is struck, roll Damage normally, but count the resulting goals as inches of knockback instead of Vitality loss. Subtract Knockback Resistance from the KB goal total as normal. If the target has Flying, it gains +2D to resist this effect with +1D for each 3 AP of Extra Movement it may have purchased (subtract the flying resistance goals they roll from the damage total).

***NO KNOCKBACK*****BP Cost/Reduction:** -2 pts.

Effects: This modifier may be purchased for any power that normally qualifies for Knockback and if purchased, that power no longer qualifies.

***NO RANGE*****BP Cost/Reduction:** -50%

Effects: Any ranged attack power may apply this modifier to eliminate its range entirely, thus making it a Close Combat attack. This attack still costs the normal 3 AP.

***ONE-SHOT*****BP Cost/Reduction:** -50%

Effects: The power or special effect can only be used once per scenario. Characters with ECP's and Gadget Pools may not apply this Power Mod to those powers.

***ONLY VERSUS*****BP Cost/Reduction:** -50%

Effects: Apply to any defensive power or Attribute dice pool that works versus a broad range of attacks (i.e., Dodge, Mind, Force Dome, Reflection, etc.). A descriptor is also required for what it works against. Possible values include Ranged Attacks, Close Combat Attacks, or a significantly restricted special effect (i.e., Fire Attacks, Cold Attacks, Sonic Attacks, etc.). In cases where Only Versus applies to a whole attribute dice pool, the character rolls only 1D when defending against effects other than the stated one.

Powers that only work against the above descriptor are not valid. For example, players cannot buy Reflection versus ranged attacks and then declare 'Only Versus Ranged Attacks', but 'Only Versus Fire Attacks' would still be permissible.

***ONLY WHILE*****BP Cost/Reduction:** -25%

Effects: Apply this modifier to any power that only works under certain conditions. A descriptor is also required for the condition. Possible values include Flying, Shrunk, Intangible, etc. For example, Flight with the Only While Intangible modifier is an appropriate use of this modifier.

Conditions that are always present or almost always present are invalid. For example, players may not purchase Shrinking with the Always On modifier and then try to buy Flight with the Only While Shrunk modifier as the model is never *not* shrunken.



SCOPE

BP Cost/Reduction: +1 pt./lvl (max 3)

Effects: Each level of Scope removes one of the target's bonus dice due to range when using the Aim maneuver.

Example: The Shootist possesses a Ranged Attack with the Scope power mod at level 1. If his target is 36" away, he would normally receive +4D to defense goal rolls. But with Scope $\times 1$, his Aiming reduces target's bonus to only +2D.



SHORT RANGE POWER

BP Cost/Reduction: -25%

Effects: Ranged attacks with this mod may not be conducted beyond the short range band (i.e., the attack has a maximum of 15" range).



SLOW ATTACK

BP Cost/Reduction: -2 pts.

Effects: Attack powers and the Strike attribute dice pool purchased with this mod may never use the Flurry maneuver.



SLOW POWER

BP Cost/Reduction: -1 pt./1 AP

Effects: This mod increases the AP cost for the use of a power or attribute, or adds a cost for powers or attributes that previously had none. In the latter case, models can pay the cost to activate during their current turn, or as a reac-

tion out of turn, and the AP comes off of their starting total for their next turn. In the case of reactive or passive powers, a model may always choose not to pay the Activation Cost, and thus not receive the benefits of the power. Powers with this mod begin every game inactive.

Example: Robot sidekick 7-Zott-7 possesses Knockback Resistance $\times 8$ his player defines as braces that he must take time to sink into the ground when he wants the power to work. When struck by an attack, he can elect to pay 2 AP on his next turn for the KB resist to work, and the power costs 6 pts. instead of the normal 8 pts.

A character may also buy this for any of the following Attribute dice pools: Strike, Strength, Mind, Sense, Resolve. Any roll a character makes on his turn with the slowed attribute dice pool incurs the additional AP cost.

Example: Rocky alien Grannok-5 is dense and slow, so his player decides attacks made with his Strike attribute should be slower. He subtracts -1 pt. from the total cost of Strike, and adds +1 AP to the cost of all close combat attacks he makes with it. His basic attacks now cost 4 AP, his Grabs 5 AP, etc.



UNRELIABLE

BP Cost/Reduction: -50%

Effects: Unreliable powers work only about half the time! At the beginning of every round, all models possessing Unreliable powers roll a D6; if the result is an even number, the powers work as normal, but if the result is an odd number, they do not function for the entire round. A model may only possess one power that is Unreliable.

POWER MODS AND SPECIAL EFFECTS

Models may purchase Power Mods for special effects of a given power, but the point reduction gained from the mod cannot equal more than one-half the total cost of the Special Effect. Power Mods that only affect a specific special effect of a power should be noted by placing the special effect's name in parenthesis next to their listing on the SuperSheet.

Example: *Tryckster possesses the Hyper Movement power and wants to add 5 levels (15 pts.) of the Carry Objects special effect. Her player decides to purchase Carry Objects with 3 levels (-6 pts.) of the Activation Goal Roll power mod. The total cost of the Carry Objects special effect is now 9 pts., and Tryckster must score three goals on a Resolve check every time she tries to teleport with passengers.*

BUYING OFF NEGATIVE POWER MODS

Characters and Henchmen Groups can buy off negative power mods with accumulated experience points. Once a player converts his model's experience to Build Points, he may buy off any negative mods at the normal rate. For example, if a character has -4 pts. worth of the Activation Goal Roll power mod, it would cost 4 BP to buy off.

CALCULATE AP AND VITALITY

Once you've spent your BP budget and figured all of your character's Attributes, Powers, Character Traits, and Power Modifiers, you can tally up your two "figured" values, AP and Vitality. We've summarized that process below so you don't have to flip back to the introduction to do this!

ACTION POINTS [AP]

A model's starting AP equals the sum of its Strike attribute and its Mind attribute. A model with 5D Strike and 3D Mind would have 8 AP.

VITALITY

A model's starting Vitality equals the lower of either Strength or Toughness, plus Resolve. If High-Gear had Strength 2, Toughness 3 and Resolve 4, he would have a starting Vitality of 6.

AFFILIATION

The last thing determined when building a character is his or her Affiliation. A model's Affiliation really encompasses two things: ethos and team membership. A player must decide where his character falls on the following path--Hero, Villain, or Mercenary? This choice can become important in certain scenarios. The other aspect of Affiliation involves what team a character belongs to when the series begins. Find our free download for dozens of official teams and free-agent characters on the Four-Color Studios web page:

<http://www.four-colorstudios.com/>

Use these write-ups verbatim or as inspiration for original creations.

CREATING THE \$80 MILLION DOLLAR APE: A CHARACTER CREATION EXAMPLE

Scott wants to create a 75 pt. character for his *SuperSystem 4th ed.* game. He has a recently painted Ape-Austen SuperFig he wants to feature on his team. Ape-Austen is a super-ape possessing cybernetic enhancements. Scott first decides to purchase Ape-Austen's seven attributes:

Strike	5D
Strength	6D
Dodge	5D
Toughness	6D
Mind	2D
Resolve	4D
Sense	4D

This works out to 50 pts. spent on attributes (32 total dice, subtract 7, multiply by 2).

Scott now has 25 pts. to spend on powers.

Straight away he needs to buy super support for his two 6D attributes, Strength and Toughness. He spends 8 pts. and buys:

- Super-Strength** × 1 (4 pts.)
- Super-Toughness** × 1 (4 pts.)

That leaves 17 pts. remaining for the rest of Ape-Austen's powers. Looking at the model again, Scott notices how cool Ape-Austen's cyber-arm looks. He imagines it might contain a single use energy weapon of some kind. Nothing too powerful, but something he could use to zap a foe at range in a pinch. Scott buys Ape-Austen 5D in the *Ranged Attack* power and then places the One-Shot Power Mod (-50%) on it. This brings its cost down from 15 pts. to 8 pts. (remember, $15/2=7.5$, rounded up to 8).

- Ranged Attack** 5D (8 pts.)
- ★ One-Shot

Scott has 9 pts. left to spend.

He looks at the model again and notices the nifty high-tech eyepiece Ape-Austen has on his right eye. He immediately thinks of infra-red vision, and that makes him think Super-Sense, so he buys his character one level in this power:

- Super-Sense** × 1 (4 pts.)

Scott has 5 pts. left to spend.

Since he bought Super-Sense × 1 for Ape-Austen, he decides he wants to go back and increase his Sense attribute by +1D, so he spends 2 pts. and does so.

Strike	5D
Strength	6D[1]
Dodge	5D
Toughness	6D[1]
Mind	2D
Resolve	4D
Sense	4D 5D[1] (2 pts.)

Scott has 3 pts. left to spend.

Scott wants Ape-Austen to have a little reservoir of good fortune or luck to draw on in a tight spot, so he buys the super-ape some Edge, allowing him to add +2D to any roll once per scenario.

Edge × 1

Scott has 2 pts. left to spend.

He decides that Ape-Austen's cybernetic leg gives him some extra stability, so he spends his last 2 pts. on Knockback Resistance:

Knockback Resistance × 2 (2 pts.)

With all 75 pts. spent, Ape-Austen lives!

NAME: Ape-Austen

Action Points

AFFILIATION: Blank Affiliation

ATTRIBUTES/DICE POOLS

Strike

Dodge

Strength

Sense

Toughness

Damage

Mind

Resolve

General: Other:

POWERS

Edge × 1
 Knockback Resistance
 Ranged Attack 5D
 –One-Shot
 Super-Sense × 1
 Super-Strength × 1
 Super-Toughness × 1

VITALITY ●●●●●●●○



THE SUPER ARCHETYPES

The archetypes presented on the following pages represent some of the major tropes of comic book characters. Players can quickly make custom characters by choosing an archetype and then applying a finishing package for the final touches. Write down the base archetype information on your SuperSheet, then select from the list of Finishing Package options.

All package options are additive. For example, if a base archetype possesses Weapon +1D, and a player selects a finishing package that grants Weapon +2D, the final character will end with Weapon +3D.

Italicized items are Special Effects of powers in the base package.



THE BLASTER

Whether hurling bolts of energy from their hands, or firing deadly beams from their eyes, blasters are the long-ranged specialists of the superhero genre.

Many blasters possess inherent power, but others rely on special weapons to get the job done. No matter what form it takes, blasters represent a ranged threat foes ignore at their peril.

BP: 67 + package options

AP: 10

ATTRIBUTES

STK 8[1] **STR** 2 **DGE** 4 **TOU** 4
MND 2 **RES** 4 **SEN** 3

POWERS/TRAITS

- » Ranged Attack (6D)
- » Super × 1 (Ranged Attack)
- » Super-Strike × 1

Vitality: 6

FINISHING PACKAGES [+8 PTS.]

DEATH FROM ABOVE

- » -1D Toughness (-1 Vitality)
- » Flight

THE FAST BLASTER

- » Extra Movement × 7
- » Instant Stand

FATE'S GUNNER

- » Fortune × 2

»

GUARDIAN

- » -2D Strike (-2 AP)
- » -2D Ranged Attack, remove Super
- » Force Dome (5D)
- » +1D Resolve (+1 Vitality)

MARKSMAN

- » Scope × 3
- » +1D Sense



THE BRAWLER

Bloodthirsty battlers, brave soldiers of freedom, swashbuckling mutants, and martial arts masters are just a few examples of the brawler in comics. They may not pack the raw power of the brick, but they can be just as deadly up close.

Whether they rely on weapons, berserker's fury, or supreme skill, they can bring even the mightiest foes down!

BP: 54 + package options

AP: 10

ATTRIBUTES

STK 8[1] **STR** 4 **DGE** 7[1] **TOU** 4
MND 2 **RES** 3 **SEN** 2

POWERS/TRAITS

- » Super-Strike × 1
- » Super-Dodge × 1

Vitality: 7

FINISHING PACKAGES [+21 PTS.]

THE DARK AVENGER

- » +1D Mind (+1 AP)
- » -1D Dodge
- » Edge × 3
- » Gadget Pool (6 pts., 2 Full Slots, 2 Half Slots)
 - Pool Options: Climbing, Cloak, Reach +3", Super Leap

LUCKY STRIKER

- » +1D Strength
- » Fortune × 3
- » Edge × 3
- » Instant Stand
- » Sense Weakness



HE JUST WON'T QUIT!

- » +1D Resolve (+1 Vitality)
- » +2D Toughness
- » -2D Dodge, Remove Super-Dodge
- » +2D Sense
 - Super-Sense × 1
- » Super-Toughness × 1 (+1 Vitality), *Regeneration*
- » Weapon +4D, Super × 1
- » Extra Vitality × 2
- » Lone Wolf

THE SHIELD SLINGER

- » +2D Resolve (+2 Vitality)
- » +1D Strength
- » +1D Toughness (+1 Vitality)
- » +1D Sense
- » Extra Movement × 2
- » Instant Stand
- » Reach +5"
- » Tactician × 1

THE BRICK

In the comics bricks are super-strong heroes or thugs. Sometimes they're sympathetic monsters, and sometimes they're just plain big and bad. A brick can come in almost any shape or size, and some of the best bricks are small of stature or slight of build, packing a surprising wallop in their tiny frames!

BP: 56 + package options

AP: 7

ATTRIBUTES

STK 5	STR 7[1]	DGE 4	TOU 7[1]
MND 2	RES 4	SEN 2	

POWERS/TRAITS

- » Super-Strength × 1
- » Super-Toughness × 1

Vitality: 12

FINISHING PACKAGES [+19 PTS.]

THE IMMOVABLE OBJECT

- » -3D Toughness (-3 Vitality)
- » +1D Resolve (+1 Vitality)
- » Bodyguard
- » Density Increase, *Immovable* × 2
- » Extra Vitality × 3

THE IRRESISTIBLE FORCE

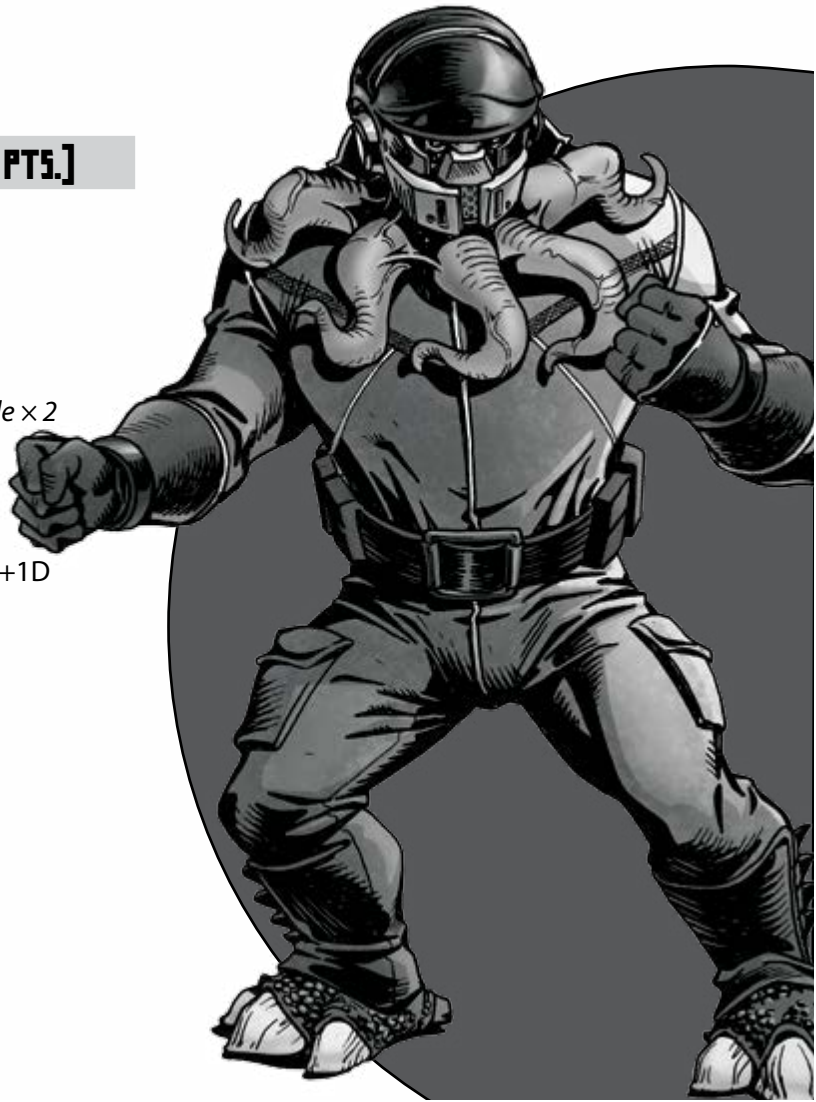
- » -1D Toughness (-1 Vitality), +1D Strength
- » Rage
- » Regeneration
- » Super-Strength +2
- » Super Leap
- » Massive × 1

STUPENDOUS MAN [OR WOMAN]

- » Flight
- » +1D Dodge, +1D Sense
- » Pushing
- » Super-Toughness +1 (+1 Vitality)

THUNDER GOD

- » Elemental Control Pool (11 pts., 2 Full Slots)
 - Pool Options: Ranged Attack 5D (Short Range), Flight



THE MENTALIST

Masters of the mind and will, mentalists tread the vast space of human consciousness and wield psychic energy as easily as a normal person would a gun or a knife. Some mentalists dominate minds, while others just focus on frying them! Though often unassuming in appearance, enemy super-teams quickly learn to fear these deadly mind warriors.

