

PLAY-AID
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GOLDEN HEROES PLAY-AID

**GAMES
WORKSHOP**



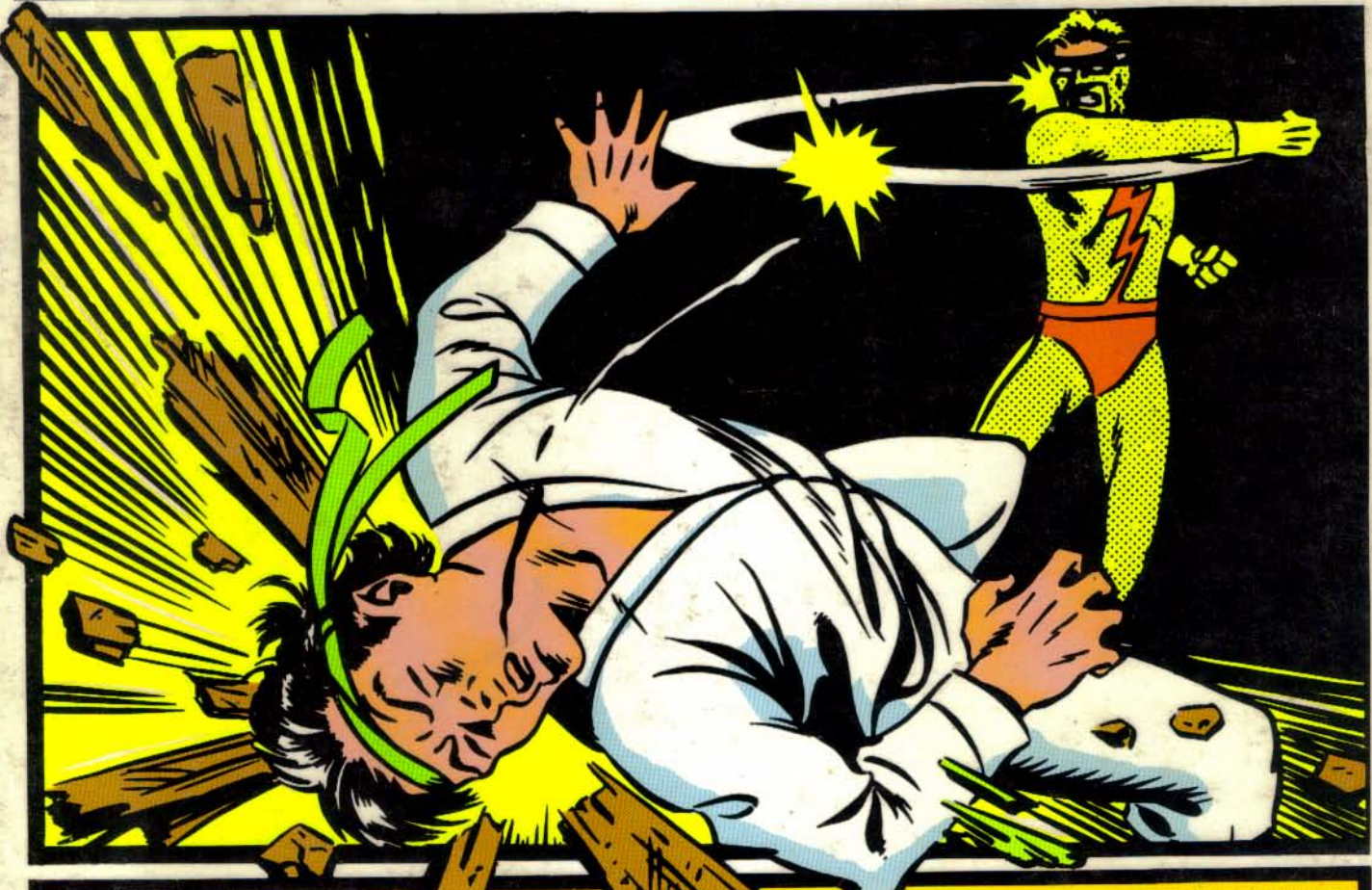
SUPERVISORS KIT



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PUSHING, LIFTING, THROWING & TEARING APART

