Roll	x2	x3	x4	x5	x6	x7	x8	x9	x10
1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100
11	22	33	44	55	66	77	88	99	110
12	24	36	48	60	72	84	96	108	120
13	26	39	52	65	78	91	104	117	130
14	28	42	56	70	84	98	112	126	140
15	30	45	60	75	90	105	120	135	150
16	32	48	64	80	96	112	128	144	160
17	34	51	68	85	102	119	136	153	170
18	36	54	72	90	108	126	144	162	180
19	38	57	76	95	114	133	152	171	190
20	40	60	80	100	120	140	160	180	200
21	42	63	84	105	126	147	168	189	210
22	44	66	88	110	132	154	176	198	220
23	46	69	92	115	138	161	184	207	230
24	48	72	96	120	144	168	192	216	240
25	50	75	100	125	150	175	200	225	250

10	TYPICAL
20	TOUGH
30	SUPERHUMAN
40	EPIC
50	NIGH-IMPOSSIBLE
80	IMPOSSIBLE
120	BEYOND IMPOSSIBLE
160	BEYOND BELIEF
200	BEYOND IMAGINATION

COLLATERAL DAMAGE

10 HITS, 0 SOAK: Glass, Rope
20 HITS, 5 SOAK: Windshield, Wooden Door, Drywall.
40 HITS, 10 SOAK: Concrete, 1"+ Plexiglass, Thick Wood, Thin Steel
80 HITS, 20 SOAK: Solid Metal, an I-Beam
160 HITS, 40 SOAK: "Unobtainium"

SITUATIONAL MODIFIERS pg 16

MAJOR HINDERANCE: -4 Dice Penalty
MODERATE HINDERANCE: -2 Dice Penalty
MODERATE BENEFIT: +2 Dice Bonus
MAJOR BENEFIT: +1 Multiplier bonus or +3 Dice Bonus [player's choice]:

USES FOR HERO DICE pg 20

Automatically succeed on any skill check, or automatically get a 20 on an untrained skill. On extended check, treat as if you rolled a "20" on 2d6!
Instantly "snap out of" any status effects and be instantly restored back to 20 Hits (if they were below 20).
Reactively use a power even when it is not your panel, counter the use of a power.
Enter a scene you were previously not in or to bring in your Sidekick or Super Vehicle into the scene.
Roll another die and add it to your regular 2d6 roll. Explodes if it matches either dice.
"Power Stunt" to temporarily gain a new power for the scene by using an existing power creatively.
Trade it in for 5 Hero Points.

SPECIAL COMBAT RULES pg 21

CALLED SHOT: Hit by 10
ALLEY-OOP: Throws ally as if they were an improvised weapon
DISARM: Called Shot, target rolls Brawn vs. Damage or item is lost; or damage is applied to the item directly (choose).
IMPROVISE COVER: Cover has half original soak, and Hits = Brawn roll – original soak. See pg. 21 for more details.
STAPLE : Called shot with sharp weapon. Target must make a 10 Brawn check to escape, 20 to avoid losing a panel.
TAKE THE HIT: Spend Hero die, or Hold Action to interrupt and make self new target. Provides cover in a burst to ally. Treat your defense as a 0 for this.

WRESTLING pg 22

GRAB: Brawn or Agility vs. Brawn or Agility (each chooses). Success = grabbed, success by 10 immediately attempt maneuver. Grabbed victim can attack, or use actions with limited motion.
ESCAPE GRAB: Brawn vs. Brawn. Success = escape, panel over. Success by 10 = escape and take panel. Success by 20 = Reverse hold (opponent is now grabbed)
BODY SLAM: Opponent must hold ground or dodge. Hold ground = automatically hit. DM = Brawn + Momentum bonus. Target may use Deflect instead of Armor as Soak bonus. If Soak is greater, attacker takes difference or attacker's own damage roll (whichever less) in damage (not soaked). If opponent dodges, they roll defense (Deflect is ineffective) or Athletics/Acrobatics vs. attacker's damage. If target wins, they avoid damage, attacker keeps moving in straight line an equal distance or until runs into something else. If target is fails, they take the difference in damage, which cannot be soaked.