BP: 42 + package options

AP: 9

ATTRIBUTES

STK 2	STR 2	DGE 4	TOU 3
MND 6[1]	RES 5	SEN 4	

POWERS/TRAITS

» Super-Mind × 1

Vitality: 7

FINISHING PACKAGES [33 PTS.]

BRAIN BURNER

- » +2D Mind (+2 AP)
- » +1D Dodge, +1D Toughness
- » Mind Attack (5D)
- » *Second Sight*

DOMINATOR

- » Dominate × 2
- » Edge × 3
- » Flare (Mind-based)

THE EMPATH

- » +2D Sense, Super-Sense × 1
- » Flare (Mind-based)
- » Healing
- » Lucky

MIND OVER MATTER

- » +2D Mind (+2 AP)
- » +1D Sense
- » Elemental Control Pool (19 pts., 2 Full Slots)
 - Pool Options: Telekinesis (Levitate Friends, Manipulate Objects, TK Grab);
- » Force Dome 4D (5" area)



THE METAMORPH

Taking on the shapes of beasts or creatures of legend, the Metamorph represents the ultimate adapter. Metamorphs need only a moment to shift shape and deal with any surprises the opposing team can muster.

Note: Unlike other Archetypes, the packages presented after the basic profile represent possible Elemental Control Pool (ECP) options that show the creature shapes the character can use his ECP to assume. Since this ECP has the Omni-Power special effect, these packages represent just some of the options available to the player when he spends 2 AP to 'switch forms'.

BP: 75

AP: 6

ATTRIBUTES

STK 4	STR 4	DGE 4	TOU 4
MND 2	RES 4	SEN 4	

POWERS/TRAITS

- » Elemental Control Pool (37 BP)
 - Power pool: 21 pts.
 - 1 Full Slot, 2 Half Slots: 8 pts.
 - Omni-Power: 8 Pts.

Vitality: 8

ECP PACKAGES [19 PTS.]

LANNY AVATAR

- » +4D Sense (Half Slot)
- » Super-Sense × 3 (Full Slot)

FERAL AVATAR

- » +4D Strike (Half Slot)
- » Super-Strike × 3 (Full Slot)

FLYING AVATAR

- » Flight (Full Slot)
- » Carry Object × 1
- » +2D Strength (Half Slot)
- » Super-Strength × 1 (Half Slot)

QUILL AVATAR

- » Ranged Attack (5D) (Full Slot)
- » Short Range
- » +3D Strike (Half Slot)
- » Super-Strike × 1 (Half Slot)

SWIFT AVATAR

- » Extra Movement × 10 (Full Slot)
- » +3D Dodge (Half Slot)
- » Super-Dodge × 1 (Half Slot)

STRONG AVATAR

- » Density Increase (Full Slot)
- » +3D Strength (Half Slot)
- » Super-Strength × 1 (Half Slot)



SPEEDSTER

Moving at breakneck speed across the battlefield, speedsters specialize in getting places fast! Their speed can manifest in numerous ways--blinding movement, time control, and teleportation are but a few of the types encountered in the comics. A speedster's power source will often come from a physical manifestation (like mutation), or from a wondrous technological device. Some speedsters possess devastating rapid attacks that can overwhelm defenses of even the mightiest foes.

BP: 60 + package options

AP: 9

ATTRIBUTES

STK 5 **STR** 3 **DGE** 6[1] **TOU** 4
MND 4 **RES** 3 **SEN** 3

POWERS/TRAITS

- » Hyper Movement
 - No Penetration
- » Super-Dodge × 1

Vitality: 6

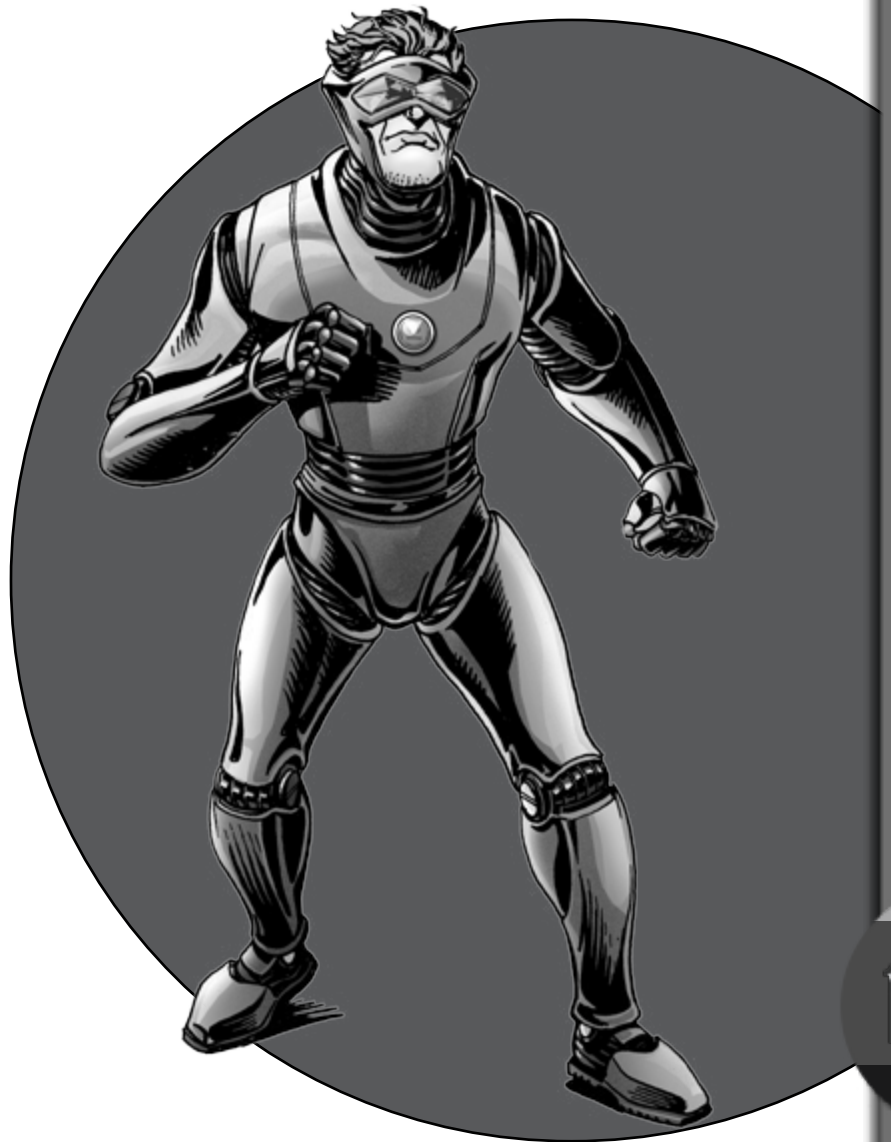
FINISHING PACKAGES [+15 PTS.]

MACHINEGUN PUNCHER

- » +1D Strike, Super-Strike × 1
- » Extra Attacks
- » *Hyper Attack*
- » Instant Stand

SPEED DEMON

- » -1D Sense
- » *Hyper Attack*
- » Instant Stand
- » *Warp* × 2



TERRIBLE, SWIFT SWORD

- » -1D Mind (-1 AP)
- » +1D Toughness, +1D Dodge
- » Combat Reflexes
- » Extra Attacks
- » Instant Stand
- » Weapon +4D
- » Super × 1 (Weapon)

THE TRANSPORTER

- » +1D Sense
- » *Hyper Attack*
- » *Carry Objects* × 3
- » Remove *No Penetration*

CHAPTER 4: HENCHMEN

We collectively refer to those nameless hordes of aliens, fanboys, goons, soldiers, etc. who harry or help the named characters of *SuperSystem* as henchmen. We build henchmen in groups, and they act as one model for purposes of movement, combat, and most other factors.

No matter its numbers, a henchmen group makes one goal roll on attack and defense goal rolls.

BUILDING HENCHMEN GROUPS

Players add henchmen groups to their teams by selecting the *Henchmen* boon for one of their characters, or by electing to swap out one of the characters on their team with a full-powered henchmen group (75 pts. in the standard campaign system).

Either way, Henchmen Groups begin with **5 free members**, and for every 2 pts. spent, another henchman model can be added to the group, up to a maximum size of 20 members.

USING THE HENCHMEN BOON

Depending on the points spent on the boon, this provides a pool of up to 50 build points to spend on the group. Players then buy attributes and powers with this build point allotment, just as they would with heroes and villains.

No matter the total points spent, Henchmen Groups purchase attributes and powers the same way as characters do, and face the same Dice Pool Cap and Super restrictions.

Example: *Jane purchases the Henchmen boon for her villainous mastermind, Dr. Simian. She spends 10 pts. on the boon, granting her 50 build points to construct her henchman group. She first buys the group's attributes, deciding that the Plasti-Men will have the following array:*

Strike	3 (4 pts.)
Strength	4 (6 pts.)
Dodge	3 (4 pts.)
Toughness	5 (8 pts.)
Mind	2 (2 pts.)
Resolve	2 (2 pts.)
Sense	3 (4 pts.)

Remembering that the first 1D in each attribute is free, this totals 30 pts.

She then decides to spend 10 pts. to purchase 5 additional Plasti-Men for the group for a total of 10. She's now spent 40 pts. on her henchmen group so far, and can move on to buying its powers with her remaining 10 pts.

As noted in the *Henchmen* boon listing in Chapter 3, henchmen built in this manner do not gain experience in campaign games, while henchmen built with standard build points do. As a tradeoff, a henchmen group built with the Boon can never be wiped from a campaign--unless its "parent" character perishes, of course!

HENCHMEN IN 4TH ED.

We've created additional flexibility for henchmen groups in *SS4*. Now players get two ways to build them! Why do this? Using the rules from past editions, we often found it hard to spend out a henchmen group's points budget and still maintain their role as "bit players" in the game's story. We designed the **Henchmen** boon based on the idea that they are not always equal to characters, but still can present a credible threat in one or two specific areas, while also requiring the expenditure of a character's personal resources.

Players who still want to field henchmen groups using the traditional method of building them with a separate pool of points can still do so! Instead of fielding a hero or villain on the team, use the standard 75 pts. to build a henchmen group that starts with 5 free members as normal. Remember, it's your game!

HENCHMEN AFFILIATION

Assign your Henchmen Groups an Affiliation in the same manner as your characters.

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 Vitality loss against henchmen groups results in the removal of mem-

bers of the group, casualties should be removed in such a way as to preserve group integrity.

HENCHMEN IN CLOSE COMBAT


Henchmen Groups attack in close combat 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 close combat 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 a charge is completed against a henchmen group, move all of the henchmen into base contact (or as close as possible) with the charging model or models.

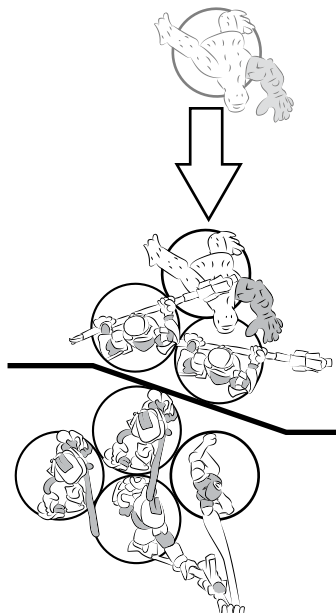
Every two Henchmen in a group beyond the first grant them +1D to their Strike dice pool for close combat attacks. No matter the henchmen group's size, it can never gain a bonus higher than +3D from multiple friends in close combat.

Note that unlike character models, henchmen groups only receive the bonus to the Strike pool from greater numbers, not to the Dodge dice pool.

Since we treat them as one model in most respects, Henchmen groups only count as one model when figuring the friends bonus to friendly character models in close combat with them, and grant no bonus to other, friendly henchmen

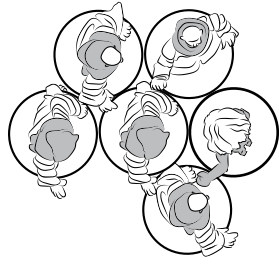


Ten Host Troopers and Mistress Nightmare are in close combat against Wildman. The Host Troopers gain +3D to their Strike goal rolls in the close combat. If they lost 4 members during the ensuing combat, they would still have the +3D bonus on their next turn, as the remaining six members, and Mistress Nightmare, maintain their numbers bonus.



Ape-Austen rushes into close combat to aid his comrade, Superball, who has been besieged by five Host Warriors. Both the Ape-Austen and the Superball get two warriors apiece, and the Henchmen Group's player assigns the third one to the Superball, reasoning that it will be easier to hurt the rubbery mutate than his tougher comrade.

Later in the battle, the Superball takes out her two henchmen with another 2 points of damage left over. These extra points carry back over to the three henchmen still battling Ape-Austen, taking two of them out as well.



Five Pawns of Dis have charged Wildman. The Henchmen make one attack goal roll at +2D for their numbers.

groups. Henchmen groups are trained to fight together, but often get in the way of other, friendly henchmen groups.

MULTIPLE FOES AGAINST HENCHMEN

When a friend rushes in to help in close combat 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 attacks as if they were separate groups, but they still take damage as one group. Cowardly henchmen groups that are split in these instances still make Resolve checks as one group.

HENCHMEN IN RANGED COMBAT

Just like a standard character, a Henchmen group spends 3 AP and makes a single ranged attack goal roll. Players should keep in mind the Concentrated Fire maneuver for henchmen.

HENCHMEN AND DAMAGE

A Henchmen Group's Vitality rating is based on their numbers. If a group of seven of Dr. Simian's Plasti-Men is hit by a ranged attack and takes two Vitality points worth of damage, their player removes two members of the group. Track Henchmen groups on SuperSheets just like character models, but ignore the Vitality track, as each member of the group essentially equals one Vitality point.

HURLING HENCHMEN

Entire henchmen groups may be thrown in one attempt by a sufficiently strong character. A five or ten-model henchmen group counts as a Large object on the Size Benchmark Table, while a fifteen or twenty-model group counts as a Class A object. Groups larger than twenty models count as Class B objects. Hurling henchmen represents a bit of an abstraction, as the character model is thought to be wrapping the whole group up in some appropriate piece of terrain and chucking them across the board. Henchmen groups may not throw other henchmen groups.

CHAPTER 5: SERIES IN SUPERSYSTEM

COMIC BOOK BATTLES

Every good *SuperSystem* game tells a comic book story with miniatures. Replicating the pace and action of comic book battles, and the characters that take part in them, is best accomplished in the context of a Series. Before discussing the nature of a Series, it is also important to discuss the One-Shot style of game. In comic book publishing One-Shots are single-release comics that are not intended as ongoing series. In *SS4* a One-Shot is a one-off battle exclusive of any larger story or continuity.

MATCH-UPS IN *SS4*

Opposing teams in a *SuperSystem* games are usually balanced in the number of total build points on either side. Before any battle players must decide on what size game they will play. Players can choose an arbitrary number of build points, or use the following guidelines:

- ★ **Small Battle:** 3 models per side (225 pts. per player)
- ★ **Medium Battle:** 5 models per side (375 pts. per player)
- ★ **Large Battle:** 8 models per side (600 pts. per player)

In a One-Shot game the players simply choose a scenario (see below) and play the game, whereas in a Series each scenario played can add to the mythos of the Four-Color World. Series games

make decisions during individual scenarios all the more important. Should you continue to battle with two of your teammates already down early in the fight, or pull back and lick your wounds, living to fight another day? Both One-Shot and Series games share a common need, a reason for conflict, a story. That's where the Scenarios come in.

THE NATURE OF EXPERIENCE

Characters in a *SuperSystem* Series are not static beings; they change and grow based on the trials they face on the battlefields of Four-Color Earth. Playing Series games in *SS4* yields specific experience rewards for participating models. Every Scenario has a Rewards section that lists the amount of experience earned by surviving models. This value is usually expressed as a split total like "2/1." The number before the slash is earned if a model survives the scenario standing, while the number after the slash is the amount earned by KO'ed or removed models who manage to survive the post-battle repercussions.

BOUNTY/HEAD-HUNTING

Additional experience rewards can be earned when models KO foes during the course of a scenario. A character model earns a +1 EXP bonus if he or she KO's a foe during the battle. No matter how many foes the character KO's, he or she only earns a maximum of 1 EXP. This encourages teamwork among the different

characters on the team, and prevents min-maxed combat monsters from dominating the post-battle portion of the game.

SPENDING IT

Experience is saved until a model wishes to spend it on improving an attribute, enhancing an existing power or trait, or in rare cases adding a new one. After each session, note the experience earned on the back of the SuperSheet. Spend saved experience to improve powers, traits, and attributes, or to add new special effects to existing powers. Every four experience points earned counts as one build point (4 EXP = 1 BP).

Adding new powers can only be done in conjunction with a series Special Event or special circumstance scripted by an arbitrator (see Scenario Scripts below for more details).

EXPERIENCE AND DICE POOL CAPS

When a player upgrades a model's powers, traits and attributes, or purchases new powers, the model's overall BP total will change. After upgrading or adding powers, adjust the model's total BP rating accordingly. Models that grow in power through experience over the course of a Series will see their Dice Pool Cap number increase.

HENCHMEN AND EXPERIENCE

Henchmen groups built using the *Henchmen* boon do not earn experience in campaign games. Henchmen groups built using standard campaign resources earn experience just as characters do, but they spend it in slightly different

ways. A henchmen group may spend 4 experience points to add a new member to the group. Henchmen groups may not improve their attributes, but they can improve existing powers and add new special effects, using the same 4/1 exchange that characters do. Their total BP cost increases just as normal character models do. Henchmen groups may not increase a super-attribute beyond level one. Adding new powers can only be done in conjunction with a Series Special Event or special circumstance scripted by an arbitrator (see Scenario Scripts below for more details).