SIZE	WEIGHT RANGE	EXAMPLE	DESTROY/ TEAR OFF	MIN STRENGTH TO		
				Push	Lift	Throw
0	Less than 1 kg	Stone, Paperweight	1HTK	1	1	2
1	1-4 kg	Brick, rock, chair	2HTK	1	2	4
2	5-25 kg	Typewriter, bicycle, TV set, table	4HTK	2	4	6
3	26-80 kg	Cooker, fridge, moped, (average person)	6HTK	4	6	11
4	81-195 kg	Motorbike, safe, upright piano, washing machine	8HTK	6	11	16
5	196-445 kg	Speedboat, caravan	10HTK	11	16	21
6	446-1000 kg	Sports car, small helicopter, satellite	12HTK	16	21	26
7	1001-2150 kg	Saloon car, light aircraft	14HTK	21	26	31
8	2151-4650 kg	Limousine, van, space capsule	16HTK	26	31	36
9	4.651-10 tonnes	Interceptor-fighter, coach, truck, rescue helicopter, (elephant)	18HTK	31	36	41
10	10.1-21.5 ton	Strike fighter, lorry, bulldozer	20HTK	36	41	46
11	21.6-46.5 ton	Passenger jet, heavy lorry, railway carriage, dumper truck	22HTK	41	46	51
12	46.6-100 ton	Tank, diesel locomotive, bomber	25HTK	46	51	56
13	101-215 ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)	28HTK	51	56	61
14	216-465 ton	Jumbo jet, coaster	31HTK	56	61	66
15	466-1000 ton	Minesweeper	34HTK	61	66	71
16	1001-2150 ton	Frigate, submarine	37HTK	66	71	76
17	2151-4650 ton	Destroyer, rocket	40HTK	71	76	81
18	4651-10000 ton	Cruiser, cargo vessel	45HTK	76	81	86
19	10001-21500 ton	Heavy cruiser, cargo liner	50HTK	81	86	91
20	21501-46500 ton	Battleship, passenger liner	55HTK	86	91	96
21	46501-100000 ton	Aircraft carrier, oil-rig, spaceship	60HTK	91	96	101
22+	+100000 ton/Size	Supertanker (Size 24: 300000-400000 ton), starship	+10/Size	+5/S	+5/S	+5/S



ABOUT THIS PLAY AID

This play aid augments **Golden Heroes**, the role-playing game of Superheroes.

It contains: full-colour, **Supervisors Screen** with all the combat tables for easy reference; 24 full-colour, stand-up **Cardboard Characters** of the Villains & Vandals in the Supervisors Book plus three Thugs; 21 full-colour **File Cards** detailing those Supervillains; and an **A4 Pad** of 30 Character Sheets, 10 Combat Sheets and 10 Campaign Record Sheets.



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WEAPONS

HAND-HURLED MISSILES

Hand-hurled missile weapons which are also balanced for Melee Combat have a normal range of 10 metres. Those designed only to be thrown have a normal range of 20 metres. Normal range may be increased by 2 metres per full 5 Strength points above 15 of the thrower (or, for objects size 4 or greater, per full 5 Strength points above that required to *throw* them).

LIGHT PROJECTILE WEAPONS

These have a normal range of 100m and extreme range of 200m. Projectiles from hand-drawn weapons have a normal range of 40m plus 2 metres per full 5 Strength points of the firer above 15.

EXTREME RANGE

All missile and projectile attacks can be used at extreme range (up to twice the normal range) with a Strike Modifier of -1 per fifth, or part thereof, of the normal range increase.

Weapon Types (NOTE: One-Handed Weapons take 1 Frame to *strike*. All other weapon types take 1 Action.)

CONCUSSIVE WEAPONS

One-Handed Concussive (Damage: 2d6HTC; 1d6-6HTK)

Examples	Special Notes
Fist/Foot	None
Cosh/Club/Blackjack	None
Shield	None
Weapon Haft	None
Gun/Rifle Butt	None
Bull-whip	Range 4m; -2 to strike; can grapple

Two-Handed Concussive (Damage: 2d6+6HTC; 1d6HTK)

Examples	Special Notes
Sledgehammer	None
Quarterstaff	None
Baseball Bat	None
Large Object used as Club	None

Hand-Hurled Concussive (Damage: 2d6+3HTC; 1d6HTK)

Examples	Special Notes
Any Object	All hand-hurled missiles do the above damage: Damage Modifiers (for Strength, etc) only apply to those weighing 1kg or more.
Billy Club	
Shield	
Discus/Boomerang	

PENETRATIVE WEAPONS

One-Handed Penetrative (Damage: 1d6HTC; 2d6HTK)