HAZARDS AND HEALING pg 26

HEALING: Brawn + Agility per Hour. Medicine/First Aid doubles the rate. Difficulty = half the damage victim has.   If below 0 Hits, Heal Brawn+Agility per Day. Consciousness regained at 50 Hits. 30 Medicine/Surgery will triple the rate of recovery till consciousness is restored.
UNDERWATER: Minor Hindrance without Super Swimming. Automatically hold breath 5 pages. Next page, Difficulty 5 Brawn check or begin Drowning. Each page, redo Brawn check with +5 Difficulty. Drowning take x3 damage (no soak). An entire page breathing restores Hits lost to drowning. A character below 0 Hits can be resuscitated with a 20 Medicine/Paramedic check within a couple minutes.
FALLING: Take x1 Dmg per story (10 feet) fallen. Terminal Velocity = x10 dmg. Fall 3 stories 1st page, 6 stories 2nd page, and 10 stories / page after that. Falling "movement" happens at start of character's panel (after initial fall). Soak vs. falling is increased by +1 DM/+2/+3/etc with 20/40/60/etc Athletics/Acrobatics roll.
FIRE: Move through fire = x2 Dmg. Standing in burning room = x4 Dmg + Smoke (treat as holding breath to avoid drowning). Standing in fire = x6 Dmg. If you lost any Hits, you are ON FIRE. ON FIRE = x1 DM first page, doubling each page until flames are somehow extinguished.

MANEUVERS VS. GRABBED OPPONENT

CARRY: Brawn contest. Success = move at full speed. Fail by <11 = move half speed.
THROW THEM: Roll Brawn+2. Target takes this as knock-back and is flung that distance.
CRUSH THEM/JOINT LOCK: Brawn Contest. Target takes difference as damage, no soak.
HIT THEM: +2 Dice bonus to Hit & Damage grabbed target.
WIELD THEM: Roll regular attack vs. target. "Weapon" and target both take Brawn+1 DM.
DISARM THEM: Brawn Contest to take. If breakable roll Brawn as damage.
RESTRAIN THEM: Brawn Contest. Victim cannot take an action you specify. Cannot prevent attempts to escape grab, or to stop use of things that aren't physically restrainable.
BLOCK WITH THEM: Use victim as human shield by winning Brawn contest. Counts as cover. If you defend successfully and roll Doubles, the "shield" is hit!

MANEUVERS VS. MINIONS

READY TO RUMBLE: Perform maneuvers immediately after grabbing Miinion. Domino effects apply.
PUT HEADS TOGETHER: Grab 2 minions and slam them together. Brawn vs. Defense or Brawn of best of the two Minions. Success by 10 = they both take damage equal to your Brawn roll.
BOWLING FOR HENCHMEN: Body slam an entire group of Minions. Make a Body slam attack at full momentum vs. each minion in your path. Stop if Minion holds ground and wins. Minions roll defense rather than use static values. Attack is rolled only once.

WEAPONS NOTES pg 24

SNIPER RIFLE RANGE: Beyond 40 sq must make Vision check = half distance in sq. (scope gives +5 result bonus). Every 10 sq. beyond 40 is -5 result penalty to hit.

FULL AUTO: Spend 5 Ammo, Increase Burst Area, All targets get +1 Agility Multiplier to defend.

ENERGY WEAPONS: +1 DM, double ammo, +5 sq. Range. Requires Resources, Security Clearance, Contacts, or Gadgeteer, if not from advanced society.

RESTRICTED WEAPONS: Marked with * are usually only used by military, special agents, or criminals.

SPECIAL EQUIPMENT: It is possible to have "special" equipment that has an enhancement on it. The character pays the cost of the enhancement.

HAND WEAPONS: If wielder has a Brawn of 1, 2, or 3+ they get a +5, +10, +15 result bonus to damage with any hand weapon. Knife has a thrown range of 3xBrawn

Weapon	Damage	Ammo	Notes
Pistol	x2	6	Range 10
Shotgun	x3	2	Range 5, Small Burst
Assault Rifle, SMG*	x4	10	Range 20, Full Auto
Tripod Machinegun*	x5	10	Range 40, Small Burst, Full Auto
Rifle	x4	1	Range 40
Sniper Rifle*	x5	1	Range 40+
Bow or Crossbow	x3	N/A	Range 20
Grenade or Dynamite Stick*	x5	N/A	Range 5/10/40 for Brawn 1/2/3+, Medium Burst
Molotov Cocktail	x4	N/A	Range 5/10/40 for Brawn 1/2/3+, Small Burst
Bazooka*	x6	1	Range 20, Medium Burst
C4, TNT Bundle*	x10	N/A	Medium Burst
Energy Weapon	+1DM	Double	+5 Range

Hand Weapons	Damage
Knife, Brass Knuckles, Chain	x1
Pipe, Sword, Bat, Monkey Wrench, Fire Poker	x2
Two-Handed Sword, Axe, Sledge-Hammer	x3

SUPER VEHICLES pg 30

DRIVING / PILOTING: Use Pilot or Drive skill or Vehicle's Agility (Whichever is lower). Add the difference as a Dice bonus.