TEAM EXPERIENCE

Teams in *SS4* earn Fame points (or Infamy in the case of villains) for every battle they fight. If a team wins a battle, it earns 15 Fame Points (FP). Losers earn 10 pts. Note these FP on the back of the team leader's SuperSheet. Players spend FP to add Special Guest Stars (SGS) to their teams for specific games. Once a player earns what he feels is a sufficient number of FP, he can build a SGS for his next game. Once he spends the FP to build the SGS, the points are gone from his pool. The SGS must be built according to all campaign guidelines--not exceeding standard point levels, dice pool caps, etc. At team may use only one SGS per game.

If a player likes a SGS he or she has built, that character can join the team permanently by trading places with an existing team member--**the old order changeth!**

If all players agree, the SGS can also come from another player's team, but must be payed for with FP as normal.

Players also use FP to replace dead teammates. In these cases, trade FP for build points on a 1/1 basis and use those build points to add a permanent, new member to the team. Should a dead teammate make a miraculous return from the afterlife, a player can swap the risen character back into her lineup by taking out another member, or just bring the risen character back as a SGS when FP permit.

ALTERNATE EXPERIENCE — FATE DICE

One school of thought among supers gamers posits that supers pretty much remain the same from story to story, and that any change in their powers or abilities occurs only to facilitate the writer's story whims. Players uncomfortable with the Experience mechanic for character advancement can use the Fate Dice rules instead. In this campaign system, characters do not spend experience on new powers or attributes. Instead players pool the experience points their characters earn and use it to buy Fate dice for their teams.

At the end of each post-battle sequence players can trade experience for Fate dice at the rate of 15 EXP for 1 Fate die (15 EXP = 1D Fate).

Players spend Fate dice during subsequent games to enhance a model's goal rolls, and they can be used in any instance. Once a fate die is spent, it is gone for the rest of that game, but replenishes for the beginning of the next game. Fate dice count as situational dice, and are not subject to dice pool cap limits. A player whose team goes on a hot streak in a campaign can wind up with a nice handful of fate dice at

the start of each game, and this can be thought of as a successful team making its own good luck.

Players can also agree that fate dice can be spent in other, more creative ways:

- ★ Before the battle begins, but after each player has deployed his or her team, spend a fate die to re-arrange one piece of terrain. In order to qualify to be moved, the terrain may not have any models deployed on it. The terrain may be moved a maximum of 12".
- ★ Spend a fate die to grant a model a special effect or linked power for one of his existing powers. The effect lasts for the remainder of the scenario from the turn it was purchased. The effect costs 1 FD/5 pts. Fate dice spent in this manner are gone for good, and do not return at the beginning of the next game.

Example: *Arthurex faces the awesome power of Krong and finds himself wanting. He calls on the powers locked deep within his magical blade to aid him. His player permanently spends 3 FD to buy Arthurex Soul Fire (15 pts.) for his Weapon power. Now Arthurex can unleash his righteous fury on his implacable alien foe!*

- ★ Permanently spend a fate die to add +1 to a model's D6 roll on the post battle tables. This must be done before rolling the D6 to determine the outcome. Fate dice spent in this manner are gone for good, and do not return at the beginning of the next game.
-

SCENARIOS

Scenarios provide the story framework for *SuperSystem* battles. Whether playing a One-Shot or a Series, players choose a Scenario to play before beginning their game. If a specific Scenario Script has not been defined for the Series, or if players are just doing a One-Shot, they can roll on the table below to randomly generate a Scenario to be played. Once the Scenario to be played is known, players should each roll 1D6, with the lower roll acting as the defender and the higher the attacker. Some Scenarios will not require such distinctions; see the individual descriptions for details.

RANDOMLY CHOOSING TEAM MEMBERS

Some scenarios and special events will require players to roll randomly to determine if team members show up, benefit or suffer from some game effect, etc. Whenever a player is required to choose team members at random, each character or henchmen group on the team is assigned a number between 1 and 6, and a D6 is rolled to determine which model is chosen, affected, etc. If a team has fewer than six models, simply ignore higher die results and roll again. If a team has more than six models, assign two models to a single number, and if their number is rolled, roll a second time, a result of 1 - 3 indicates model A is the chosen one, and 4 - 6 indicates that model B is the chosen one.

RANDOM SCENARIO GENERATOR

DIE ROLL SCENARIO

1	Ambush
2	Assassination Agenda
3	Base Battle
4	Getaway
5	The Rescue
6	Rooftop Rumble or Slugfest

The Scenarios below 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 experience earned by each model in a Series game.

SPECIAL EVENTS BOX

This section contains a matrix of randomly selected complications to add extra interest to the battle. We detail

STEEL CITY SUPERERS



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SCENARIO INDEX

AMBUSH

DESCRIPTION

Enemy Supers catch their foes at half-strength! The attackers can't resist the chance to pound on their foes when they're outnumbered, and all the ambushed Supers want to do is get out of the area before they're completely overwhelmed.

SETUP

Ambush works best with a square playing surface so that the defending player has an equal distance to get to any of the four table edges. The defending (ambushed) player places three members of his five-model team (choose randomly which models show up) in the exact center of the board. The attacking player may distribute her team members wherever she chooses, but each model must begin play at least 15" away from enemy models.

Ambushed players with larger teams should setup 50% of their total models, while players with smaller teams should always deploy at least two models in the center of the board.

SPECIAL RULES

NONE

OBJECTIVE

Defender: Get all of their team off of the board via any edge.

Attacker: Prevent the defending team from moving all of their models off the board.

END GAME

The battle can last up to 5 rounds, but ends immediately after the last defending model exits the table.

REWARDS

Attackers 2/1 Defenders 3/1

SPECIAL EVENTS BOX

- | | |
|-----|-------------------|
| 1 | Cover of Darkness |
| 2 | Civilians |
| 3-4 | Teammates Arrive! |
| 5 | Sixth Sense |
| 6 | Tachyon Field |
-

POST-BATTLE SPECIALS

Attacker: Confidence Shaken! If the attackers allow all of the outmanned defenders to get away their confidence becomes shaken. This lack of confidence becomes apparent before the next battle, and any opposing team receives +1D to attack and damage goal rolls for the first two rounds of combat.

Defender: Team Acrimony! If the balance of the defending models' team never shows up, the survivors may bear a grudge against their absent fellows. All surviving models that participated in the battle should make a **TN=4** Resolve goal roll or suffer team disunity during the next battle. This disruption in teamwork means that the opposing team automatically wins the Initiative on the first round of action. In multi-player games the disrupted team automatically activates last.

ASSASSINATION AGENDA

DESCRIPTION

A VIP has made some powerful enemies, and an order has been given to silence him! One team is sworn to protect him at all costs, and the other has been contracted to eliminate him with extreme prejudice. The ensuing battle will determine the VIP's fate.

SETUP

The defending player must place all of his models and the VIP in the middle of the board, a maximum of 5" from the center. The attacking player may distribute her team members wherever she chooses, but each model must begin play at least 15" away from enemy models.

SPECIAL RULES

The well-being of the VIP is the central theme of this scenario. The attacking team must try to take him out, and the defending team must try to protect him. He or she is a fully functioning character in terms of this scenario, with statistics given below. To receive full scenario awards the attacking team must KO, and then Ace the VIP, while the defending team must keep the VIP on his or her feet. It is assumed that the attacking team has cut off all avenues of escape, and thus forced a pitched battle--the VIP may not be whisked away to safety!

VIP

AP: 4

ATTRIBUTES

STK	1	STR	2	DGE	2	TOU	2
MND	3	RES	3	SEN	3		

POWERS/TRAITS

Fragile Constitution: The VIP is in a weakened state, and thus does not stand up well to the rough treatment of being carried aloft or moved at hyper-speeds. If he is carried aloft by the Flight or Telekinesis powers, or moved via Hyper-Movement, the attacking player rolls a D6, and on a 4+, he loses 1 Vitality. Make this roll once per turn at the moment the VIP is affected by the power.

Vitality: 5

PROTECTOR

During the scenario one friendly model in base contact with the VIP may declare itself the VIP's Protector. This declaration may only happen once, and occurs just before the damage from a successful attack on the VIP is resolved. The damage goal roll is resolved against the Protector. In any game, the VIP may only have one Protector. Once a protector has absorbed an attack for the VIP, it may not do so again for the remainder of the game. This represents that one dramatic moment in the story where the hero throws his or her body in front of the attack at the last moment. Of course, models with the Bodyguard power may use it in lieu of this rule to protect the VIP from harm.

OBJECTIVE

Defender: Keep the VIP alive and well for the duration of the battle. Even if the VIP is

KO'ed, Defenders can still claim victory as long as he is on the table after the last round of combat.

Attacker: Take out the VIP by any means necessary. If the VIP is not removed from play after the last round of combat has been fought, the Attackers lose the scenario.

END GAME

The scenario lasts 5 rounds, or until the defenders have beaten back the attackers, or the attackers have succeeded in taking out the VIP.

REWARDS

2/1, +1 Experience to each model on the winning side, +1 to the model that

removes the VIP from play.

POST-BATTLE SPECIALS

NEGATIVE MEDIA COVERAGE!

If the defenders allowed the VIP to be KO'ed or removed from play they suffer under a blitz of negative media coverage. All members of the defending team must make **TN=4** Resolve goal rolls or be distracted at the start of their next battle. Any model failing this goal roll is at -4 AP on his or her first activation of the next battle.

SPECIAL EVENTS BOX

- 1 Old Friend/Flame
 - 2 Civilians
 - 3 Weird Radiation
 - 4 Unexpected Ally
 - 5 Cosmic Powers
 - 6 Grudge Match
-

BASE BATTLE

DESCRIPTION

Teams battle amidst the ruins of a mastermind's hidden base. They must struggle against each other while also attempting to recover precious artifacts and technology from the base's hidden caches.

SETUP

The players should utilize available miniature terrain to setup a 4' × 4' board to model a base complex. This should include the following features:

- ★ A large, 3' × 3' open area containing plenty of debris: rubble sections, odd tech devices, fallen support struts, gene vats, wrecked vehicles, etc.
- ★ Two 5" diameter "teleport disks" placed at opposite ends of the 3' × 3' area. Model these with card templates or appropriately decorated and re-purposed CD-ROMs.
- ★ Around the perimeter of the board players should take it in turn to place two smaller rooms each. These rooms should include access points from the main 3' × 3' area, but their size can otherwise vary. They should include enough room for at least 2 models.

SPECIAL RULES

Base Battle includes several special rules for initial team setup and environmental conditions.

TELEPORT DISKS

Each team arrives simultaneously via the mastermind's old Teleport Disk system. Each player deploys his team on one

of the two disk templates discussed in setup above. Each team leader makes an opposed initiative check; the winner gets to pick which disk his team sets up on. Place all of the models for each team on their respective disks.

THE ROOMS

Characters can enter and investigate each of the four rooms in search of magical or technical artifacts. Each room contains boobytraps and special holo-fields or illusions to punish interlopers and hide its contents. Any character entering a room with an active trap (see below) must make a **TN=4** Sense goal roll or suffer an automatic 6D[1] hit. The character rolls a D6 to determine which attribute he uses to resist this damage--on a result of 1 - 3 he uses the lower of Resolve or Toughness; on a 4 - 6 he uses the higher dice pool. Traps remain active until they go off. Each time a new character enters the room where a trap remains active, he must make the Sense roll or suffer the auto hit. A character adjacent to or inside the room may spend 2 AP and make a **TN=4** Mind goal roll to deactivate its trap. Once in the room, a conscious character may spend 2 AP to make a **TN=4** Sense goal roll to secure the room's lone prize. On a success he secures the artifact--it teleports safely back to his home base, and cannot be taken from him. Note his success on his SuperSheet.

IT'S A TRAP!

If the Doppelganger special event comes up, one of the characters who collected an artifact has a nasty surprise waiting for him when he gets back to his base! Note all of the characters from both teams who secured a prize from one of the rooms, and randomly select

one of them. If a character secured more than artifact, count him twice—he has a greater chance of encountering the Doppelganger! Go through the post-battle sequence normally, then set up a 2' × 2' area to represent the character's home base lab or ready room. Place the character in the room with some appropriate terrain. The player may select one additional team member to be present; place him within 1" of the main character. As the characters examine the artifact, the Doppelganger bursts from it and attacks! This could be a demon, killer robot, energy construct, or anything else player's have handy. Place the model 5" from the main character and roll for initiative. A second player should run the Doppelganger model. If the creature defeats both characters, count each one as having been KO'ed and roll for them on the KO post-battle table. They each gain a further +1 EXP for the battle, and if one of them takes out the creature, he gains another +1 EXP.

OBJECTIVE

This scenario does not feature an attacker or defender. Both teams seek knowledge and resources in the ruins of the mastermind's base. Each team wants to defeat or drive off the other, but if one of the teams secures 3 of the 4 available artifacts before being taken out, it wins the scenario no matter the outcome of the actual battle.

END GAME

The scenario lasts 5 rounds, or until all of the artifacts have been secured from the rooms. Once this transpires, the living tech in the mastermind's base teleports all of the participants in the battle back to their respective home bases.

REWARDS

Team 2/1, +1 EXP to characters who secure artifacts (characters can gain a max of +1 EXP from this, no matter how many artifacts they secure).

SPECIAL EVENTS BOX

- 1–2** Doppelganger
 - 3–4** Tachyon Field
 - 5–6** Weird Radiation
-

THE GETAWAY

DESCRIPTION

One team has stolen or recovered a valuable artifact, hi-tech device, or large sum of money, and now they're trying to make good their escape. The opposition shows up to stop them.

SETUP

Each team begins the game on opposite board edges.

SPECIAL RULES

COUNTERS

Assign 6 counters numbered 1 - 6 to the escaping team; each member gets at least one counter. At the end of the game, one of the players rolls a D6 and the result indicates which of the six counters is the critical one. The model that escapes with the critical counter will receive an added experience reward for doing so.

No model may carry more than two counters. KO'ed models automatically drop counters where they fall down. Because of the special or delicate nature of the loot, models possessing the Hyper Movement power may not use it while carrying more than one counter. This includes any passengers carrying counters that they may be hyper-moving with as well.

OBJECTIVE

Defender: Keep the opposing team from getting models off of its defending board edge. A defending model that recovers the critical counter from the attacking team receives an added experience reward.

Attacker: Get away as quickly as possible by leaving via the defender's board edge. Each escaping model should carry a numbered counter that represents the loot or other items they're absconding with.

END GAME

There is no limit on the length of this scenario, but it will end immediately after the last attacking model exits the board.

REWARDS

2/1, +2 Experience to character that escapes with/recovers critical counter.

SPECIAL EVENTS BOX

1-2	Weird Radiation
3-4	Tachyon Field
5	Unexpected Ally
6	Civilians

POST-BATTLE SPECIALS

BACK-TRACKED!

On a **TN=5** Sense goal roll (the defending player chooses his best model for this roll) the defenders trail the attackers back to their hideout/base. The defending player has the option of running an Ambush scenario (now as the attacker) within the next two battles. The battle occurs in the base/hideout of the attacking team from this scenario, and they are the defenders. If this battle is not fought within the attacker's next two battles, the opportunity is lost.

THE RESCUE

DESCRIPTION

A VIP has fallen into the hands of an enemy Super team, and the kidnapers have been tracked and cornered, setting up a dangerous confrontation. The VIP is too important to kill or just abandon, so the only recourse for the kidnapers is conflict.

SETUP

The defending player must place all of his models save one (chosen randomly), and the VIP in the middle of the board, a maximum of 5" from the center. The left-over defender will not participate in the battle, as he or she is piloting the escape craft! The attacking player may distribute their team members wherever they choose, but each model must begin play at least 15" away from enemy models.

SPECIAL RULES

Use an appropriate model or counter to mark the location of the VIP; he or she must remain within 2" of a kidnapping model at all times. Should the VIP become separated from his kidnapers, at least one of them must spend its next turn moving toward him. The VIP cannot be attacked or harmed in combat, and in order to be carried off, must be in base contact with a model. Grabbing and carrying the VIP costs 2 AP, but if he is already in base contact with an enemy model, opposed Strike vs. Strike goal rolls must be made (this costs no additional AP), with the winner gaining possession of the VIP. Ties go to the model that started the turn in possession of the VIP.

OBJECTIVE

Attacker: The rescuing team must battle through, free the VIP, and carry him or her off of the nearest board edge to win the scenario.

Defender: The kidnapers must prevent this by any means necessary, and hold out long enough for an evacuation craft to arrive and whisk them away.

END GAME

The battle can last up to 4 rounds, but ends the moment the VIP is carried off of the board. If after 4 rounds, the VIP is still in the custody of the defending team, the evacuation craft picks up the team and they have won the scenario.

REWARDS

Attacker 3/1 Defender 2/1

SPECIAL EVENTS BOX

- 1 Cover of Darkness
 - 2 Tachyon Field
 - 3 Unexpected Ally
 - 4 Doppelganger!
 - 5 Late Arrival
 - 6 Cosmic Powers Intervene
-

POST-BATTLE SPECIALS

NONE

ROOFTOP RUMBLE!

REWARDS

2/1

DESCRIPTION

Opposing teams battle atop one of Steel 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 **TN=3** Dodge goal roll to grab the edge and hang on. Models failing this roll lose their next turn and take a further 10D of damage from the fall. They miss their next turn and can return to play from the edge they were knocked off of the following round. Models possessing Flight, Hyper Movement, or 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.