Examples	Special Notes
Knife/Dagger	None
Claws	None
Fangs	None
Ice-Pick	None
Hand-Axe	None
Broken Bottle	None

Two-Handed Penetrative (Damage: 1d6HTC; 2d6+3HTK)

Examples	Special Notes
Sword/Cutlass/Scimitar	None
Large Axe	None
Pickaxe/Scythe	None
Spear	None

Hand-Hurled Penetrative (Damage: 1d6HTC; 2d6+3HTK)

Examples	Special Notes
Knife/Dagger	All hand-hurled missiles do the above damage: Damage Modifiers (for Strength, etc) only apply to those weighing 1kg or more.
Broken Bottle	
Throwing Axe	
Spear/Javelin	

PROJECTILE WEAPONS

Light Projectiles (Damage: 1d6+3HTC; 2d6+3HTK)

Examples	Special Notes
Pistol	None
Shotgun/Rifle	None
Arrow/Crossbow Bolt	None
SMG/Assault Rifle	Dodge at -1
Laser	WC2; dodge at -2; parry as Energy; Attack; -1 to both Damage Dividers.
Blaster	WC2; parry as Energy Attack; -2 to Damage Dividers. Damage can vary.

Heavy Projectiles (Damage: 2d6+3HTC; 3d6+3HTK)

Examples	Special Notes
Bazooka	All Heavy Projectile Weapons are dodged at -3; parried as Energy Attack; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.
Rocket	
Shell	

COMBAT CHECKLIST

To handle a combat quickly and simply, just work through this checklist for each Round:

- 1: Start new Round. Make a note at start of the Round for those characters with any power that has a limited amount of energy to be expended over a certain number of Rounds (eg: *Energy Attacks, Magic* and *Psi Powers*).
- 2: Both sides roll 1d10 for *initiative* to see who goes first.
- 3: The side with the higher *initiative* roll goes first with their 1-4 Frames of *initiative*.
- 4: Anyone on the side winning an *initiative* of 1 or 3 Frames may waive the odd Frame until step 12, below.
- 5: The superpowered character with the highest Dexterity on the side that won the *initiative* goes first and can move and/or attack depending on whether they have enough Frames to accomplish this. They may waive their right to go first and allow others on their side to go before them.
- 6: If the character going first attacks, then the SS cross-indexes the Weapon Class of the attack with the Defence Class of the target on the *Strike Table* to find the number the attacker must score with their *strike* roll to successfully hit the target. The player controlling the attacker then rolls 1d20 and adds any Strike Modifiers for their total. If the total equals or exceeds the number indicated by the *Strike Table*, then the attack is successful.
- 7: The target, if superpowered, may attempt to reduce/avoid any damage from a successful attack by *dodging, parrying, or* some other form of Combat Response, usually at the expense of future Frames. If they do so, you must mark off the future Frames used up in advance on the Combat Sheet.
- 8: The attacker rolls the appropriate dice for HTC and HTK damage for the successful attack. This is modified by any Damage Modifiers the attacker might have, and any Damage Dividers the target may have or by the result of a successful Combat Response by the target. The final totals are deducted from the target's current HTC and HTK totals.
- 9: If the attacker has enough Frames of their turn left, they may attack again, may attack again, resolved as for steps 6-8.
- 10: When the first attacker has finished, the second acts, and so on until all on the side who had the *initiative* have used or waived their Frames. Non-superpowered characters are the last to act and do so in the last 2 Frames of their side's turn.
- 11: The side that lost the *initiative* now get their Frames for the Round less any already used up in advance by a Combat Response. They may Move or attack as above (steps 5-10).
- 12: When all the side who lost the *initiative* have been, the side that won the *initiative* may act again using up any remainder of their 4 Frames for that Round that they might have. They Move or attack as before (steps 5-10).
- 13: The next Frame starts: return to step 1, making sure that you have marked off any future Frames for those characters who used up any with Combat Responses.

You should follow this checklist religiously when you first Supervise an adventure and the combat starts. Always ensure that everyone acts in turn and only uses their 4 Frames each Round. You will soon become familiar with the system and find the combat easier to Supervise without resort to the checklist.

