

SHSA Play Sheet

Standard Abilities

Ability	Range	Hit	Duration	Result	Modifiers	Val
Running	Personal		Instant	Move (Running)		2D6
Jumping	Personal		Instant	Move (Leaping)	Slow. x2 cost change height	2D4
Swimming	Personal		Instant	Move (Swimming)		2D4
Climbing	Personal		Instant	Move (Climbing)		D4
Punch and Kick	Hand to Hand	DX	Instant	Damage (Solid)		0
Trip	Hand to Hand	DX	Instant	Knockdown		0
Wrestle	Hand to Hand	DX	Persistent	Grapple		0
Slam	Hand to Hand	DX	Instant	Damage (Solid) & Knockdown	Grappled target and ends Grapple	0
Disarm	Hand to Hand	DX	Instant	Disarm		0
Throw Object	Close	DX	Instant	Damage (Solid)	Uses (Improvised Item)	ST
Normal Senses	Personal		Always On	Sense (Vision)		D6

Secret ID

Investigation, Security or Computers base 2D10

Relationships

On a success +1 VP and either -1 Ego or +1 to relationship. On a failure +1 Ego or -2 relationship.

Relationship	Consequences
Follower/ Minion	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Remove one personality trait or disadvantage from the minion. Be able to call an NPC Follower or Minion to help with one episode step or other task. Increase Follower or Minion's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Decrease Follower or Minion's Ego by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Allow the Follower/Minion to roll Virtue vs Ego and if it gets a major result undergo a Light Personality Evolution. <p>Also a randomly encountered NPC Minion or Follower will join the PC's side in this episode step.</p> <p>Failure (All that apply):</p> <ul style="list-style-type: none"> Increase a Minion's Ego by 1. If currently a Hero or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is worse. A randomly encountered NPC Minion will join the other side in this episode step. A randomly encountered NPC Follower will try to flee helping neither side on this episode step. A PC Follower has a temporary -1 WP the next time (including this one) s/he operates with the character in an episode step which uses WP in a task or combat. If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Follower or Minion.
Companion	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Be able to call an NPC Companion to help with an episode step or other task when acting on the light side. Both subtract 1 from Ego. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. For a PC Companion both have +1 temporary WP when working together in a chosen episode step. <p>Also a randomly encountered NPC Companion will join the PC's side in this episode step.</p> <p>Failure (All That Apply):</p>

Relationship	Consequences
	<ul style="list-style-type: none"> Next time the Companions are in an episode step (including this one) which uses WP (in a task or combat) both have -1 temporary WP at the start of the step. If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Companion (unless the result below occurs). If the PC's Companion is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Rival	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Be able to call an NPC Rival to help in an episode step or other task without distracting bickering. Both subtract 1 from Ego. If either the PC or Rival is a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Also a randomly encountered NPC Rival will join the PC's side in this episode step without distracting bickering.</p> <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> Next time the Rival operates in an episode step (including this one) on the character's side s/he and the character bicker and show off in such a way as to actually hinder success. A randomly encountered Rival NPC will join the character's side unless the relationship was -2 or worse before the task in which case s/he will join the other side.
Anima/ Animus	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Each can remove a personality trait or disadvantage. Both add 1 to Virtue. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Be able to call an NPC Anima/Animus to help with one episode step or other task. <p>Also a randomly encountered NPC Anima/Animus will join the PC's side in this episode step.</p> <p>Failure:</p> <ul style="list-style-type: none"> If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Anima/Animus. The PC is at -1 to all tasks until s/he completes an episode or gains a new Anima/Animus.
Mentor/ Guide	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Add one of the mentor/guide's skills to a task roll in a chosen light task. Remove a personality trait or disadvantage. If the mentor/guide is a Hero then roll his/her Virtue against character's Ego and if successful reduce Ego by 1 for a minor and 2 for a major success. Either way the PC rolls as for Hero, Villain or Neutral in character generation and take the result if it is better. If the mentor/guide is a Villain or Neutral give him/her +1 Virtue and allow him/her to roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Also a randomly encountered NPC Mentor/Guide will join the PC's side in this episode step.</p> <p>Failure:</p> <ul style="list-style-type: none"> If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Mentor/Guide unless the result below occurs. If the PC's Mentor/Guide is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Mastermind/ Black Queen	<p>Success:</p> <ul style="list-style-type: none"> A randomly encountered Mastermind/Black Queen operates on the side opposing the PC. <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> Roll the WP of the PC vs the WP of the Mastermind/Black Queen. On a major failure the PC can't act against the Mastermind/Black Queen's next scheme (including this one) at all. On a failure can act but at -2 val to all actions, on a success at -1 and on a major defeat no penalty. Subtract 1 from the relationship. A randomly encountered NPC Mastermind/Black Queen operates on the side opposing the PC. Roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.