SPECIAL EVENTS BOX

- | | |
|------------|----------------------|
| 1 | Old Friend/Old Flame |
| 2 | Alien Artifact |
| 3-4 | Unnatural Darkness |
| 5-6 | Weird Radiation! |
-

POST-BATTLE SPECIALS

NONE

SLUGFEST

DESCRIPTION

The opposing teams meet to settle an old score, or just happen to get in each other's way. No matter the reason, a slugfest ensues, and the results are quite explosive.

SETUP

The opposing forces begin on opposite table edges; each player rolls 1D6, with the high roller deciding which board edge to place his team on, and his opponent choosing the opposite edge.

SPECIAL RULES

None. Just slug away!

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

POST-BATTLE SPECIALS:

COLLATERAL DAMAGE!

The savage battle caused untold millions of dollars of collateral damage to the surrounding area. Each player chooses a representative from his team to make a **TN=4** Resolve goal roll. If the team representative fails the roll the team loses 10 Fame Points.

SPECIAL EVENTS BOX

- 1 Old Friend/Flame
 - 2 Civilians
 - 3 Weird Radiation
 - 4 Alien Artifact
 - 5 Cosmic Powers
 - 6 Grudge Match
-

SCENARIO POST-BATTLE TABLES

Character models that finished the battle KO'ed or Aced must roll on the appropriate chart below, taking into account any special circumstances relating to the scenario that was just played.

SURVIVAL: ROLLING ON THE POST-BATTLE TABLES

In campaign games characters KO'ed or taken out of action during a battle can suffer serious injuries, or even die! They can also learn from these negative experiences and become stronger. Before rolling on the table for his character, the player rolls the character's Resolve dice and counts the number of goals. These goals translate into bonuses that may be added to the Post-Battle check roll. Every two goals scored on this roll add +1 to the Post-Battle D6 roll. A Post-Battle check is not a goal roll, but rather a simple roll of a D6, plus any bonuses from the goal roll detailed above. The result is then compared to the appropriate table.

POST-BATTLE KO CHECKS

KO checks are made for models who finished the game KO'ed. The player rolls a D6 and adds any modifiers from his character's Resolve goal roll. Check the result on the table below:

KO'ED

- | | |
|------------|---|
| 1-2 | Hospital/Prison Stay-miss next battle! |
| 3-4 | Physical Injury/Mental Trauma: -2 AP next battle |
| 5-6 | Vow of Vengeance: +1D to attacks against enemy team |
| 7+ | Full Recovery |
-

POST-BATTLE ACED CHECKS

Make Aced checks for any characters removed from play during the game. The player rolls a D6 and adds any modifiers from his character's Resolve goal roll, but also subtracts two from the result due to the severity of the injuries sustained. Check the result on the table below:

ACED

- | | |
|--------------------|--|
| 0 (or less) | Dead! |
| 1-2 | Hospital/Prison Stay-miss next battle! |
| 3-4 | Slow Recovery: -3 Vitality next battle. |
| 5-6 | Vow of Vengeance: +2D to attacks against enemy model |
| 7+ | Astounding Recovery +1 Experience |
-

We describe each table result in greater detail below.

ASTOUNDING RECOVERY

The character makes a miraculous recovery that grants him a +1 experience point award for that game. Players may want to somehow alter characters who make an Astounding Recovery, perhaps

changing their hair color to white, or changing the color of their costume is some way.

DEAD

The character dies! Remove him or her from any further campaign games your team participates in. But all may not be lost! If the character in question was subject to Cosmic Powers, Tachyon Field, or Weird Radiation during the scenario, he or she could come back. Check those special events for details of how this could occur.

FULL RECOVERY

The character recovers with no lingering effects.

HOSPITAL/PRISON STAY

The severe beating has left the character so injured that he or she must miss the next game the player runs with his team. This could be explained as a prolonged hospital or prison stay (or both).

PHYSICAL INJURY/ MENTAL TRAUMA

Injuries and battle fatigue slow the character during the next game he or she participates in. The character plays the next game at -2 AP. If for some reason, a scenario does not call for the use of the injured/traumatized character, but his teammates still participate, this does not count as the character's next battle. The character must actually participate in a battle in the debilitated state to satisfy the conditions of the post-battle result.

SLOW RECOVERY

Severe injuries leave the character slightly debilitated for the next battle. The character begins the next game he or she participates in at -3 Vitality. This lingering damage does not reset until after the battle, and cannot be healed or regenerated. If for some reason, a scenario does not call for the use of the slowed character, but her teammates still participate, this does not count as the character's next battle. The character must actually participate in a battle in the debilitated state to satisfy the conditions of the post-battle result.

VOW OF VENGEANCE

Terrible treatment at the hands of his foes prompts the character to swear a vow of vengeance against them! This vow either counts against the team who the character was battling when he was KO'ed, or the single character who delivered the Ace to him. The dice bonuses conveyed by this result last only for the next battle in which the character faces the foe or foes who inflicted his injury. These are situational dice, and may exceed the dice cap for the campaign.

HENCHMEN AND POST-BATTLE

A henchmen group fielded using the *Henchmen* boon always begins each battle at full strength, no matter how they finished the previous game.

Henchmen groups purchased with a campaign's standard allotment of build points (75 pts. for the default level) deal with injuries and losses a little differently. When such a henchmen group finishes a battle with at least 50% of its models on the table, it begins the next game with its full complement of models. Henchmen groups that finish at less than 50% must roll on the table below. Henchmen groups that suffer a complete wipeout (all models taken out of action) must roll on the table below at -1 to the D6 result.

Before making this roll, the player may select one character model from his team to roll to boost the group's chances on the table. This represents some character from the team training/recruiting new talent for the group. The player rolls either the character's Mind or Resolve dice (player's choice). Every two goals scored on this roll add +1 to the Post-Battle D6 roll. A Post-Battle check is not a goal roll, but rather a simple roll of a D6, plus any bonuses from the goal roll detailed above. Check the result on the table below:

HENCHMEN POST-BATTLE TABLE

0	Henchmen group is completely lost.
1-2	Only the bravest rise: -2 Members next battle.
3-4	Fully restored.
5-6	Alert: +1D to attacks on first round next battle.
7+	Tougher training: +2 AP next battle.

SPECIAL EVENT INDEX

ALIEN ARTIFACT

An Alien Artifact whispered of by scholars from Atlantis and Lemuria appears on the battlefield. Place an Alien Artifact counter in the center of the board. A model carrying it at the end of the battle gains an additional +2 experience reward bonus, and may elect to purchase a new power during the post-battle following its next two scenarios. In campaigns where players employ the Fate Dice option instead of experience, the player may instead swap one or more of his character's existing powers for an equal number of points worth of new powers. His team also gains an additional Fate die.

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 initiative is rolled, they move 4" (use the random direction chart in Appendix IV). Assume Civilians possess 2D in all pools, and can automatically be taken hostage and used as shields (soft cover) for 2 AP. They can also be protected and moved from harm's way for 2 AP. Interacting with Civilians requires no die roll, only base contact. Captured or Protected Civilians do not move randomly at the beginning of a new round. A character or henchmen group holding a Civilian cannot charge. Releasing a Civilian costs no AP.

COSMIC POWERS

Cosmic powers intervene on the behalf of two of the models in the battle. Before placement of the figures roll randomly to determine which model on each team receives a cosmic favor during the battle. Cosmically favored models that survive the battle standing receive +1 experience reward, and KO'ed or removed models get +2D to their Resolve checks on the post-battle tables. Cosmically favored models that suffer death in post-battle results might not be as dead as they seem. After every subsequent battle the deceased model's team fights, make a **TN=5** Resolve check for the deceased model. On a successful result the model returns from apparent death, the beneficiary of Cosmic Powers!

COVER OF DARKNESS

The leader of the attacking team receives +2D to his initiative goal roll for the first round of combat. All models on the attacking team receive +2D to Hide checks for the first Round of combat due to darkness.

DOPPELGANGER

Unbeknownst to both teams, the VIP that is the center of the conflict is actually a demonic Doppelganger who could transform at any moment. At the beginning of each Round, before initiative is rolled, roll 1D6. A result of **1** means the VIP transforms into a hideous demon! Replace the VIP model with an appropriate monster model. The demon is now a full-fledged combatant working for neither side! It takes the first turn of every round. Players should take turns rolling for it when it is in combat against each other's models. It will attack the

nearest model and continue to do so until that model is KO'ed. If two or more models are equidistant from the demon, roll a die for each one--the lowest rolling model gets attacked. Use the following profile for the demon:

THE DEMON

AP: 8

ATTRIBUTES

STK 5	STR 6[1]	DGE 4	TOU 6[1]
MND 3	RES 5	SEN 3	DMG 8[1]

POWERS/TRAITS

- » Super-Strength × 1
- » Super-Toughness × 1
- » Weapon (+2D)

Vitality: 12

GRUDGE MATCH

These two teams really hate each other and receive +1D for close combat attack goal rolls.

LATE ARRIVAL

The evacuation craft is late! The game lasts an additional 2 Rounds.

OLD FRIEND/FLAME

Two characters in the game, one from each side, are old friends, or perhaps even old flames! Before the first Round of combat begins, but after models have been placed on the table, each player should roll randomly to see who has an Old Friend/Flame among the opposition. The two models share some tie that keeps them from harming each other. They both must make TN=3 Resolve checks to take any sort of hostile

or damaging action against each other. They must continue to make Resolve checks each turn in order to overcome these feelings.

SIXTH SENSE

The ambushed team's leader gets a premonition of the coming attack, and gains +2D on the Initiative roll for the first Round of the battle.

TACHYON FIELD

A powerful alien energy field permeates the battleground, limiting the effectiveness of certain powers. Models possessing Hyper Movement and Super Leap halve the distances rolled when they use these powers, and extras like Warp may not be used at all. Additionally, any models that are killed in post-battle results might not be as dead as they seem. After every subsequent battle the deceased model's team fights, make a **TN=5** Resolve check for the deceased model. On a successful result the model returns from apparent death, the beneficiary of Tachyon energy! However, the model also gains the Unstable bane.

TEAMMATES ARRIVE

At the beginning of Round 3, before players roll Initiative, the ambushed team gets reinforcements in the form of the other half of their team! Place the new arrivals together on any board edge, but they must be at least 10" away from all enemy models.

UNEXPECTED ALLY

An Unexpected Ally arrives to aid one of the teams in the battle. At the beginning of Round 3, before initiative is rolled for, each player rolls a D6 and adds the number of KO'ed or removed models on his side to the total. The higher roll gains an Unexpected Ally. Place an appropriate model on a random board edge. The player who won the roll controls the ally, and his abilities are listed below:

the necessary experience built up, it may elect to purchase a new power during the post-battle following its next two scenarios. Additionally, irradiated models that are killed in post-battle results might not be as dead as they seem. After every subsequent battle the deceased model's team fights, make a **TN=5** Resolve check for the deceased model. On a successful result the model returns from apparent death, the beneficiary of Weird Radiation.

UNEXPECTED ALLY

AP: 9

ATTRIBUTES

STK 6[1] **STR** 4 **DGE** 4 **TOU** 5
MND 3 **RES** 4 **SEN** 5

POWERS/TRAITS

- » Super-Strike × 1
- » Ranged Attack (6D)
- » Super × 1 (Ranged Attack)

Vitality: 8

UNNATURAL DARKNESS

An inky-black, Unnatural Darkness descends over the battlefield. Ranged attacks beyond the Short range band (15") require a **TN=3** Sense roll to acquire the target. This costs no AP, but failure means the attacker must select another target.

WEIRD RADIATION

A strange glow manifests on parts of the battlefield, possibly affecting some of the combatants. Before the first Round, but after models have been placed, roll to randomly choose which model is affected by the Weird Radiation. If the chosen model survives the battle and has

SCENARIO SCRIPTS

A Scenario Script provides a special way of running a Series in *SuperSystem*. As the name implies, a Scenario Script is a group of scenarios played in a certain order that tells a very specific story. A Scenario Script works best when it is designed and run by a neutral third party, or Game Master (GM), who first assesses the Series participants, builds a plot, and then matches it to a number of scenarios set in a certain order. The GM oversees the battles and makes adjustments on the fly to tailor their outcomes to the evolving story.

SAMPLE SCENARIO SCRIPT: THE LEGACY WAR

Scott, a *SuperSystem* GM wants to run a Series at his local game shop. He settles on a **quest** for the theme. In a previous non-Game Mastered campaign, one of Scott's main characters, a villainous robot named the Zero Device was destroyed! After a short break from the games, Scott gathers his fellow players and announces that he intends to run a *SuperSystem 4th ed.* series with him as the neutral GM. He tells his players he wants to center the story around the search for the Zero Device's secret base. Scott winds up with three interested players, who each agree to play three mostly new teams:

RICO

(*The Others*, a tentacle-themed villain group)

TONY

(*Geo-X*, a crew of heroic elementals)

CHARLES

(Crusaders of Crime, mystically powered villains)

With only three players, Scott will also need to field a team, so he settles on a group built around one of his favorite SuperFigs of all time, Ape-Austen. It helps that Ape-Austen was once part of the Zero Device's *Zero Foundation*, and Scott decides that the cybernetic simian rebelled against the Device's villainy and got mind-wiped for his trouble. He cannot remember the location of the Device's deadly base, but he knows it exists and must be secured for the safety of all!

SCOTT

(The Seekers, Ape-Austen's ex-villain crew)

With two hero and two villain teams, Scott is set to run his series. Now he just needs to flesh out the story a bit. He needs to set up the first week of the campaign's battles around some narrative events. He sets up that one of Ape-Austen's ex-teammates from the Zero Foundation, Mr. Cranium, lies comatose in a local hospital, beaten near to death by one of his more nefarious teammates, Serpent. Following intersecting leads, the four teams each seek clues from either Cranium or Serpent, who remains at large. Scott arranges it so that *The Others* arrive at the Hospital and grab Cranium's body, and the Seekers arrive late and chase them! Meanwhile, *Geo-X* tracks Serpent to an abandoned high-rise, and the Crusaders of Crime arrive at the same time to collect the rogue super-mercenary! The first battles are now set:

The Others vs. The Seekers (The Getaway)

Geo-X vs. Crusaders of Crime
(Rooftop Rumble)

Scott adds a special event to the Rooftop Rumble: *Serpent Cornered!* The team who wins the rumble must fight a second, immediate battle against Serpent, who they find hiding out in the building! The team has no time to recover from injuries or heal KO'ed models. Of course, Serpent is a lone 75 pt. character, so they should be able to handle him, but you never know!

After playing these games out, the *Others* escape with Cranium's body, and *Geo-X* manages to corral Serpent, so Scott now plans out week two of his campaign. Realizing most great hero team-ups include an obligatory hero battle, Scott decides that Ape-Austen learns *Geo-X* is holding Serpent, and in desperation, attacks the team's HQ. Knowing the cyber-simian's criminal background, *Geo-X* battles first and asks questions later! Meanwhile, still smarting from their defeat, the *Crusaders of Crime* try their luck against the *Others*. Scott decides that *Crusaders* member Mistress Nightmare telepathically plucks the information about the base location from Cranium's comatose mind, and to ensure he does not wake and give the info to the *Others*, the *Crusaders* attack and try to slay the defenseless ex-mastermind. The second week's battles are set:

The Crusaders of Crime vs. The Others (Assassination Agenda)

The Seekers vs. Geo-X (Slugfest)

The Others defeat the *Crusaders*. Scott reasons that the winner of this villain battle rushes to the Zero Device's hidden base, and that the *Seekers* and *Geo-X* eventually team-up to stop them!

Working on information gleaned from Ape-Austen, Scott has *Geo-X* race to the location of the hidden base, and throws in the cyber simian and one other member of the *Seekers* for good measure. Meanwhile, the *Others* pressgang two members of the *Crusaders* to join them. This way all of the players get to participate in this climactic battle!

The Crusaders of Crime vs. Geo-X
(Base Battle)

Scott invokes GM-fiat and makes sure the Doppelganger special event occurs for this scenario, and so even when the battle ends, one more fight awaits the winning team!

GM-run Series in *SuperSystem* take a little preparation and planning, but will pay off big when it comes to delivering fun, role-play inspired super skirmish action!

THE SERIES TRACKER

Players should use the *SuperSystem* Series Tracker in the back of this book (permission granted to photocopy for personal use) to help keep track of the battles, events, and injuries of their series.

NEW SCENARIOS

Creating new scenarios can be very rewarding, and many new scenarios are born of modifications to existing ones. Check the Four-Color Studios web site for links and information on new scenarios and official characters:

<http://www.four-colorstudios.com/>

CHAPTER 6: VEHICLES IN SUPERSYSTEM 4TH ED.

VEHICLES IN COMICS

Past treatments of vehicles in *SuperSystem* attempted to simulate the action of vehicles in combat with a level of detail unwarranted by their true role in the superhero comics. In comic books, vehicles blow up, get smashed, used as clubs, and generally abused. Just as with *SuperSystem* 3rd ed., we've continued to take a more abstract view of the role of vehicles in the game in the 4th edition.

ENTERING/OPERATING VEHICLES

Mounting/Entering a vehicle takes 2 AP for adjacent models and at the end of that time the driver is ready to operate the vehicle. Models may charge into a vehicle. A vehicle will not move or fire without an operator. Operating a vehicle costs the driver 3 AP, allowing the vehicle its full AP worth of movement and attacks for that turn. However, enemy models trying to operate it must spend 4 AP and make a **TN=3** Mind goal roll to successfully bring it into an operational state. Enemy models may only enter empty vehicles, and may not operate enemy vehicles with the Independent special effect. Leaving a vehicle also requires 2 AP.