INITIATIVE TABLE

The winning side receives some of their Frames in which they can act before the opposition can act. The number of Frames is determined by the *initiative* die rolls as follows: the lower score is deducted from the higher, with the following results:

Result	Each Member of Winning Side Gets:
1 or 2	1 Frame
3 or 4	2 Frames
5 or 6	3 Frames
7 or more	4 Frames

ACTIVITY TIMES

The combat time in Frames that it takes for various activities is as follows:

½ Frame Speed Move only
Only characters with *Superspeed* can use a ½ Frame. The ½ Frame can only be used for Movement, the character moving up to ½ their Movement. Thus, in 1 Action (2 consecutive Frames), a character with *Superspeed* could Move for ½ Frame; attack with a fist, taking 1 Frame; and then Move again for ½ Frame.

1 Frame Movement; One-handed Weapon; Simple Activity
Any character can: Move up to their Movement value; attack with fist/foot/One-Handed Weapon; use any Superpower effect stated in the description as taking 1 Frame; use any *Combat Option* stated as taking 1 Frame; or perform a simple activity such as lifting an object, shouting instructions, smashing open a door, etc.

1 Action (2 consecutive Frames) Movement; Two-handed Attack; Use Superpower
Any character may: Move up to twice their Movement; use any *Combat Option, Weapon type, Superpower, etc.* not specified as taking 1 Frame (eg, *Energy Attack, Magic Spell, Missile, Two-Handed Weapon type, etc.*)

NOTES ON ACTIVITY TIMES

Only those weapons categorised as One-handed (see *Combat: Weapons*) can be used in 1 Frame. Attacks with *all* other weapon types take 1 Action.

Unless otherwise stated in the *Superpowers* section, all uses of a Superpower take 1 Action.

Powers that must be 'switched' on will usually take 1 Action to do so.

Powers that are permanently 'switched on' will take no time to activate.

DEFENCE CLASS

DC	Description	Damage Dividers	Dodge Modifier
1	Tough Skin Grade 4 (Invulnerability)	HTK/6 HTC/5	Cannot Dodge
2	Tough Skin Grade 3; Armour Grade 3	HTK/4 HTC/4	Cannot Dodge
3	Tough Skin Grade 2; Armour Grade 2; Hvy Armour Plate, etc	HTK/4 HTC/3	Cannot Dodge
4	Tough Skin Grade 1; Armour Grade 1; Light Armour Plating, etc	HTK/3 HTC/2	0
5	Ultra-light chainmail; padded costume; fur/scales, sheet metal, etc	HTK/2 HTC/0	0
6	Standard Superhero/villain costume/skin	HTK/0 HTC/0	+1
7-10	Superhero/villain not in costume; thugs	HTK/0 HTC/0	+1
11-12	Non-superpowered individuals; thugs	HTC/0; HTC0	Cannot Dodge

Defence Classes 1-3 take neither HTC, not HTK damage from any WC0 or WC1 attacks, or from attacks with bullets or knives.

Defence Class 4 takes no HTK damage from WC0 or WC1 attacks, or from attacks with bullets or knives.

WEAPON CLASS

WC	Description
0	Non-superpowered characters with an improvised weapon or none at all
1	Non-superpowered characters with a weapon with which they have some expertise.
2	Superheroes/villains with an attack form that does not fall into any other category (eg fist).
3	Various superpowered attacks as detailed in the power descriptions (eg Energy Attacks, Martial Arts Grades 1/2, etc)
4	Various superpowered attacks as detailed in the power descriptions (eg Weaponskill; Oriental Martial Arts Grade 3, etc)
5	Power Improvement (rare)



STRIKE TABLE

		DEFENCE CLASS OF TARGET											
		1	2	3	4	5	6	7	8	9	10	11	12
WEAPON CLASS OF ATTACK	0	13	13	13	13	13	12	11	10	9	8	7	6
	1	12	12	12	12	12	11	10	9	8	7	6	5
	2	11	11	11	11	11	10	9	8	7	6	5	4
	3	10	10	10	10	10	9	8	7	6	5	4	3
	4	9	9	9	9	9	8	7	6	5	4	3	2
	5	8	8	8	8	8	7	6	5	4	3	2	2

Strike Modifiers

Circumstance

Circumstance	Modifier to Strike Roll
Attacker behind foe*	+2
Attacker above foe*	+1
Target unaware of attack	+2
Target restrained/grappled	+4
Target in cover**	-1 to -10 (depending on extent of cover)
Normal vision obscured (by smoke, etc)	-3
Missile attack at extreme range	-1 per fifth of normal range increase to maximum of -5

** The attack is either from above or behind. It can never be both.

** You must evaluate to what extent the target is concealed and the protection (DC) afforded by the cover.

With the exception of the two marked "**", all Strike Modifiers are cumulative. For example, a character with a Dexterity of 18 who attacked from behind and the foe was unaware of the attack would get +3 (Dexterity bonus) +2 (from behind) +2 (foe unaware): a total bonus of +7 to be added to that strike roll!