VEHICLE ADVANTAGES: Ejector Seat, Extra Room, Remote Control, Secure, Self-Destruct

VEHICLE DISADVANTAGES: Cramped, Crew, No Seat-Belts, Open, Sea-Bound, Space-Bound, Street Only,

KNOCK-BACK: Pilot or Drive / Control check = 10+Knock-Back taken. Success = vehicle moves but is undamaged. Fail = CRASH at mph = Knock-Back or Vehicle's speed, whichever is greater.

CRASH: Vehicle takes 1DM / 10 mph impact velocity. Passengers take 1DM / 20 mph. Max damage is x10 to either. Crashed vehicles stop moving.

DAMAGE: 0 Hits or less = Totaled, cannot move or act. 50 Hits or less = Crippled, moves half speed.

REPAIRS: Technology/Repair. Result = Hits of damage repaired in a week. 1 roll / week allowed, with assistants.

RAMMING: If target cannot avoid, do damage as if vehicle crashed. If target avoids, roll Drive/Acceleration or Pilot/Pursuit vs. defense or Drive/Steering or Pilot/Evasion. Success = roll damage as crash. Your vehicle is crashed if target has Brawn or Size = or > your vehicle. Otherwise, target is run over.

Improvised Weapons	Light	Heavy
Damage	+0DM	+1DM
Range Brawn 1	5 sq	1 sq
Range Brawn 2	10 sq	2 sq
Range Brawn 3	50 sq	5 sq
Range Brawn 4	200 sq	20 sq
Range Brawn 5	2,000 sq	200 sq
Area of x4 DM Improvised Atk.	Small Burst	Small Burst
Area x5 DM	Med. Burst	Med. Burst
Area x6 DM	N/A	Large Burst

Light = 1 handed, Heavy = 2 handed.
Max Dmg = Hits + Soak on Collateral Dmg Table
If they do max damage, they break.

POWER RANGE

0pts	Touch	N/A
1pt	Close	5 Squares
2pts	Mid	x5 Squares
3pts	Long	x10 Squares
4pts	Extreme	x20 Squares

AREAS OF EFFECT

BURST

1pt	Small Burst	2x2 squares
2pts	Medium Burst	5x5 squares
3pts	Large Burst	10x10 squares
4pts	Huge Burst	15x15 squares

LINE

1pt	Short Line	4x1 squares
2pts	Medium Line	8x2 squares
3pts	Long Line	16x4 squares
4pts	Extreme Line	32x8 squares

ARC

1pt	Small Arc	4x1 squares
2pts	Medium Arc	8x1 squares
3pts	Large Arc	15x1 squares
4pts	Huge Arc	30x1 squares

RICOCHET

Each target after first has -1 cumulative Dice Penalty. Each must be within 5 squares of last.

MOMENTUM

10 squares	= +1DM
20 Squares	= +2DM
40 Squares	= +3DM
80+ Squares	= +4DM

HEADQUARTERS pg 34

STATS: Consider 3 in all Stats

POWERS: Half character point value

HQ ADVANTAGES: Battle Gym, Garage / Hangar Bay, Heavily Defended, Laboratory, Library, Mental Amplifier, Sickbay, Staff, Super Computer, Workshop

HQ DISADVANTAGES: Fixer-Upper, No Quarters, Publicly Known, Remote Location

HQ POWER IDEAS: Auto-Doc, Holograms, Propulsion, Protection, Psionic Defenses, Sensors, Stealth System, Super Holding Cells, Teleporter, Traps, View Screen, Weapons System, Shrink Ray

POWER DESCRIPTORS

PERSONAL: Cannot affect anyone other than yourself

CONCENTRATION: Move half Speed. Cannot attack or activate any other powers. Panel delayed till end of the page.

SUSTAINED: Requires no focus. Remains on if user is damaged, usually turns off if user is unconscious.

MAINTAINED: Requires focus. Turns off if user is damaged.