Models wishing to operate a vehicle during their turn become Dedicated Drivers. If a model begins its round within the vehicle and spends only the 3 AP necessary to make it operational its turn ends and the vehicle model may be activated immediately, essentially melding

the operator and vehicle actions into a single activation in the initiative sequence. Models wishing to operate the vehicle for their turn may do nothing else except for spending the 3 AP necessary to make the vehicle operational. Models may begin the game already within a vehicle.

Vehicles can only make a 45 degree turn at the start of their turn and again after traveling at least 5". Add +5" to this distance if Flying. This 5" move requirement represents the vehicle's base Handling rating.

Models with active levels of Shrinking take up no transport slots. Each level of Massive a model possesses consumes an additional slot of space, so a Massive level 2 model would take up three spaces, and a massive level 5 model would take up six! Each active level of Growth a model has activated doubles their slots per growth level. For example, Growth $\times 1 = 2$ slots, $\times 2 = 4$ slots, and $\times 3 = 8$ slots. This stacks with any levels of Massive they also possess.

VEHICLES AND HYPER-MOVEMENT

A model possessing the Vehicle trait may also purchase the Hyper-Movement power, but with the following restriction. Vehicle models possessing the Hyper Movement power must also purchase the One-Shot power mod for the power. This reflects *SuperSystem's* overall

philosophy that vehicles play a more abstract role in superhero comics. A team may use its vehicle to get to a battle or flee the scene, but it is not often an active, ongoing participant in the general melee.

When they Hyper Move, vehicles may carry a number of passengers equal to their normal carrying capacity; they do not need to purchase the Carry Objects special effect. Their Hyper Move distance while doing this is 3" per goal scored as normal when a model is carrying passengers while hyper moving. Vehicle models may also purchase the Warp special effect if their players deem them appropriate.

VEHICLES IN COMBAT

If the driver's Dodge and/or Strike dice are equal to or higher than the vehicle's, use them for basic combat rolls. Foes can choose to target the vehicle or the driver in open vehicles, and the driver uses his Dodge for defense in both cases.

If the vehicle's Strike and/or Dodge dice are better than the Driver's, use them instead and assume the vehicle possesses a battle computer which allows it to attack and defend more deftly than the driver normally could.

In either case, the acting model gets a "bump" from any higher Super levels of the non-acting model. For example, if the vehicle has higher Dodge dice but the Super-Dodge levels are better, then raise the vehicle's Super-Dodge to that of the driver's. This cannot grant more

Super to the vehicle than it has dice in the relevant Attribute (i.e., a 5D Strike vehicle can't become more than 5D[5]).

If the vehicle has any ranged attacks, it gains a 180 degree arc which must be noted at the time of purchase (Forward, Left, Right, or Rear). Passengers with ranged attacks can fire in any direction. Vehicle close combat attacks are Rams and must come at the end of a charge. This precludes the vehicle from performing most other close combat maneuvers. When a vehicle rams it adds its level as extra dice to its damage goal roll.

Conduct ranged or close combat attacks against vehicles normally, but if any occupants suffer direct or AoE attacks, they gain +2D to their Toughness rolls. AoE attacks work a little differently against the actual Vehicle. Being larger than most normal models, vehicles take more of the damage from AoE attacks, but not as much knockback. The attacker gets +2D to the damage against the vehicle, but doesn't get the +2D for knockback (this bonus damage should be rolled separately or with different colored dice since it doesn't apply to the vehicle's passengers).

When a vehicle carrying models loses its last Vitality point, all models are **knocked down** by the blast (unless they possess Instant Stand). Furthermore, passengers must resist the amount of damage that was left over from the attack after the vehicle was destroyed. For example, if a Vehicle with 3 Vitality remaining takes 6 Vitality and is destroyed; all models inside it would be **knocked down** and have to resist 3 points of damage.

If a Vehicle with 2 Vitality remaining takes 2 Vitality, it is destroyed, but not spectacularly, and the models are **knocked down**, but are otherwise undamaged.

If a vehicle with 7 Vitality takes 15 damage, all models within it would have to resist 8 damage and be **knocked down**.

This provides a quick and easy way to model the vehicle taking the brunt of the hit before it is destroyed.

If a vehicle is knocked back, its passengers go with it. If it is **knocked down**, it can't be moved until righted, but can still fire any ranged attacks it has. Players should determine the orientation of the **knocked down** vehicle using the random direction chart from Appendix IV. If a model possesses enough strength to lift the vehicle, it can right it.

If a vehicle is used as a Super-Club, the vehicle and all its occupants take the same damage as the target (but the occupants gain +2D to Toughness).

THE VEHICLE BOON

Players build vehicles as they would any other model, purchasing attributes and powers, but vehicles not designed to be fully independent (like giant robots or intelligent cars) don't need all seven attributes. If you're just buying basic transportation, like a motor bike, purchase only the vehicle's core physical attributes (the first 1D is free as normal):

Dodge
Strength
Toughness

It's other attributes default to 1D:

Strike
Mind
Resolve
Sense

If your goal is to build a vehicle like a giant robot who transforms into a semi-trailer or an intelligent car that dispenses bits of whimsical advice, you'll need to buy those other attributes up to higher levels.

Players should thoroughly read the **Vehicle** boon below to get a handle on the special rules and circumstances surrounding vehicle creation.

VEHICLE

BP Cost: variable

AP Cost: none

Effects: Models purchasing this trait count as a vehicle (henchmen groups may not purchase this trait). The size and carrying capacity of the Vehicle varies based on the level of the trait purchased. All Vehicles share the same basic traits: Soulless (as the trait of the same name), Massive (based on Level taken in the power), *requires operator* (another model must spend AP to drive it). When building some vehicle-like models, this power may not be appropriate. In these cases levels of Massive and other powers will serve to create the desired effects.

Models purchasing the Vehicle trait may not also purchase the following powers and traits: Berserker, Elasticity, Escape Artist, and Instant Stand.

Players purchase Vehicles at one of three levels:

Level 1 (10 pts.) This is a small vehicle with a maximum of two occupants (Size Class Large). This vehicle counts as Massive 1, and has a base Handling of 5”.

Level 2 (14 pts.) This is a medium vehicle with a maximum of 6 occupants (Size Class A). This vehicle counts as Massive 2, receives +1 re-roll for Toughness on damage resistance goal rolls, and has a base Handling of 10”.

Level 3 (25 pts.) This is a large vehicle with a maximum of 11 occupants (Size Class B). This vehicle counts as Massive 3, receives +1 re-roll for Toughness on damage resistance goal rolls and has a base Handling of 10”.

Re-rolls from vehicle levels do not count against the maximum allowed for characters.

HENCHMEN RIDING IN VEHICLES

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

This Boon is also immune to Copy Power.

SPECIAL EFFECTS

Enclosed (+5 pts.): In comic book battles, the occupants of vehicles are never completely safe from attacks of any kind, but vehicles possessing this effect grant their passengers +2D to Dodge to avoid attacks directed against them. This is in addition to the normal +2D to Toughness rolls.

Extra Fire Arc (+2 pts.): Vehicles possessing this trait gain one extra fire 90 degree arc that must be defined at vehicle creation.

Giant Robot (+5 pts.): The vehicle is some sort of large, stompy robot complete with a set of manipulators that allow it to perform normal close combat attacks and combat maneuvers. Provided they have the strength to do so, Giant Robot vehicles may pick themselves up from a **knocked down** state.

Independent (+0 pts.): The vehicle’s battle-computer or integral pilot allows it to function without an operator. It may still be operated by another model in lieu of its own capabilities.

Purchase additional dice in Dodge, Strike, Mind, and Resolve for the model.

Nimble (+5 pts.): Subtract 5” from the vehicle’s Handling distance. If this takes the Handling to 0 (it would for a ground based Level 1 vehicle), the vehicle can move like normal models. Vehicles possessing this effect still need to define their facing after movement to account for arc of fire on any weapons they may have.

No Carrier (-1 pt./-1 occupant): Vehicles may select this effect to reduce their cost by eliminating the vehicle’s ability to transport other models. Selecting this effect can reduce the passenger capacity to 0, but this requires the purchase of the Independent effect.

Turret (+5 pts.): Must be Level 2 or larger to buy this extra. A Turret increases the arc of fire for all Ranged attacks the vehicle may have to 360 degrees.

APPENDIX I: SUPERSYSTEM 4TH ED. ROLE-PLAY

SuperSystem 4th ed. Role-Play

SuperSystem 4th ed. presents a powerful skirmish game engine that inventive players can bend to fit almost any end. Adapting it to a full-on role-play game (RPG) represents one of those ends. This section offers a quick and easy system for adding RPG abilities to *SS4* characters. We also present a few notes on adapting powers to the RPG environment. Players who find *SS4* a great engine for fighting super-skirmishes will find that these rules work equally well telling stories around the tabletop!

BACKGROUNDS

Players who want to add stronger RPG elements to *SuperSystem 4th ed.* games can select Backgrounds for their characters. Using these backgrounds requires one player take the role of a neutral Game Master, or GM. Backgrounds represent loose areas of skill and experience akin to a profession, vocation, or life experience. Players get 5D to divide among the suggested backgrounds listed below. No single background can receive more than +3D. Henchmen groups and Sidekicks get 3D to divide among the background with no more than +2D in any specific one.

Backgrounds never add to combat rolls; they're purely for RPG scenes where knowledge, non-combat tasks, and interaction take the forefront.

To use a background in play, the player asks the GM if the background would apply in a given instance, and the GM assesses the situation and gives his assent, or suggests that another background might be better suited to the task at hand. Backgrounds remain intentionally broad, and can sometimes be combined with different attributes to create an enhanced dice pool for the action required. Each background also provides a middle-class or higher lifestyle. Player's should use their characters' highest rated background to figure out (roughly) their level of financial comfort.

Use these sample TN's to set difficulty levels in RPG situations:

TN2	Easy
TN3	Moderate
TN4	Hard

We list suggested uses with each background description, but these are just suggestions, and much more can be done if GM's and players get creative!

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. Add dice from this background to Mind when seeking strange knowledge, and to Sense when trying to discern magical patterns or details.

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 Scientist. Add dice from this background to Dodge rolls when a fine hand is needed to make something beautiful, to Resolve for poetry and other creative writing, and to Sense when trying to detect forgeries.

ATHLETICS

You possess past experience in serious athletic endeavors. Pick one or two sports you played at a very high level. A 1D rating indicates lower division collegiate level. A 2D rating indicates Division I college athletics, or semi-pro status. A 3D rating indicates a serious professional athlete of some accomplishment. Add dice from this background to Dodge rolls for athletic feats, and to Mind for devising and assessing on the field strategies.

BLUE COLLAR

You're a tradesman (carpenter, electrician, plumber, etc.) or a laborer. You work hard with your hands to make your living. A 1D rating means you're successful practitioner of your trade. A 2D rating marks you as a foreman or job leader. A 3D rating means you're a successful contractor. Add dice from this background to Dodge, Mind, or Strength to practice your trade, or to Sense to detect shoddy workmanship.

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! Add dice from this background to Mind for schemes

and nefarious plans, to Resolve to intimidate and bamboozle, and to Dodge to break and enter.

EXPLORATION

You've travelled 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 (one extra language per 1D). Add dice from this background to Dodge rolls for outdoor feats and piloting vehicles, and to Sense and Mind rolls for more cerebral exploits like map reading and plant identification.

HIGH SOCIETY

You're rich. Each 1D you place in this background indicates your level of fabulous wealth and your ability to navigate the upper echelons of the rich and famous. Add dice from this background to Resolve checks to impress your peers at big parties, and to Mind to recall bits of minutiae and gossip about other members of your circle.

MEDICINE

You know how to make sick people better. This background represents advanced medical training. A 1D investment makes you a nurse or medic. A 2D investment makes you a doctor. A 3D investment makes you a doctor and world renowned researcher! Add dice from this background to Mind to understand complex medical phenomena, and to Sense to recognize symptomatic patterns. You might also even add it to Resolve to practice good bedside manner with patients!

MILITARY

You are, or were, a warrior. This can include both formal and informal military service. While 1D might make you a grunt, 3D might count you as a valuable officer. You know weapons appropriate to your experience and history, and might also be able to pilot or drive appropriate vehicles. Add dice from this background to Dodge to pilot military vehicles, to Mind to assess tactics and recognize weapons, and to Resolve to inspire your fellows.

PUBLIC SAFETY

Policemen, firemen, park rangers, and others fall into this background. Choose one of these tracks or a similar one when selecting this option. Add dice from this background to Dodge when rescuing people from peril, or to Mind or Sense when conducting an investigation.

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. If you do decide to limit to a certain discipline (biochemistry, engineering, physics) your rating in this background counts as +1D higher, so 2D would be 3D. Add dice from this background to Mind and Sense rolls to analyze and recognize physical phenomena, and to Mind to invent cool stuff.

SOCIAL SCIENCES

Politics, economics, history, education, anthropology, archaeology, and many other “soft” disciplines all fall under this background’s domain. Social sciences can also grant the ability to speak other languages (one extra language per 1D).

Add dice from this background to Mind and Sense rolls to understand data, conduct research, and recognize clues.

IMMUNITY AND VULNERABILITY

This combination of effects can help define the nature or origin of a character’s powers, immunities, and vulnerabilities. We placed these rules here in the RPG section because they may not be suitable for competitive skirmish games, but with the GM’s guidance, they’ll work very well in a role-play environment. When a player picks an immunity, he also selects two vulnerabilities (one of the two must be of the same rarity or more common), or a single more common vulnerability (if this is possible).

A character can also choose an environmental vulnerability—these do automatic 2D damage, or 4D if the character wants it to count as one level rarer.

Example: *Golgaxx is a methane breathing alien—air is poison to him! Air is normally common, but his player selects it as a 4D vulnerability because he wears a special suit that lets him safely breathe his native environment. At some point the GM could rule that an attack damages Golgaxx’s suit, subjecting him to the automatic 4D hits each round.*

The descriptors included below represent the most common examples, and GM’s and players can use these as is, and/or add new ones as the need arises.

Any time a character encounters a power he enjoys immunity against, that power suffers reduced goals on damage or effect totals (in the case of non-damaging effects). The character can choose full immunity, i.e., no damage or effect

goals, but he must choose a vulnerability of the same or more common rarity that he suffers $\times 2$ damage or effect goals against. If he chooses half damage or effect goals, he must choose a vulnerability of the same or more common rarity that he suffers $\times 1.5$ damage or effect goals against.

Whenever a character with full immunity to something suffers from two vulnerabilities, the more common one gets rated at $\times 2$, and the less common one gets rated at $\times 1.5$. If both have the same level of rarity, the player can pick which one gets the $\times 2$ rating.

Examples include:

Immunity/ Vulnerability	Rarity
Air	Common
Bullets	Common
Earth	Uncommon
Evil	Uncommon
Energy	Common
Fire/Heat	Uncommon
Holy	Rare
Ice/Cold	Uncommon
Light	Common
Necromantic	Rare
Radiation	Rare
Sunlight	Uncommon
Water (Drowning)	Uncommon
Environmental	Rarity
Air	Common

Sunlight	Uncommon
Water	Uncommon
Methane	Rare
Radiation	Rare

Example: Scott builds a Netherworld denizen named War-Karrell for his SS4 RPG campaign. He wants him to be totally fire resistant, so he takes the Fire/Heat (Uncommon) Immunity for half goals damage. Since Fire/Heat is an uncommon occurrence in the world, Scott must select **one** common vulnerability or **two** vulnerabilities (one of which must at least be uncommon), and he will suffer $1.5 \times$ damage from them. Since War-Karrell is a dark soul from the netherworld, Scott picks Sunlight (Uncommon) and Holy (Rare).

RPG POWERS

As a skirmish miniature game, *SuperSystem 4th ed.* focuses its rules for powers and effects on combat. When adapting the SS4 engine to cover RPG situations, GM's can create special effects from existing powers that reflect the demands of a role-play situation. While we cannot present an entire list of new, role-play focused effects in this section, we can model the development of one or two such powers as an example.

TELEPATHY

The power to read minds represents a common RPG super-ability that has bedeviled GM's whenever it comes up, no matter what game or rules are being used! In SS4, a non-combat power like Telepathy gets rolled into powers like Super-Mind and Dominate, but a player's character never really needs to know what her boss is thinking about vis-a-vis that promotion, right? Not so in a full-on RPG game! GM's can create 0 pt. or

low point cost special effects on existing powers to fill these gaps. Players should get one or two of these free selections at character creation. Check out this RPG special effect we created for Super-Mind:

Telepathy (+0 pts.): The character can read the surface thoughts of any normal target within the short range band (15"). This requires no dice rolling. Any target possessing Super-Mind or Super-Resolve is shielded and requires an opposed Mind vs. Mind check to read. Digging more deeply for secrets and such also requires an opposed check whether the target is shielded or not.

The character may also mentally communicate with other friendly characters within 15".

A character can make a **TN=3** Mind check to exceed the short range of this effect. Super-Mind levels determine the base limits of the telepathy power:

Super \times 1 = Neighborhood

Super \times 2 = City

Super \times 3 = State

Super \times 4 = Country

Super \times 5 = World

Every 2 goals in excess of the **TN=3** moves the character one level up from her base level set by her Super-Mind.