CRITICAL MISS TABLE

Die Roll	Effect
1	Lose balance: next Frame <i>must</i> be spent recovering
2	Slip over: next Frame <i>must</i> be spent recovering, it will also take 1 Frame to get up at some time.
3	Malfunction: if a missile weapon is being used, the mechanism (or whatever is appropriate to the weapon) jams - all remaining ammunition in weapon is lost. It will take 2 Frames to unjam and reload. If an <i>Energy (type) Attack</i> , control lost and an extra 1d6 worth of energy is wasted
4	Attack too slow: target can <i>immediately</i> use their next Frames up to the number that the attack that missed took. They may use a Combat Response, move or attack
5	Left open: they are open to next attack, so long as it follows on directly from the Critical Miss. It will gain a +2 Strike Modifier and no Combat Response may be used against it
6	Wildly inaccurate: if a ranged attack, it <i>strikes</i> an ally/innocent bystander within 4 metres of the line of fire or target; if a close combat attack, it <i>strikes</i> an ally/bystander within 2 metres (innocent bystanders should be <i>hospitalised/technically dead</i> , rather than killed outright!). This could affect the character's <i>Public and Personal Status</i> (see <i>Campaigns</i>).
7	Backfire: attacker is hit by own ricochet, backfire, etc, or <i>strikes</i> nearby object; they take 1d6HTC - Damage Dividers apply, but no Combat Response can be made to this.
8	Drop weapon or piece of equipment
9	Pull muscle in leg/wing: movement halved for their next 4 Frames. Powers using leg/wing such as <i>Gymnast Skills, Flight, Leaping</i> , etc, cannot be used during this time
10	Choose to suit, roll again or devise your own option

CRITICAL HIT TABLE

Die Roll	Effect
1	Mask or piece of equipment not relevant to a Superpower, or part of costume torn off: does not apply to <i>Armour</i> or result in <i>indecency!</i>
2	Fast attack: opponent suffers Dodge Modifier of -2 or <i>parries</i> at -4 for that attack
3	Power attack: reduces both Damage Dividers by 2
4	Hit foe's legs/wings/propulsion unit. Their fastest form of Movement is halved for 1d6 Rounds
5	Hit foe's hand or equivalent: they cannot use that hand in combat for 1d6 Rounds and any weapon held in it is dropped unless they roll under their Ego on 1d20 (determine which hand at random)
6	Hit foe's nerve centre: attack does extra 1d6HTC
7	Catch foe off balance: their <i>Push-back Threshold</i> is reduced by 15 for that attack
8	Knock foe off balance: they <i>must</i> spend their next Frame recovering and nothing else.
9	Foe's power 'scrambled': the blow hits a vital spot and 'scrambles' a power or causes a device to malfunction; the foe loses one of their powers decided at random for 1d6 Rounds
10	Choose to suit, roll again or devise your own option

GRABS

Grabbing usually requires a *strike* against DC6 for superpowered targets or DC10 for non-superpowered ones.

Grabs are the Weapon Class of the character's normal fist attack, usually WC2 for superpowered characters, and WC0 for non-superpowered characters. Strike Modifiers apply to the *grab*. (Note that in some rare instances, a character might have a different WC or Strike Modifier for each hand.)

You can vary the *strike* requirements for the *grab* according to particular circumstances by either requiring a *strike* against a different DC or allocating a Strike Modifier to the roll.

Similarly, attempts to *grab* objects from someone's grasp, to *grab* hold of a window cill while falling, etc, will be made against a DC specified by you, with or without a Modifier to reflect the difficulty of the task.

PARRY TABLE

Light & Heavy Projectiles are detailed in the section on *Damage: Weapons*.

'x' indicates that is impossible to *parry* that attack form by that mode of *parry*.