Relationship	Consequences
Temptress/ Tempter	<p>Success (All That Apply):</p> <ul style="list-style-type: none"> An NPC tempter/temptress Villain will operate on the side opposing the PC if met in an encounter but won't attack the PC and if the PC is the only one left will try to flee. A NPC tempter/temptress who isn't a Villain will operate on the side of the PC if met in an encounter. Add 1 to the PC's relationship with an Anima/Animus if any. If the PC's relationship was +3 or better before the task then the character is no longer the PC's tempter/temptress. Increase Tempter/Temptress's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> Against an NPC roll the WP of the PC vs the WP of the Tempter/Temptress. On any failure the character can't act against the Tempter/Temptress's next scheme (including this one). On a success can do so but can't attack the Tempter/Temptress and must give up if s/he is the only opponent. A randomly encountered Tempter/Temptress will operate against the PC's side. If an NPC Tempter/Temptress puts the PC out of action or the PC is the only one left on his/her side then the PC is automatically captured but does not have to make a roll for other outcomes of defeat. Subtract 1 from the PC's relationship with an Anima/Animus if any. Add 1 to the Tempter/Temptress's Ego.

Actions in Activity Periods

Usually 6 Periods:

PC Assault, PC Breakout, Construction, Episode, Establish Legend, Find or Tap a Sponsor, Make a Living, Patrol, Purchase, Recruiting, Research. Training

Construction

Technology skill roll for **Build Points**. Some features use another skill. Convert to **Resource Points** 1/3. 40 BP to regain an item.

Establish a Legend

Legend Points roll **Security, Computers or Investigation**. 40 **Legend Points** and 10 **Resource Points**.

Find or Tap a Sponsor

Gaining or tapping a sponsor **Leadership** or **Persuasion** 2D6 modified. D6 extra periods to finalise new sponsor:

- Operating in an area with an Evil Government: +2
- Operating in an area with a Neutral Government: +1
- No Base advantages: +2
- Secret Base: +1
- Each other sponsor the team already has: +1
- Group contain Level 2+ characters: -1 or Level 4 characters: -2
- Team was in the news within the last 4 weeks for succeeding in an Episode which threatened the area: -1
- Add the increase to Team Resources gained from the sponsor (to a max of +3) to the difficulty.
- Tapping (replenishing 1 resource): -2

Team Resources reaches D8: **Make a Living** as a superhero D6 Average, D12 as D12 Wealthy.

Making a Living

2/week will maintain **Lifestyle**, Luxurious 1/week, Plutocrats 0/week, -1 for working as superhero. 1 Period short roll D6 and on a 1 **Lifestyle** drops by 1 Level, 1 Periods short 1 or 2. Avoid drop using Resources vs Lifestyle. Required periods replenish resources by 1. Extra period by 2. Higher level plutocrats replenish 1 resource per Plutocrat +1 without working.

Patrolling

Up to 2 PCs. D6 vs Virtue to improve it. Also roll on the following table:

D20	Task/s
1-2	Investigation
3-4	Athletics
5	Endurance
6	Leadership
7	Medical
8	Perception
9	Persuasion
10	Technology
11-12	Movement Ability
13-14	Ability Which Deals Damage (Not Bullet)
15-16	Ability Which doesn't cause Damage or Movement
17+	Roll twice – must do both

The difficulty (roll once for each task) is as follows. Difficulty and Reputation are +1 at Level 4 or +2 at Level 8:

D6	Difficulty	Reputation
1-2	2D4	0
3-5	2D6	+1
6	2D8	+2

Succeed 1 VP and if the character's Reputation is currently lower than the indicated reputation then increase it by 1. If the character fails in the task and reputation is currently equal to or higher than the indicated reputation then reduce it by 1.

Purchase

PC or Team's Resources in **Resource Points**. Convert into **Build Points** at 1/3.

Recruiting

Persuasion 2D6 if last episode was successful or 2D8 otherwise modified by relationship if any. Up to two PCs can work together.

Research

PCs gain details of the opponents, environments and tasks, +1D to resist any environment, blocking or final task character with the highest skill +1D.

Training

Training for Training Points. 1 DP costs 20 x the character's Level.

Structures

Wall or Door	Resistance
Interior wall or door, fence	2D4/2D6
Exterior wall or floor, tough door, gate	2D6/2D8
Reinforced wall or floor, armoured door or gate	2D8/2D10
Heavy wall such as a concrete wall or bunker or a vault door	2D10/2D12

Secret Base

2D8 or 2D12 for High Tech **Investigation**.

Action Phases

Each turn each figure has two phases: only one of which can target things other than the user.