Example: *Mind-Hawk (Super-Mind \times 2) wants to contact her teammate Tarantula from across the state. Her Mind check results in 5 goals, enough for her to reach her teammate!*

Example: *Later, Mind-Hawk wants to mentally contact Super-Charger from across the country! Her Mind check results in 7 goals, enough to extend her range and make contact with her teammate.*

Here's another effect based off of Super-Mind:

Polyglot (+0 pts.): The character makes a **TN=3** Mind check whenever she encounters a new language, or one she has not spoken before. A successful check means the character can read and speak the language with average fluency. Exceeding the TN by 3+ goals grants an even deeper fluency. Failure means the character must wait a few hours to try again.

RPG NOTES

GM's will want to consider a number of factors when moving from the skirmish battlefield to the RPG tabletop. We present some short notes on the most salient aspects of this process here, in no particular order!

GRID MAPS, TERRAIN, THEATER OF THE MIND

Players who want to take their RPG games from the battle-board to the grid or hex map can easily do so by simply measuring the distances on the map using inches as normal. GM's can also decide to translate a character's movement rate into squares or hexes as the map dictates. Finally, players can also agree to conduct action with no game board or miniatures at all--the action occurs in the imagination!

INJURY, RECOVERY, AND DEATH

GM's should treat each scene in their *SS4* RPGs as a battle in the skirmish game. Roll for KO and Aced as normal. GM's can widely expand the charts, or ad lib their own results based on unique story elements. A character's Vitality otherwise replenishes to full at the beginning of each new RPG scene.

STRENGTH, LIFTING, AND EXTRA EFFORT

Part of the fun of supers and comics lies in comparing the abilities of various characters. Strength level always sparks a lot of debate when these topics come up. Here are the baseline numbers from our Size Benchmark Chart:

STRENGTH	MAX LIFT
1	25 lbs.
2	75 lbs.
3	225 lbs.
4	675 lbs.
5+	1 Ton
[1]	10 Tons
[2]	100 Tons
[3]	1 Kilotons
[4]	10 Kilotons
[5]	100 Kilotons

This provides a rough reckoner of what a character can lift (press) under ideal conditions. A character with Super-Strength $\times 1$ can normally lift a weight somewhere between 1 ton and 10 tons. Her player can decide what this exact value is within that range, and it has no affect on how much damage the player deals, but could affect the objects she could lift in an RPG scenario.

But what about extra effort? In RPG games (where these sorts of things matter more), GM's can allow characters to make extra effort lift attempts. In these cases the character makes a Strength roll vs. a **TN** equal to her Strength dice. If the character succeeds, she can lift up to $2 \times$ her base amount, +1 multiplier for every extra goal scored.

Example: *Zoya (6D[1] Strength, 10 ton lift) wants to try an extra effort lift to move a 30 ton boulder. She rolls 6D[1] vs. TN=6 and scores 7 goals! That's good enough for a $\times 3$ result, and she can lift up to 30 tons on that turn!*

*GM's can also allow characters to add dice from the Athletics background to these checks without increasing the TN. So if Zoya had 2D in Athletics, she would roll 8D[1] vs. **TN=6** (her base Strength dice).*

When In Doubt, **TN=3!**

When you encounter an unforeseen circumstance while running SS4 in RPG-mode, pick an attribute (and a background if one fits) that best apply, assign a **TN=3**, and roll some dice!

Example: *Scott's running an SS4 RPG session, and he's set up a scene where his players' heroes must battle through a Lemurian guard patrol to reach their escape submersible. Instead one of his players decides to bluff the head guard into believing the heroes have joined the Lemurian cause! This will be an opposed Resolve check, but before the heroes approach, the player in question declares that his character's close observation of Lemurian culture should give him an edge. Scott tells the player to make **TN=3** Mind goal roll. Every two goals he exceeds the check by will add +1D to the coming opposed Resolve check.*

APPENDIX II: ANIMALS

This appendix provides a handy list of pre-built animals ideal as foes in scenarios and for use with the **Alternate Form** power.

THE ANIMALS

Use these animals for the Alternate Form power--spending 2 AP allows the character to transform into anything on this list, but he retains his own Mind and Resolve attribute dice pools. These critters also make ideal fodder for scenario creation. Want to set a Slugfest at the local zoo? You will find plenty of animals to corral in this section!

Note: The effects of Always On powers like Growth and "adder" powers like Weapon have already been factored into the animal write-ups. When this affects Attribute totals, we note these final totals in italics.

ALLIGATOR/CROCODILE

Affiliation: Animals

BP: 29

AP: 4 + 4

ATTRIBUTES

STK 3	STR 5	DGE 2	TOU 5
MND 1	RES 1	SEN 2	

POWERS

- » Growth × 1
 - Always On
- » Extra Movement × 4
 - Only While in Water

Vitality: 8

APE, CHIMPANZEE

Affiliation: Animals

BP: 19

AP: 3 + 2

ATTRIBUTES

STK 2	STR 3	DGE 2	TOU 3
MND 1	RES 1	SEN 2	

POWERS

- » Climbing
- » Extra Movement × 2

Vitality: 4

APE, GORILLA

Affiliation: Animals

BP: 23

AP: 3 + 1

ATTRIBUTES

STK 2	STR 5	DGE 2	TOU 4
MND 1	RES 1	SEN 2	

POWERS

- » Extra Movement × 1
- » Growth × 1
 - Always On

Vitality: 7

BAT, FLOCK × 10**Affiliation:** Animals**BP:** 36**AP:** 4 + 3**ATTRIBUTES**

STK 2	STR 1	DGE 3	TOU 1
MND 1	RES 1	SEN 5[1]	

POWERS

- » Extra Movement × 3
- » Flight
- » Super-Sense × 1

Vitality: 10 bats**BEAR, BLACK****Affiliation:** Animals**BP:** 28**AP:** 4 + 4**ATTRIBUTES**

STK 3	STR 5	DGE 2	TOU 4
MND 1	RES 1	SEN 3	

POWERS

- » Extra Movement × 4

Vitality: 5**BIRD, EAGLE****Affiliation:** Animals**BP:** 32**AP:** 4 + 6**ATTRIBUTES**

STK 3	STR 1	DGE 3	TOU 2
MND 1	RES 1	SEN 4	

POWERS

- » Extra Movement × 6
- » Flight

Vitality: 2**BIRD, FLOCK × 10****Affiliation:** Animals**BP:** 35**AP:** 4 + 7**ATTRIBUTES**

STK 1	STR 1	DGE 3	TOU 2
MND 1	RES 1	SEN 2	

POWERS

- » Extra Movement × 7
- » Flight

Vitality: 10 birds**CANINE, DOG****Affiliation:** Animals**BP:** 18**AP:** 4 + 3**ATTRIBUTES**

STK 3	STR 2	DGE 2	TOU 2
MND 1	RES 1	SEN 2	

POWERS

- » Extra Movement × 5
- » Extra Vitality × 1

Vitality: 4**CANINE, WOLF****Affiliation:** Animals**BP:** 24**AP:** 5 + 6**ATTRIBUTES**

STK 4	STR 3	DGE 2	TOU 2
MND 1	RES 1	SEN 3	

POWERS

- » Extra Movement × 6
- » Extra Vitality × 2

Vitality: 5

DINOSAUR, ARMORED

Affiliation: Animals

BP: 58

AP: 6 + 2

ATTRIBUTES

STK 5	STR 7[1]	DGE 3	TOU 7[1]
MND 1	RES 1	SEN 2	

POWERS

- » Growth × 2
 - Always On
- » Extra Movement × 3
- » Extra Vitality × 3
- » Super-Str × 1
 - Shockwave
- » Super-Tou × 1

Vitality: 16

DINOSAUR, FLESH EATING

Affiliation: Animals

BP: 70

AP: 7 + 4

ATTRIBUTES

STK 6[1]	STR 6[1]	DGE 3	TOU 6[1]
MND 1	RES 1	SEN 3	

POWERS

- » Super-Strike × 1
- » Super-Str × 1
 - Shockwave
- » Super-Tou × 1
- » Growth × 2
 - Always On
- » Extra Movement × 4

Vitality: 12

DINOSAUR, FLYING

Affiliation: Animals

BP: 45

AP: 5 + 10

ATTRIBUTES

STK 4	STR 4	DGE 3	TOU 4
MND 1	RES 1	SEN 3	

POWERS

- » Growth × 1
 - --Always On
- » Flight
- » Extra Movement × 8
 - --Only While Flying

Vitality: 7

DINOSAUR, PLANT EATING

Affiliation: Animals

BP: 58

AP: 4 + 6

ATTRIBUTES

STK 3	STR 7[1]	DGE 2	TOU 6[1]
MND 1	RES 1	SEN 2	

POWERS

- » Super-Strength × 1
 - Shockwave
- » Super-Tou × 1
- » Growth × 3
 - Always On

Vitality: 14

ELEPHANT**Affiliation:** Animals**BP:** 39**AP:** 4 + 6**ATTRIBUTES**

STK 3	STR 6[1]	DGE 2	TOU 5
MND 1	RES 1	SEN 2	

POWERS

- » Growth × 1
 - --Always On
- » Extra Movement × 4
 - --Only While Charging
- » Reach × 1
- » Super-Strength × 1

Vitality: 8**FELINE, CHEETAH****Affiliation:** Animals**BP:** 36**AP:** 5 + 12**ATTRIBUTES**

STK 4	STR 3	DGE 5	TOU 2
MND 1	RES 1	SEN 3	

POWERS

- » Extra Movement × 12

Vitality: 3**FELINE, LEOPARD****Affiliation:** Animals**BP:** 36**AP:** 5 + 3**ATTRIBUTES**

STK 4	STR 3	DGE 4	TOU 3
MND 1	RES 1	SEN 3	

POWERS

- » Extra Movement × 3
- » Super Leap
- » Climbing

Vitality: 4**FELINE, LION/TIGER****Affiliation:** Animals**BP:** 30**AP:** 5 + 4**ATTRIBUTES**

STK 4	STR 5	DGE 3	TOU 4
MND 1	RES 1	SEN 2	

POWERS

- » Extra Movement × 4

Vitality: 5**FELINE, SMALL****Affiliation:** Animals**BP:** 10**AP:** 3 + 2**ATTRIBUTES**

STK 2	STR 1	DGE 3	TOU 1
MND 1	RES 1	SEN 2	

POWERS

- » Extra Movement × 2

Vitality: 2

HERD ANIMALS

Affiliation: Animals

BP: 18

AP: 3 + 6

ATTRIBUTES

STK 1	STR 4	DGE 1	TOU 4
MND 1	RES 1	SEN 1	

POWERS

- » Growth × 1
 - Always On
- » Extra Movement × 4

Vitality: 6

HORSE

Affiliation: Animals

BP: 33

AP: 5 + 7

ATTRIBUTES

STK 3	STR 4	DGE 3	TOU 3
MND 1	RES 1	SEN 2	

POWERS

- » Growth × 1
 - Always On
- » Extra Movement × 7

Vitality: 8

INSECT, SWARM × 10

Affiliation: Animals

BP: 51

AP: 5 + 1

ATTRIBUTES

STK 4	STR 2	DGE 4	TOU 4
MND 1	RES 1	SEN 2	

POWERS

- » Veterans
- » Flight
- » Extra Movement × 1
- » Weapon × 1
- » Soul Fire (Weapon)

Vitality: 10 bug clouds

RAT, SWARM × 10

Affiliation: Animals

BP: 29

AP: 5

ATTRIBUTES

STK 3	STR 1	DGE 4	TOU 3
MND 1	RES 1	SEN 2	

POWERS

- » Weapon × 1

Vitality: 10 rats

RHINOCEROS**Affiliation:** Animals**BP:** 38**AP:** 4 + 10**ATTRIBUTES**

STK 3	STR 5	DGE 2	TOU 6[1]
MND 1	RES 1	SEN 2	

POWERS

- » Growth × 1
 - Always On
- » Extra Movement × 8
 - Only While Charging
- » Super-Toughness × 1

Vitality: 8**SNAKE, CONSTRICTOR****Affiliation:** Animals**BP:** 17**AP:** 3**ATTRIBUTES**

STK 2	STR 4	DGE 2	TOU 2
MND 1	RES 1	SEN 2	

POWERS

- » Entangle (3D)
 - No Range

Vitality: 3**SNAKE, POISONOUS****Affiliation:** Animals**BP:** 34**AP:** 5**ATTRIBUTES**

STK 4	STR 1	DGE 3	TOU 1
MND 1	RES 1	SEN 2	

POWERS

- » Weapon × 2
- » Reach × 1 (Weapon)
- » Soul Fire (Weapon)

Vitality: 2

APPENDIX III: SOLOSYSTEM! SUPERSYSTEM SOLO PLAY RULES

SOLO PLAY RULES

These rules allow players interested in solo play to set-up games and control the behavior of opposing game models. GMs who want to set-up quick scenarios and opposition will also find this system helpful. This system requires a standard 54 card deck (jokers included).

PLAYING A SOLO GAME

Players running a SoloSystem game follow a specific sequence to simulate the action. We discuss italicised terms in their own sections below.

1. Select Your Team: determine points and members, assign Types to the characters you select.
2. Select your Foes: determine balance using card turns, and pick appropriate foes from your available models. Assign Types to them.
3. Pick a set Scenario or generate one using the system below.
4. Setup opposing models using card turns.

5. Start the game with the Round 1 initiative check!

GENERATING ENCOUNTERS

Players can play standard scenarios from the regular rules or randomly generate Encounters using the card deck. The deck and the rules that follow allow players to fashion the exact foes and environment for each Encounter. If players have specific terrain, models, or objectives in mind, they can skip any of these steps along the way.

CARD TURN

Whenever these rules call for a *card turn*, simply turn the top card of the deck over and place it beside the deck, noting the result.

DETERMINING BALANCE

Players can randomly decide a scene's difficulty with a *card turn*:

ENCOUNTER BALANCE TABLE

Card Turn	Encounter Difficulty	# of Foes
Ace	Pushover	$\frac{2}{5}$ Team Points (2 foes)
2-5	Easy	$\frac{3}{5}$ Team Points (3 foes)
6-Jack	Even	Full Team Points (5 foes)
Queen-King	Hard	$+\frac{1}{5}$ Team Points (6 foes)
Joker	Very Hard (+Enc. Hazard)	$+\frac{2}{5}$ Team Points (7 foes + Enc. Hazard)

Players compare this result to the columns on the Encounter Balance table and that determines the number of points worth of foes for the battle. A standard 5 hero player team works out to 375 pts. at 75 pts. per model. So long as opposition models are built on the same points levels, it's easy to determine a set number of foes at each difficulty level. The above table assumes a standard 5-model super-team in these cases.

Players should not re-shuffle the deck until after they've generated all of their encounters for the session's play.

Example: *Scott has a 5 model super team (375 pts.) and does a card turn to determine Encounter Balance for the first encounter. He shuffles the deck, then turns the card and gets a 10. This would give him an Even encounter with 5 models worth of foes. For the next Encounter, he turns a 5--an Easy encounter featuring 3 foes. For the final Encounter he turns a King. That means his team will face a hard encounter to end their night, facing off against 6 foes!*

SUIT COLOR

When generating encounters, suit color indicates whether the story allows for rest in between encounters. A red suit color means full rest between encounters, and a standard post-battle sequence. A black suit means no rest--the player's team must go right into the next battle, and KO'ed teammates cannot take part unless healing or regeneration are available. In these cases they start the next encounter at half Vitality (round down). Team members who suffered an Ace miss the next encounter and roll for their fate as normal. If they survive,

they're back in to the following encounter at full strength. Track earned experience and do a single post-battle once a red suit is drawn, or once play is halted for the night.

GENERATING FOES

If a player does not have a set group of foes in mind, the same card turn determines the opposition players will face. SoloSystem features four basic types of foes, and these four types map nicely to the four suits in a standard card deck:

SUIT	OPPOSITION TYPE
♣ Clubs	Thug
♦ Diamonds	Mastermind
♥ Hearts	Specialist
♠ Spades	Mover

Masterminds are powerful, sometimes enigmatic leaders who generally combine great might and intelligence in one dangerous package.

Movers usually get places fast, and can often bring other teammates along for the ride!

Specialists include energy wielders, healers, guardians, sensors, or any number of other power combinations that teams find useful.

Thugs are bricks or brawlers who specialize in close-up mayhem, but they also might be powerful ranged attackers who just like to blow stuff up!

When you build the opposition for your super team, make sure you assign each member a Type from the four listed op-

tions. It does not matter if a team of foes does not cover all of the types, or contains multiples of a certain type.

Below we provide a number of opposition groupings based off of the card turn above. Players can add to these based on the difficulty level of the card turn. When in doubt, add a Thug, as these characters represent the most abundant foe types in comics. If you turn a Joker, draw again for a second card to get a suit, but also see *Traps and Hazards* below.

ENCOUNTERS BY FOE TYPE

THUG ♣

Villain Strike Team:

- ★ 3 models (Thug × 2, Mover)
- ★ 5 models (Specialist, Mover, Thug × 3)
- ★ 8 models (Thug × 4, Mover × 2, Specialist × 2)

MASTERMIND ♦

Masters of Evil:

- ★ 3 models (Mastermind, Mover, Thug)
- ★ 5 models (Mastermind, Specialist, Mover, Thug × 2)

- ★ 8 models (Mastermind, Specialist × 2, Mover × 2, Thug × 3)

SPECIALIST ♥

McGuffin Hunters:

- ★ 3 models (Specialist × 2, Thug)
- ★ 5 models (Specialist × 2, Mastermind, Mover, Thug)
- ★ 8 models (Specialist × 3, Mastermind, Mover × 2, Thug × 2)

MOVER ♠

Smash and Grab Crew:

- ★ 3 models (Mover × 2, Thug)
- ★ 5 models (Mover × 2, Thug × 2, Specialist)
- ★ 8 models (Mover × 3, Thug × 3, Specialist × 2)

TRAPS AND HAZARDS

Turning a Joker when determining foes means the player has also generated an Encounter Hazard. He should immediately turn a second card to determine the nature of the Hazard. The card's suit defines the hazard, and its value could add to the difficulty.