		ATTACK MODE								
		Melee				Missile				
PARRY MODE	Melee	Weapon Skill Shield	Other Weapon Skill	Oriental Martial Arts Grade 3	Other Martial Arts	Other	Weapon Skill	Hand-hurled	Light Projectile	Heavy Projectile Energy (type) Attack
		6	6	5	4	6	4	5	8	
		7	7	6	5	7	5	6	x	
		9	8	7	6	9	7	8	x	
		10	9	8	7	10	8	9	x	
		14	14	13	9	15	13	14	x	
Missile	Missile	Weapon Skill Shield	Other Weapon Skill	Hand-hurled	Light Projectile	Energy Attack	Weapon Skill	Hand-hurled	Light Projectile	Heavy Projectile Energy (type) Attack
		x	x	x	x	7	5	6	7	
		x	x	x	x	7	5	6	x	
		x	x	x	x	11	9	10	x	
		x	x	x	x	11	9	10	x	
		x	x	x	x	8	6	7	6	

MAGIC ATTACKS

Each character rolls 1d20 and adds their Ego: if the attacker's total is greater, then the Magic Attack is successful.

MENTAL ATTACKS

A Mental Attack is made in exactly the same way as a Magic Attack (above), except that the target may *resist*.

RESISTING MENTAL ATTACKS

A conscious target may elect to *resist* a Mental Attack. This must be stated before the dice are rolled. When *resisting*, the target gains +5 on their die roll but must use up their next 2 Frames in advance because of the concentration involved.

DODGE TABLE

		DODGE ROLL (1d6 ± Dodge Modifier)											
		1	2	3	4	5	6	7	8	9	10	11	12
WEAPON CLASS OF ATTACK	0	F	F	G	G	G	G/D	G/D	D	D	D	D	D
	1	F	F	G	G	G	G/D	G/D	D	D	D	D	D
	2	F	F	F	G	G	G	G/D	G/D	D	D	D	D
	3	F	F	F	F	G	G	G	G/D	G/D	D	D	D
	4	F	F	F	F	F	G	G	G	G/D	G/D	D	D
	5	F	F	F	F	F	F	G	G	G	G/D	G/D	D

The results are:

F = Total Failure

G = *Glancing Blow*: both HTC and HTK are halved (with halves rounded down).

G/D = *Glancing Blow*: (as above); or *Successful Dodge* which uses up 1 additional future Frame.

D = *Successful Dodge*: No damage whatsoever is sustained.

NOTES

Characters with Defence Class 1-3 cannot Dodge.

When a character attempts to *dodge* a hand-hurled missile, the *dodge* suffers a Dodge Modifier of minus one fifth the Size of the object (rounded down) according to the Table in *Combat Options*. *Glancing Blows* from these large objects still inflict half damage but are considered to knock the victim clear of the object.



JUDO THROW TABLE

Successful *grab* must be made first.

DIE ROLL (+ Dex Bon)			EFFECT ON OPPONENT
MA Grade:			
1	2	3	
1	-	--	Throw fails
2	-	-	Throw fails
3	1	-	Thrown and lose their next Frame
4	2	-	Thrown and lose their next Frame
5	3	1	Thrown and lose their next Frame
6	4	2	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
7	5	3	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
8+	6+	4+	Thrown, lose their next two Frames and take 2d6HTC and 1-3HTK

Note

If the Judo Throw causes damage, then any Damage Modifier can be applied. The victim will be thrown in a random direction, and, unless there is *push-back* (see *Damage: Push-backs*), will land adjacent to the thrower.

PUSHING, LIFTING, THROWING & TEARING APART TABLE

SIZE	WEIGHT RANGE	EXAMPLE	DESTROY/TEAR OFF	MIN STRENGTH TO		
				Push	Lift	Throw
0	Less than 1 kg	Stone, Paperweight	1HTK	1	1	2
1	1-4 kg	Brick, rock, chair	2HTK	1	2	4
2	5-25 kg	Typewriter, bicycle, TV set, table	4HTK	2	4	6
3	26-80 kg	Cooker, fridge, moped, (average person)	6HTK	4	6	11
4	81-195 kg	Motorbike, safe, upright piano, washing machine	8HTK	6	11	16
5	196-445 kg	Speedboat, caravan	10HTK	11	16	21
6	446-1000 kg	Sports car, small helicopter, satellite	12HTK	16	21	26
7	1001-2150 kg	Saloon car, light aircraft	14HTK	21	26	31
8	2151-4650 kg	Limousine, van, space capsule	16HTK	26	31	36
9	4.651-10 tonnes	Interceptor-fighter, coach, truck, rescue helicopter, (elephant)	18HTK	31	36	41
10	10.1-21.5 ton	Strike fighter, lorry, bulldozer	20HTK	36	41	46
11	21.6-46.5 ton	Passenger jet, heavy lorry, railway carriage, dumper truck	22HTK	41	46	51
12	46.6-100 ton	Tank, diesel locomotive, bomber	25HTK	46	51	56
13	101-215 ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)	28HTK	51	56	61
14	216-465 ton	Jumbo jet, coaster	31HTK	56	61	66
15	466-1000 ton	Minesweeper	34HTK	61	66	71
16	1001-2150 ton	Frigate, submarine	37HTK	66	71	76
17	2151-4650 ton	Destroyer, rocket	40HTK	71	76	81
18	4651-10000 ton	Cruiser, cargo vessel	45HTK	76	81	86
19	10001-21500 ton	Heavy cruiser, cargo liner	50HTK	81	86	91
20	21501-46500 ton	Battleship, passenger liner	55HTK	86	91	96
21	46501-100000 ton	Aircraft carrier, oil-rig, spaceship	60HTK	91	96	101
22+	+100000 ton/Size	Supertanker (Size 24: 300000-400000 ton), starship	+10/Size	+5/S	+5/S	+5/S