Targeted Action Phase
Use any ability. Can include Spotting.
Attack a Trap
Throw an object. Can include Spotting.
Cover Can include Spotting.
Make any Task roll
Pick up an object which is adjacent to an opponent.
Tactics Action
Leadership Action
Hide which can include a Movement ability making no more than a ½ move. Only on the last phase of the turn.
Spotting

Personal Action Phases
Use an ability or abilities which are <i>Personal</i> and not <i>Area</i> .
Pick up an object which is not adjacent to an opponent.
Deactivate an 'Until Cancelled' or 'Always On' ability.
Stand Up
Escape
Comeback
Swap one <i>Held Item</i> in hand for another carried <i>Held Item</i> .
Hide which can include a Movement ability making no more than a ½ move. Only on the last phase of the turn.
Point out a Hidden target that has been Spotted to someone else
Recovery (max 1/turn)

Reaction

Reaction
Evade
Opportunity Attack

Environment

Environment	Effects
Air	No life support required. Only Move (Flight) can be used.
Calm	Opposite of Storm. Default calm weather conditions.
Cold	Resisted by Endurance . A minor result reduces means that the character's TO and DX are reduced by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Heat.
Darkness	<i>Stops Sense (Vision)</i> and provides Concealment where it Stops (Sense). <i>NB</i> a major result means it provides +4 Concealment or minor result means it provides +3. Opposite of Light.
Enclosed	Move (Swinging), Move (Driving) and Move (Flight) don't work. Large over +1 cannot be used (so things with Large over +1 Always On can't be used at all).
Fog	<i>Stops Sense (Vision)</i> when used over 5 squares and provides Concealment where it <i>Stops (Vision)</i> <i>NB</i> a major result means it provides +4 Concealment or minor result means it provides +3 Concealment. Opposed by Storm.
Heat	Resisted by Endurance . A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Cold.
Microgravity	Only Move (Flight), Move (Limited Flight) and Move (Teleport) movement can be used when it is combined with Open. Other combinations also allow Move (Leaping), Move (Wallcrawl), Move (Tunnelling) and Move (Swinging). Knockback will carry on each turn until the character hits something. If a character is not anchored that knockback is divided between the target and whoever caused the knockback (i.e. they fly apart).

Environment	Effects
Light	No resistance required. Default light conditions.
Open	There can be some Terrain provided by bushes and scrub but no Walls . There may be some water features.
Poison	Resisted by Endurance . A minor result reduces the character's TO by 1. A major result reduces the character's TO by 2. Opposed by (but does not oppose) Storm.
Radiation	Resisted by Endurance . A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn.
Space	Resisted by Endurance . Includes high altitude and low pressure. A minor result reduces the character's TO by 1. A major result also means the character is reduced to 1 action per turn.
Storm	Resisted by Survival . A minor result means the character has Move (except Tunnelling) at -2 and Move (Flight), Move (Swinging) and Move (Limited Flight) at -4. A major result means the character also has only 1 action per turn. Opposite of Calm. Opposes Poison and Fog.
Underwater	Resisted by Survival . A minor result reduces the character's TO by 1. A major result also means the character also has only one action per turn. Only Move(Teleport) and Move (Swimming) can be used. Max Knockback 1 square. <i>Stops Sense (Vision)</i> when used over 5 squares and provides Concealment where it <i>Stops (Vision)</i> . <i>Stops Sense (Enhanced Vision)</i> when used over 10 squares and provides Concealment where it <i>Stops (Enhanced Vision)</i> . NB a major result means it provides +4 Concealment or minor result means it provides +3. The Val of Hand to Hand abilities dealing Damage (Solid) is reduced by 1 to a minimum of D4. Standard (not super abilities or high-tech) weapons with ranges over Short don't work unless specifically said to in the weapon tables. Any Bullet ability unless listed otherwise is at -1 Val per square range over 1. DX (HIT) Damage (Energy) abilities are at -1 Val at ranges 11-20, -2 at 21-30 and so on.
Urban	The default environment. Around 50% of the board should be roofed and multiple levels of buildings are often present. There are a mixture of long and short sight lines. There can be some Terrain provided by bushes, hedges, trees, street furniture and so on and many Walls . There could be some (usually small) water features.
Water	The surface of water like a lake or sea. Only Move (Flight), Move (Limited Flight), Move (Teleport) and Move (Swimming) can be used. There may be some land features such as small islands or rocks.
Wilderness	Outside towns. Can also refer to any vegetated area such as parks, farms etc. There is quite a lot of Terrain consisting of rocks, ridges, gullies, trees and undergrowth. There can also be changes in elevation provided by cliffs, ridges and hills. There may also be water features.

Hiding

Terrain, Obstacles and characters intervening objects between the viewer and the target provide **Concealment**. This can be added to any **Concealment** from the **Environment** or from **Abilities**.

- 0 for less than ¼ cover
- +1 for ¼+ covered
- +2 for ½+ covered
- +3 for ¾+ covered

Begin with 3+ **Concealment** can be **Hidden**.