SUIT	TRAP/TASK CHECK TYPE	CONSEQUENCE
♣	Arcane (Res or Mnd)	+1D Specialist and Mastermind Mnd/Res during scene
♦	Urban (Stk or Sen)	+1D Thug and Mastermind Dge/Tou during scene
♥	Hidden Base (Str or Mind)	+1D Mover and Mastermind Stk/Str during scene
♠	Wilderness (Stk or Dge)	+1D Thug and Mover Stk/Tou during scene
Joker	Draw Again!	Affected foes also gain +1D Sen

The card's face value determines any difficulty modifiers added to a **standard TN=4**:

CARD VALUE	TN MODIFIER
Ace	-1
1 - 10	No Modifier
Jack - King	+1
Joker	+2

Encounter Hazards act as self-contained encounters. Players decide which character will face a particular hazard and then that character makes the check using one of the listed Attributes. Unless a published or pre-written Encounter dictates otherwise, the Consequence listed above determines what happens to the team in its subsequent battle should their character fail the check. Each consequence includes dice bonuses for specific types of the team's foes. Do a second card turn for each affected model—red suit indicates the stat to the right of the slash, and black suit indicates the stat to the left of the slash.

Resolve this **Encounter Hazard** before the battle begins. This procedure represents an abstraction of the action of the characters overcoming the Hazard, whether it is a trap or some other obstacle.

Note: If using the Diceless Foes Mechanic outlined below, the +1D bonuses instead add +1 card turn to the foe's attribute.

SETTING THE SCENE

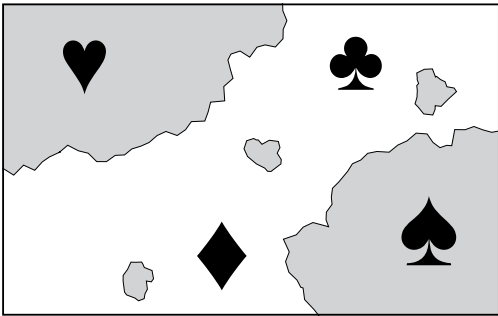
Encounter locales will be largely dependent on a player's collection of miniature terrain. We approach scene setting with versatility in mind. Players should assemble the terrain for each Encounter into a desirable arrangement. Varying terrain types, setting up interesting obstacles, and using available structures to block line of sight will all make for a better game experience.

Once the terrain for an Encounter has been set, players should divide it into 4 discrete areas or zones. Glass beads, walls (in the case of distinctive rooms), or movable pieces of terrain like stands of trees, hedges, high-tech consoles, or furniture all make good dividing tools. Once four areas have been established, players should assign each one a card suit (Clubs, Diamonds, Hearts, Spades). Then when it's time to deploy models for the encounter, players simply do a card turn for each group of participants, doing one turn for the player characters, and then subsequent turns for each distinct group of foes. If player characters and foes wind up in the same zone, they should be placed as far from one another as possible to start the game.

Players should ignore Joker results in this case, setting them aside.

Example: *Scott's playing a solo game and sets up his terrain. His super-team consists of a trio of heroes, and he's already done card turns for his opposition, determining that he will be facing a slightly undermanned duo consisting of a nasty energy vampire (a Mastermind) and his alien bodyguard (a Thug). He sets up a large underground base for the encounter, and divides it into four zones using a combina-*

tion of cavern walls and stalagmites. He then assigns each zone a suit. He draws a Jack of Hearts for the player characters and places them in the left corner of the cavern (see diagram). He turns an 8 of Clubs for the energy vampire, placing him in the right corner of the cavern. Finally, he turns an Ace of Diamonds for the alien bodyguard, and places him in the lower center area of the cavern.



SCENE CONDITIONS

Players can also use the same method for assigning adventure conditions to encounter areas. We've assigned Adventure Conditions best suited to solo play card suits:

- ♣ Darkness
- ♦ Power Zone
- ♥ Impassable Ground
- ♠ Water

After turning a card to determine the condition, the player should next turn a card to determine its area location. Players can also change these four conditions based on the terrain of the scene. For example, replacing a zone of Darkness with a sheer drop to model the edge of a building in the Rooftop Rumble scenario.

SCENE OBJECTIVES

Players can set objectives with random card turns when not using one of the standard SS4 scenarios:

♣ = **Escape** (One team must exit via opposite board edge)

♦ = **Slugfest** (All-out super battle)

♥ = **Seize the Prize** (Both teams vie for an objective marker)

♠ = **Assassinate** (One team tries to slay a random member of the opposing team)

We have loosely defined the objectives above. Players can add details as they see fit, borrowing mechanics from the seven scenarios detailed in Chapter 5.

OPPOSITION ACTIONS IN SOLO PLAY

Every foe possesses a motivation; we call them Drives. In solo play Drives help to act as the "artificial intelligence" (AI) for the game. These rules detail seven Drives, and we list them below. Every foe you use in your games should have a Drive. Each drive also includes some default action guidelines. A Mastermind character type may always seek an objective in a scenario, rather than following his drive's base action requirements.

MASTERMIND SPECIAL ACTION

A number of drives require a Mastermind action to counter their effects. This is always a 2 AP action, paid either on the Mastermind's turn, or on the affected model's turn. In the latter case, the mastermind begins his next turn with -2

AP. The mastermind must be able to see the affected model in order to use this action.

CONSUME

The foe's chief desire lies in satisfying some base need. It might be a ravenous creature, energy vampire, or some other type of predator. When it attacks it focuses its attention on a single (usually closest) target and attempts to devour it!

Actions: Foes of this nature will flee combat once they've suffered the loss of half or more of their Vitality. They leave combat and try to move off toward the nearest board edge. Only the application of the Healing power, or a 2 AP special action (no roll required) from a Mastermind or Specialist within line of sight can bring the creature back into the fight.

CRUELTY

Some foes exist to inflict pain. They're tainted with a streak of cruelty that makes them depraved. This is the kind of foe who might linger next to a fallen hero just to Ace him!

Actions: Unless a Mastermind or Specialist spends a 2 AP special action (no roll required), a foe with this drive must attempt to Ace the nearest fallen opponent within line of sight. If no KO'ed foes satisfy this condition, he will target a player model of the same type first, and failing that, the nearest enemy model.

MINION

Some foes are born or trained to serve. Minions do the bidding of some master. They're often given a simple task like guarding a facility's door, ambushing

a super-team, robbing a bank, etc. All henchmen groups count as minions, but some characters might as well.

Actions: Failing some special scenario requirement, Minions always target the nearest foe with their best attack option.

POWER

Foes who seek power generally rank as villains. They seek artifacts, control of others, magical or scientific places of power, and/or individuals who will allow them to further their ends.

Actions: Unless some special scenario requirement dictates otherwise, models with this drive always target a player model of the same type first, and failing that, the nearest enemy model.

PROTECTION

Often foes wish to drive interlopers from their territory or guard their young or mates. These foes are often little more than creatures or primitives, and will often interpose themselves between their young and the perceived threat. Foes with this drive often possess the Bodyguard power.

Actions: Unless already engaged in close combat or directed to attack by a 2 AP action from a Mastermind or Specialist (no roll required), foes with this drive must use one of the following maneuvers each turn: Defensive, Dive for Cover, or Roll with the Blow.

WEALTH

Foes who seek wealth are mercenaries. They fight for pay or gain. If their benefactor is killed, they generally quit the fight.

Actions: Foes with this drive will always seek to possess any objective markers first and foremost. Secondly, they will attack the a player model of the same type first, and failing that, the nearest enemy model.

SPECIAL

This comprises an open category, and GMs and solo players can devise any motivation to fill it. Perhaps a foe's drive lies in his attachment to a specific site or location, or maybe a certain member of the target super-team possesses a specific energy signature that calls to him? Special drives give players a lot of flexibility.

Actions: Special foes represent wild cards whose actions will generally be dictated by the scenario in question. For example, a giant subterranean monster sent by a Mastermind to raze the city might have a singular focus of destroying a certain terrain feature, and only attack the player's team members when one of them inflicts 4 or more Vitality loss on him with a single attack.

A foe may also have more than one Drive should a player deem it necessary. Drives only provide guidelines for a foe's behavior; players should employ good sense and logic when determining a model's ultimate actions.



COMBAT NOTES

Solo play dictates adjustments to certain aspects of combat and action.

INITIATIVE

Roll for the foes' initiative as normal, or when using the Diceless Foes Mechanic (see below), simply do a Card Turn for the foes' designated leader (usually, but not always, a Mastermind type).

MOVEMENT

A foe should always move enough to gain an advantage in combat. So a blaster trying to get the best shot off might use enough of his or her AP to move into the short range bracket provided it would still have enough left over to make the attack. Close combat oriented foes should always charge to gain the +2D to damage where this is feasible.

PRECISION ATTACKS

Whenever foes gang-up on a player character model in close combat, they will use the Precision Attack maneuver to assure that the character remains in contact with them.

POWER NOTES

SuperSystem features dozens of powers, boons, and banes, and all of these myriad abilities generate complications when translating the game action to solo play. Here we've highlighted some of the cases that require special attention.

Bodyguard: Be sure to designate who the model's primary subject is before the game begins. Models with this power should most likely be assigned the Protector type. They'll stick closely to their designated model and try to use their power to absorb any hits.

Burrowing: Unless it needs to be on the surface for some scenario reason, foes with this power should move using Burrowing whenever possible.

Cloak: Players should assume any foe with this power begins the game with it active and keeps it active.

Copy Power: Foes with this power will naturally try to copy the most powerful attack or defense power within their range. Unless their type restrictions dictate otherwise, if target powers are within 5 pts., the model will copy the powers of the closest player model.

Damaging Aura: Players should assume any foe with this power begins the game with it active and keeps it active unless it has to handle an objective marker.

Density Decrease: Players should assume any foe with this power begins the game with it active and keeps it active unless it has to handle an objective marker.

Dispel: Foes with this power will naturally try to dispel the most powerful attack or defense power within their range. Unless their type restrictions dictate otherwise, this should also be the closest player model.

Edge: When using the Diceless Foes Mechanic (see below), this power adds additional card turns instead of dice. Each level of Edge spent adds +1 card turn. Once a level is spent it is gone for the game.

Elemental Control Pool: Just as with normal play, solo players should take time before the game begins to develop ECP slots and packages for models possessing this power. The model will switch to the most appropriate package for a given situation.

Flight: Flying models begin the game in flight.

Force Dome: Foes will grant benefits to either the closest ally in range, or the ally who has suffered the most Vitality loss and still stand within range. Masterminds will generally reserve use of this power for themselves if they choose not to attack on their turn.

Fortune: Use the model's Drive to determine whether it uses Fortune for itself or for comrades. When using the Diceless Foes Mechanic (see below), each round deal a number cards equal to the model's Fortune level face up near the model's record sheet. When the model attacks or suffers an attack, use one of these cards in place of the card turn if the result would be better for the model. Should a Joker come up in the meantime, shuffle these cards back in and deal a set of fresh ones back out.

Gadget Pool: Just as with normal play, solo players should take time before the game begins to develop gadget pack-

ages for models possessing this power. The model will switch to the most appropriate gadget for a given situation.

Growth: Foes possessing this power begin play at the max Growth level they possess.

Healing: Foes who heal will always move into contact and heal the most grievously injured team member. If multiple team members are equally hurt, he'll heal the closest one. Any foe at half Vitality or less will heal himself before healing any friendly model.

Lucky: Models with the Cruelty and Consume drives use this power to do more damage, all others save it to protect themselves.

Sense Weakness: Foes with this power will always spend the 2 AP to use it before making an attack. If the Hunter special effect is in play, randomly select the foe's quarry from the player's team with a die roll.

Shrinking: Foes possessing this power begin play at the max Shrinking level they possess.

Tactician: Foes will grant benefits to either the closest ally in range, or an active ally within range who has suffered the most Vitality loss.

Unlucky: Models with the Cruelty and Consume drives will exploit this bane to do more damage, all others save it to protect themselves.

DICELESS FOES SYSTEM

Some players may find the idea of rolling dice against themselves in solo games a little strange. For these folks, we offer the Diceless Foes Mechanic. This system employs a standard 54 card deck to manage the actions and attacks of the opposition foes. This will require players to re-stat there *SuperSystem 4th ed.* writeups for enemy models to a new system, so there is some legwork involved!

Using this option, dice rolling only occurs when the player or players roll for their characters. We translate the opposition stats into static Target Numbers (hereafter called TNs or just TN) that fill out a simple string we call the Diceless Foe Matrix (DFM).

Record every foe's matrix on a 3' x 5" card.

When writing up your own opposition for solo games, calculate these TNs based on the character's best combat options. Players should think of these TNs as the goal total the foe would have rolled had the standard dice method been used.

Where a foe possesses an important secondary option, this TN appears in parentheses after the primary one. **To figure a foe's TN for a dice pool, divide the pool by two, then add 1.** Super-Attributes become extra card turns (see below), and should be noted in brackets, just as with normal stats in the standard game. A 7D[2] dice pool would translate into a 5[2] DFM stat.

We use the dice pool abbreviations to denote these TNs in the write-ups. For example, let's look at one of the standard SuperFig write-ups. Here's Dr. Simian:

DR. SIMIAN [GAI]

Affiliation: Atlantis Front

BP: 75

AP: 10

ATTRIBUTES

STK 6[1]	STR 5	DGE 5	TOU 5
MND 4	RES 4	SEN 3	

POWERS/TRAITS

- » Force Dome 4D
- » Super-Strike x 1
- » Weapon +2D
- » Super x 1 (Weapon)

Vitality: 9

The above profile translates into the following DFM:

DR. SIMIAN

Type: Mastermind (Diamonds)

Drive: Power

DFM

STK 4[1]	STR 4	DGE 4	TOU 4
MND 3	RES 3	SEN 3	DMG 4[1]
GEN 3			

Movement: AP 10

Initiative: 4[1]

SPECIAL POWERS

Force Dome 4D (noted Gen in the DFM above)

Vitality: 9 □□□□□□□□ [KO]

Note that we also include separate sections for movement and special powers that might require added rules for solo play.

Here is another sample DFM for the SuperFig Devil's Knight:

DEVIL'S KNIGHT [BA3]

Affiliation: Atlantis Front

BP: 75

AP: 8

ATTRIBUTES

STK 6[1] **STR** 3 **DGE** 5 **TOU** 6[1]
MND 2 **RES** 5 **SEN** 3 **DMG** 5[1]

POWERS/TRAITS

- » Dominate × 3
 - Fear Only
- » Instant Stand
- » Super-Strike × 1
- » Super-Toughness × 1
- » Weapon +2D
- » Super × 1 (Weapon)

Vitality: 9

The above profile translates into the following DFM:

DEVIL'S KNIGHT

Type: Specialist (Hearts)

Drive: Cruelty

DFM

STK 4[1] **STR** 3 **DGE** 4 **TOU** 4[1]
MND 2 **RES** 4 **SEN** 3 **DMG** 4[1]

Movement: AP 11

Initiative: 4[1]

SPECIAL POWERS

- » Dominate (Fear Only) × 3
- » Super-Strike × 1
- » Super-Toughness × 1 (Regeneration)

Vitality: 7 □□□□□□ [KO]

CARD TURNS AND THE DFM

The TNs in a foe's matrix represent its base capabilities. To add a random element and some drama to combat, GMs should employ a deck of 54 playing

cards. At the beginning of any Round, the GM or solo player should shuffle the card deck. Every time a foe attacks, damages, defends, or resists damage in combat, the GM should perform a card turn and check the result on the table below. This adds an element of chance to the exchange, and modifies the foe's base TN. Based on the result, here's what a Card Turn adds to the foe's DN:

CARD TURN	TN ADDER
Ace	-3
2	-2
3	-1
4–10	+0
Jack	+1
Queen	+2
King	+3
Joker	+4

Reshuffle the deck at the beginning of each new round.

EXTRA CARD TURNS

Any foe possessing a DFM stat with Super (i.e., a number in brackets, like Dr. Simian's Strike 4[1]) gains extra card turns for that stat when it comes into play. Always take the best card turn when this type of stat comes into play.

Example: *Dr. Simian (DFM Strike 4[1]) attacks. The player makes two total card turns: 4 and Jack. The player takes the better card, the Jack, and adds +1 to the base Strike of 4 for a final goal total of 5!*

FOE TYPE AND CARD SUIT

As we discussed above, SoloSystem features four basic types of foes, and these four types map nicely to the four suits in a standard card deck:

- ◆ **Mastermind:** (leaders, arch-villains, brilliant thinkers)
- ♥ **Specialist:** (energy wielders, mentalists, probability wizards, healers)
- ♠ **Mover:** (speedsters, flyers, teleporters, sneakers)
- ♣ **Thug:** (brawlers, bricks, fighters, scrappers)

Whenever a Card Turn suit matches a foe's type, the player must add another card turn and take the best result. This continues until there is no suit match. This also means that creatures with Super stats will gain at least 3 or more card turns when they match their suit on one of their first two draws.