WEAPONS

HAND-HURLED MISSILES

Hand-hurled missile weapons which are also balanced for Melee Combat have a normal range of 10 metres. Those designed only to be thrown have a normal range of 20 metres. Normal range may be increased by 2 metres per full 5 Strength points above 15 of the thrower (or, for objects *size 4* or greater, per full 5 Strength points above that required to throw them).

LIGHT PROJECTILE WEAPONS

These have a normal range of 100m and extreme range of 200m. Projectiles from hand-drawn weapons have a normal range of 40m plus 2 metres per full 5 Strength points of the firer above 15.

EXTREME RANGE

All missile and projectile attacks can be used at extreme range (up to twice the normal range) with a Strike Modifier of -1 per fifth, or part thereof, of the normal range increase.

Weapon Types (NOTE: One-Handed Weapons take 1 Frame to strike. All other weapon types take 1 Action.)

CONCUSSIVE WEAPONS

One-Handed Concussive (Damage: 2d6HTC; 1d6-6HTK)

Examples	Special Notes
Fist/Foot	None
Cosh/Club/Blackjack	None
Shield	None
Weapon Haft	None
Gun/Rifle Butt	None
Bull-whip	Range 4m; -2 to strike; can grapple

Two-Handed Concussive (Damage: 2d6+6HTC; 1d6HTK)

Examples	Special Notes
Sledgehammer	None
Quarterstaff	None
Baseball Bat	None
Large Object used as Club	None

Hand-Hurled Concussive (Damage: 2d6+3HTC; 1d6HTK)

Examples	Special Notes
Any Object	All hand-hurled missiles do the above damage; Damage Modifiers (for Strength, etc) only apply to those weighing 1kg or more.
Billy Club	
Shield	
Discus/Boomerang	

PROJECTILE WEAPONS

Light Projectiles (Damage: 1d6+3HTC; 2d6+3HTK)

Examples	Special Notes
Pistol	None
Shotgun/Rifle	None
Arrow/Crossbow Bolt	None
SMG/Assault Rifle	Dodge at -1
Laser	WC2; dodge at -2; parry as Energy Attack; -1 to both Damage Dividers
Blaster	WC2; parry as Energy Attack; -2 to Damage Dividers. Damage can vary

PENETRATIVE WEAPONS

One-Handed Penetrative (Damage: 1d6HTC; 2d6HTK)

Examples	Special Notes
Knife/Dagger	None
Claws	None
Fangs	None
Ice-Pick	None
Hand-Axe	None
Broken Bottle	None

Two-Handed Penetrative (Damage: 1d6HTC; 2d6+3HTK)

Examples	Special Notes
Sword/Cutlass/Scimitar	None
Large Axe	None
Pickaxe/Scythe	None
Spear	None

Hand-Hurled Penetrative (Damage: 1d6HTC; 2d6+3HTK)

Examples	Special Notes
Knife/Dagger	All hand-hurled missiles do the above damage; Damage Modifiers (for Strength, etc) only apply to those weighing 1kg or more.
Broken Bottle	
Throwing Axe	
Spear/Javelin	

Heavy Projectiles (Damage: 2d6+3HTC; 3d6+3HTK)

Examples	Special Notes
Bazooka	All Heavy Projectile Weapons are dodged at -3; parried as Energy Attack; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.
Rocket	
Shell	