Example: *Dr. Simian (Stk 4[1] and a Mastermind) attacks a player model. Scott makes two card turns, getting a 5 Diamonds and 10 of Clubs. Simian's Mastermind status means the 5 of Diamonds entitles him to another turn--Scott turns a 3 of Diamonds! That's yet another turn, and this time Scott turns a Joker, giving the wily Simian a +4 bonus! Simian ends up with a Strike total of 8!*

SUPER-TEAM TYPING

Players should also take a few moments to assign types to their own super-team members. This will sometimes become important when determining whom a foe attacks when no obvious target exists. Again, it does not matter if a team does not cover all of the types, or contains multiples of a certain type.

RESHUFFLING THE DECK

With only two of them in the 54 card deck, Jokers represent a rare and important Card Turn. After resolving an action where a Joker was turned, the GM or solo player should reshuffle all previously turned cards back into the card deck.

CARD TURNS AND RANDOM SELECTION

Players can always use Card Turns to determine an otherwise uncertain course of action. All things equal, who does the foe attack? Based on the available options, assign each potential target either a color (black or red) or suit (Diamonds, Hearts, Clubs, Spades). Then let a Card Turn decide who gets hammered!

DFM COMBAT NOTES

CARRIES IN COMBAT

Foes do not roll to attack in this alternate system, so when a character fails his Defense goal roll against the creature or foe's attack TN, the difference affects the damage adding more Card Turns. Normally a foe gets one Card Turn when it comes to damage, but every 2 goals the player character's defense goal roll failed by generates an additional Card Turn.

As with all Card Turns, the foe only takes the result from one card, and in this case, it would be the best card.

MULTIPLE FOES

Foes gain a +1 Card Turn bonus for every two friends in combat. Henchmen gain a +2 Card Turn bonus as long as they remain above 50% of their starting numbers. The bonus drops to +1 Card Turn bonus when they go below 50%.

RE-ROLLING DICE POOLS

The Unlucky bane requires a model to re-roll an entire dice throw and take the worse result. In these rules, the player instead makes two card turns and subtracts the worse result from the model's relevant TN. If the model's relevant stat already had an extra Card Turn, the player makes as many Card Turns as are necessary and takes the worst result for the foe.

The Lucky boon allows a model to re-roll an entire dice throw and take the better result. In these rules, game models use this power when they turn an Ace on a card turn. Unless the suit matches their type (and grants a free additional card turn anyway), ignore that turn and make another for the foe. This power works once per game.

KO CHECKS

KO checks for foes work a little differently in SoloSystem. When a foe loses his last Vitality point, the player should do a card turn for him, if the suit matches his type he remains standing as if he passed his KO check in a normal game. If the character possesses any additional card turns from his Res attribute, he gains these as well on the KO check. Masterminds gain an additional +1 card turn on this check.

APPENDIX IV: PLAY AIDS

DICE AVERAGE

This table provides average roll results on 10,000 attempts.

POOL	ROLL		
		5 [3]	4.88
		5 [4]	4.99
		5 [5]	4.99
		6 [0]	3.99
		6 [1]	4.64
		6 [2]	5.28
		6 [3]	5.63
		6 [4]	5.92
		6 [5]	5.98
		7 [0]	4.65
		7 [1]	5.32
		7 [2]	5.95
		7 [3]	6.44
		7 [4]	6.78
		7 [5]	6.95
		8 [0]	5.33
		8 [1]	6.02
		8 [2]	6.64
		8 [3]	7.21
		8 [4]	7.67
		8 [5]	7.91
		9 [0]	5.98
		9 [1]	6.67
		9 [2]	7.28
		9 [3]	7.96
		9 [4]	8.43
		9 [5]	8.78
		10 [0]	6.62
		10 [1]	7.33
		10 [2]	7.99
		10 [3]	8.59
		10 [4]	9.2
		10 [5]	9.58
1 [0]	0.67		
1 [1]	1		
1 [2]	1		
1 [3]	1		
1 [4]	1		
1 [5]	1		
2 [0]	1.32		
2 [1]	1.83		
2 [2]	2		
2 [3]	1.99		
2 [4]	2.01		
2 [5]	2		
3 [0]	2		
3 [1]	2.57		
3 [2]	2.89		
3 [3]	2.99		
3 [4]	3.01		
3 [5]	3		
4 [0]	2.65		
4 [1]	3.29		
4 [2]	3.72		
4 [3]	3.96		
4 [4]	4.01		
4 [5]	3.99		
5 [0]	3.32		
5 [1]	4.02		
5 [2]	4.53		

REFERENCE SHEET

Here we present a few handy charts and reminders for easy reference.

DICE POOLS

Strike	Strength	Dodge
Toughness	Mind	Resolve
Sense	Damage	General

Ranged Combat → Check range & apply modifier → Strike vs. Dodge → Hit? If yes → Damage vs. Toughness → Attacker wins? Yes, defender suffers difference in Vitality loss → Roll Knockback dice equal to vitality loss

Mental Combat → Check range & apply modifier → Mind vs. Mind → Hit? If yes → Damage vs. Resolve → Attacker wins? Yes, defender suffers difference in Vitality loss

ACTION COSTS

Move

1" per AP

Basic Attack (close or ranged)

3 AP (max 1 per turn)

Charge

2" per AP (consumes all available AP)

Stand Up

2 AP

Activate Device/Pick-up Object

2 AP

Maneuver

Variable

ATTACK SUMMARY

Close Combat → Strike vs. Dodge → Hit? If yes → Damage vs. Toughness → Attacker wins? Yes, defender suffers difference in Vitality loss → Roll Knockback dice equal to vitality loss

ELUSIVE TARGET RULE

Targets that moved 10" or more, or used the powers Hyper Movement or Burrow, gain +1D to defense against ranged attacks.

RANGE BAND CHART

up to 3" Point Blank (+1D Defense)
up to 15" Short Range (No Modifier)
up to 30" Medium Range (+2D Defense)
up to 45" Long Range (+4D Defense)
up to 60" Extreme Range (+6D Defense)
over 60" Out of Range...

NOTES

Attacking models whose targets are using the Growth or Shrinking power modify the range bands in the following manner:

*Growth (subtracts 1 range band per Growth level, minimum short range)

*Shrinking (adds 1 range band per Shrinking level, except when at point blank range)

SIZE BENCHMARK TABLE

Strength | Object Size | Max Press | Real World Examples

1D	Small	25 Pounds	Small Dog, Full Suitcase
2D	Small	75 Pounds	Grocery Cart, Cement Bag
3D	Medium	225 Pounds	Standard Model, Manhole Cover, Motor Scooter
4D	Medium	675 Pounds	Motorcycle, Vending Machine, Empty Dumpster
5D	Large	1 Ton	Car, Full Dumpster, Massive × 1 model
[1]	Class A	10 Tons	Trucks, Fighter Jet, Dense or Massive × 2+ Models
[2]	Class B	100 Tons	Fire Engines, Tanks, Locomotive
[3]	Class C	1 Kiloton	Loaded Train, Fishing Trawler, 1-2 Story Building
[4]	Class D	10 Kilotons	Destroyer, 10 Story Building
[5]	Class E	100 Kilotons	Aircraft Carrier, 100 Story Building

Strength: Minimum Strength to lift or wield the object ("Super" refers to Super-Strength)

Object Size: Descriptor of the size of the object

Max Press: Max weight model can overhead press

Real World Examples: Sample objects

MANEUVER SUMMARIES

Name	AP Cost	Summary
Aim	+3	Reduce range bonuses
Concentrated Fire	+2	Bonus dice for numbers
Defensive	3	Give up attack, +1D/+2D defense
Dive for Cover	0	Go prone, +2D Dodge
Flurry	+3/+0	Single or Multi-Target
Grab	2/4	Foe gains +2D Dodge
Haymaker	+3	+1D/Super-Strength lvl to damage
Hide	2/4	Hide and/or Ambush
Parry-Riposte	Half	Defend and counter-attack

Power Surge	2	Reduce Vitality to 1, gain Special Effect
Power-Dive	Charge	+2D Strike/Strength, +1D Dodge
Precision Attack	+1	+1D Strike, no knock-back
Quick Attack	Variable	-1 AP/+1D defense
Roll with the Blow	0	Add Super-Dodge to Toughness
Soliloquy Attack	+2	+2D Strike/Mind
Strain	+3	+2D damage/+1D defense
Super-Club	3	S:+1D/+1D; M:+2D/+2D; L: +3D/+3D
Throw Object	4	S:+1D/+1D; M:+2D/+2D; L: +3D/+3D

CONDITION SUMMARIES

Below we present handy summaries of some common conditions and their game effects.

Blinded

- » No charging
- » Double movement costs
- » Treat foes as Hidden
- » Foes gain +2D vs. Strike-based attack and defense goal rolls

Immobilized

- » No movement
- » 4 AP to attempt escape
- » No Strike-based attack rolls
- » Foes gain +1D on Strike-based attacks

Knocked Down (Prone)

- » 2 AP to stand up
- » Foes gain +2D on close combat attacks
- » Model gains +2D on Defense vs. Strike-based ranged attacks

Stunned

- » No charging
- » Double movement costs
- » Foes gain +2D vs. Strike-based attack and defense goal rolls

Terrified

- » Grant terrifying foes +2D to attack/defense
- » **TN=4** Resolve check to overcome
- » +1 to all other TN's while **terrified**

SUPERSYSTEM 4TH ED. FAST-PLAY RULES

SuperSystem 4th ed. Fast-Play (SS4F for short) provides a great way for you to get playing super miniature slugfests right away! You just need a few super figures from your collection, a handful of six-sided dice (D6's), a tabletop "battlefield" measuring roughly 3' x 3', a measuring tape, and a friend to act as your opponent.

THE BASICS

SS4F features a central mechanic called the goal roll. Most actions in the game require a goal roll, and during every goal roll a model 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. Dice rolling less than 4 are ignored.

Example: *Wildman wishes to strike a foe in Close Combat. He rolls 5D and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.*

THE POWER OF 6

Rolling a 6 in SS4F is special. Whenever a model rolls a 6 on a throw it counts as two goals.

Example: *Wildman's player rolls his 5D Dodge and gets 1, 3, 4, 4, and 6 for a total of 4 goals.*

RE-ROLLS + SUPER

Levels of *Super* grant models re-rolls--pick up dice and re-roll them. We note the number of re-rolls for a dice pool in brackets, i.e., 5D[2] grants two re-rolls.

Example: *Doc Shock has a 6D[1] pool. If he rolled a 2, 2, 3, 4, 4, and 6, he could choose to re-roll one of the three failed dice (the 2, 2, or 3) in his pool, possibly gaining additional goals.*

OPPOSED ROLLS

Combatants roll their respective dice pools in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike, harm, dodge, or resist.

In all opposed goal rolls, ties go to the model with the higher level of *Super*, or if equal, to the defender.

Example: *Doc Shock (6D[1]) attacks Dark Avenger (5D[2]). On round 1, Doc scores 4 goals and Dark Avenger scores 3--Doc hits! On round 2, Doc scores 5 goals and Dark Avenger scores 5, and because Dark Avenger has higher Super, he wins the exchange and dodges!*

TARGET NUMBERS [TN]

Certain values in SS4F represent target numbers that opposing models must resist. This most often reflects unopposed actions against some static force. We express these as "TN=#", i.e. TN=3 requires 3+ goals to succeed.

MODEL ATTRIBUTES

Models in *SS4F* possess 7 attributes that tell players how many dice they roll for attack, defense, and special situations. The attributes and their game roles are:

Strike (Stk) = make physical attacks

Strength (Str) = damage foes and objects with close attacks, hold/escape grabs

Dodge (Dge) = defend against physical attacks and make initiative checks

Toughness (Tou) = resist physical damage

Mind (Mnd) = attack and defend in mental combat

Resolve (Res) = resist damage from mental attacks and effects of injuries

Sense (Sen) = detect foes and objectives and make initiative checks

OTHER TRAITS

Two important secondary traits include AP and Vitality. AP sets the distance in inches a model may move each round. Vitality is the number of hits a model may suffer before being removed from play due to its injuries.

POWERS

Powers grant models super abilities like flight and energy blasts.

ACTION ON THE TABLETOP

Now that you have the basics of the game down, let's show you how to run a super-slugfest in *SS4F*!

THE COMBAT ROUND

Combat rounds provide a structure where players' models all get a chance to act once before a new round begins. Each model receives a turn, so each round consists of a number of turns equal to the number of models in the game. At the beginning of the game each player nominates a leader model, and at the beginning of the round each leader makes an initiative goal roll using his Sense attribute. The leader who wins the initiative (scores more goals) decides which side activates a model first. Once the first model activates, the opposing player activates a model, and this goes back and forth until all models have been activated.

MOVEMENT

A model's AP indicates how many inches it may move on its turn. A model with 9 AP could move 9". This movement may be taken before, after, or in between the model's attack, but players need to save enough AP to make an attack or take other actions--see below!

CLOSE COMBAT

Attacks cost 3 AP--attacker and defender make opposed goal rolls. All models may make one attack per turn. As noted above, they may do this before, after, or in between spending their allotted movement.

Attacking models use their Strike and defending models use their Dodge. Unless otherwise stated by a power in the model's profile, this one-sheet

treats all of a model's attacks as close combat attacks. Models must be in base contact to battle in close combat--their bases must be touching. A model may make only one attack on its turn.

If the attacker scores more goals than the defender he hits and the participants make opposed damage and Toughness rolls. The attacker's damage roll gains +1D per 2 net goals scored on the attack. Any odd goals are lost. If the attacker wins the opposed damage roll, the defender loses a number of Vitality points equal to the difference.

Example: Wildman attacks Zoya and wins the roll 7 goals to 2! They then move to an opposed damage roll, and Wildman gets to add +2D because he beat Zoya by 5 goals. If Wildman scores 5 goals on damage, and Zoya gets 2 on her soak, she would lose 3 Vitality.

If the attacker has a higher level of Super, he still inflicts 1 Vitality loss on a tie!

When a model loses its last Vitality point remove it from the board--he's out of the battle!

RANGED COMBAT

Some models possess powers that allow them to attack at range. We note this in the Powers section of the model's profile, along with the number damage dice. Ranged attacks cost 3 AP. SS4F features 2 range bands:

0" - 15" (+ 0D to target)

15+" - 30" (+2D to target)

Measure ranges from the edge of the attacking model's base to the edge of the target model's base. If the target model lies beyond the attack's range, it automatically misses--no pre-measur-

ing! If in range make opposed Strike vs. Dodge goal rolls. If the attack hits, resolve damage just as in close combat above.

Example 2: Doc Shock spends 3 AP and blasts Wildman with his electro burst ranged attack from 16" away. Even with +2D added to his Dodge for the range, Wildman scores fewer goals and suffers a hit. On the damage Doc rolls his ranged attack's 6D[1] against Wildman's Toughness 4D and wins 5 goals to 2--Wildman loses 3 Vitality!

Models may use their ranged attacks in close combat, but targets gain +1D to Dodge.

SPECIAL SITUATIONS

Leaving Close Combat—a model may leave a close combat with an active foe but it suffers a free attack! Resolve this as a normal close combat attack.

Ganging Up—every 2 additional models in a close combat grants a model +1D to Strike, up to a maximum of +3D.

Aid vs. Multiple Foes—when allies rush in to aid a model fighting multiple foes, the attacking player breaks the combat up into smaller 1-on-1 battles, moving the figures 1" apart to create these match-ups.

SUPER ADVENTURES AWAIT!

The *SS4F* rules on this sheet represent a small taste of what the full *SuperSystem 4th ed.* rules can offer players. The world's most versatile super miniature battle game lets you design and build almost any character you can imagine, and allows you to use whatever miniatures you want!

Learn more at Four-Color Studios web site here:

<http://www.four-colorstudios.com/>

Questions or comments? Contact us here:

fourcolorstudios@gmail.com

SAMPLE CHARACTERS

We've provided some simple character write-ups for you to get playing *SS4F* right away! These profiles feature easy rules and represent the very basics of what you can do with the game, but you can have great fun matching them to your collection of super figures, and once you're comfortable with the basics, you can dive into the full rules and start playing out your favorite comic book battles!

Note, along with listing the attributes shorthand in the profiles, we added a tag for Damage (Dmg)--roll this dice pool whenever your model hits someone with his primary attack!

WILDMAN — SAVAGE BRAWLER

AP: 10

ATTRIBUTES

STK 8[1] **STR** 4 **DGE** 7[1] **TOU** 4
MND 2 **RES** 3 **SEN** 2 **DMG** 8[1]

POWERS

Super-Strike × 1
Super-Dodge × 1
Weapon +4D, Super × 1
Vitality: 7

DOC SHOCK — ELECTRIC BLASTER

AP: 10

ATTRIBUTES

STK 8[1] **STR** 2 **DGE** 4 **TOU** 4
MND 2 **RES** 4 **SEN** 3 **DMG** 6[1]

POWERS

Ranged Attack (6D)
Super × 1 (Ranged Attack)
Super-Strike × 1
Vitality: 6

ZOYA -- MIGHTY MUTATE

AP: 7

ATTRIBUTES

STK 5 **STR** 7[1] **DGE** 4 **TOU** 7[2]
MND 2 **RES** 4 **SEN** 2 **DMG** 7[1]

POWERS

Regeneration [Roll 2D at end of turn: goals scored restore Vitality 1 for 1]
Super-Strength × 1
Super-Toughness × 9
Vitality: 12

WARBOT -- CYBORG SHOOTIST

AP: 8

ATTRIBUTES

STK 6[1] **STR** 4 **DGE** 3 **TOU** 5
MND 2 **RES** 4 **SEN** 3 **DMG** 6[1]

POWERS

Ranged Attack (6D)
Super × 1 (Ranged Attack)
Super-Strike × 1
Vitality: 8

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Series Info

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