Spotting

Perception vs **Stealth** modified by any **Concealment**. **Success** ignore **Hidden**. Groups of mooks of the same kind make 1 collective attempt at spotting when they act adding 1D to their **Perception** for each Team after the first. **Tactics** vs 4 to inform.

Communication

In combat communication is allowed within roughly:

- 1 square for quite conversation (allows Hiding)
- 2 squares for normal conversation
- 5 squares for simple signals (allows Hiding)
- 10 squares for shouting

Allies

Once per week on 4+ on a D6 they arrive on turn D8+2. 2D8 mooks or one name. One at a time.

Attacks

Range	Difficulty
0-1	1
2-10	2
11-30	3
31-60	4
61+	5
Attack is Hit (IN)	+1

The following modifiers apply to Defence:

- If the attacker is **Hidden** from the defender then the **DX or IN (Defence)** is -1
- If the defender has no Sense that can be used to sense the attack then the **DX or IN (Defence)** is -1.
- A defender who is lying down counts as having his/her -1 **DX or IN (Defence)** against attacks from range 5 or fewer.
- **Concealment** increases **DX (Defence)**

DX (Hit) except *Area* major result = Val + 2 (but not any val of the ability which lasts such as *Persistent* or *Trap*).

Multiple Mooks

Attacking a Team:

- the best **Defence** dice of the targets +1D
- The best **Resistance** dice of the targets +1D

Attacked by Teams:

- The **Hit roll** is their normal **Hit (Roll) +1D** per team.
- The **Value** is their normal **Value +1D** per team.

Evade

- At the end of an opponent's action the figure is within an *Area* controlled by that opponent.
- An opponent takes a movement action which ends 0-2 hexes from the character.
- Something causes a *Knockback* or *Forced Move* that would hit the figure.

Evade roll Movement vs:

Cause	Val
Opponent moves to 0-2	The opponent's Move roll that got them there.
Knockback or Forced Move	5
<i>Area (Line)</i>	5
<i>Other Areas</i>	4
No Sense that can detect the attack	+2
Lying down and not using <i>Teleport</i> or <i>Tunnelling</i>	+2
Using Leaping	-1

On a SUCCESS = move up to the number of squares succeeded by (can be 0) or for *Teleport* the total move.
MAJOR FAILURE fall down.

Moving With no Sense

Each square moved cost x2. Target max 7 squares away. IN vs D8. Each point missed by causes 1 square of deviation in a random direction to a maximum of the number of squares moved.

Knockback, Forced Move and Recoil into Walls or other Figures

Into a *Wall* both *Damage* equal to the *Knockback* or *Forced Move* result. Figure *Damage* can't exceed the result of the *Wall's* resistance if the wall is breached. If breached *Forced Move* or *Knockback* as reduced by the result roll of the wall. Normal sized targets only partially overlap each other. *Recoil* causes no but figure that recoiled into something must resist 4 with **Gymnastics** or fall down.

Follow up Attacks

After getting a result on a target another attack which must:

- Be against one the targets the previous attack got a result unless all are now **Out of Action** or **Defeated** or if the target was a *Wall* which was breached.
- Use a different ability.

Single move action of up to the minimum necessary to bring the target into the optimum range for the ability selected. A **named character** may continue to make follow up attacks until either an action fails to get a result or s/he runs out of abilities to use. An mook can only make a **maximum of one** follow up.

Opportunity Attacks

Opportunity attacks are **Reactions**. Figures can't make Opportunity Attacks if they are currently Trapped or Knocked Down. Opportunity attacks are triggered from figures with Short or Hand to Hand attacks in the following circumstances:

- An opponent in range makes a *Ranged* or *Distant* attack.
- An opponent enters a square 1 from a figure with a *Hand to Hand* ability or 2 squares from a character with a *Short* ability and then carries on moving in the same action except with *Teleport*.
- An opponent within range uses an action to move more than 1 square except with *Teleport*.
- An opponent makes a one square move to just out of range and then attacks a target other than the user with a *Ranged* or *Distant* attack.
- An opponent within range picks up an object, or an opponent picks up an object which is within range of the user.

Recovery

Charisma (Resist) vs Value. Any success recovers 1.

Altitude

Type	Effects
Climbing	Can be used to move up, down and across surfaces where there is something to grip. Can't be used for Move Through.
Flight	Can be used to change altitude.
Running, Driving	Can't be used to change altitude.
Leaping	Can change altitude but must land on something or return to original altitude.
Limited Flight	Can be used to change altitude to a maximum of 10 squares.
Swinging	Can be used to change altitude in Urban or Wilderness (needs things to attach to).
Swimming	Can't be used to change altitude except if Underwater. Can't be used for Move Through.
Teleport	Can be used to change altitude. Can't be used for Move Through.
Tunnelling	Can move from ground to underground and vica-versa. Can move laterally and vertically when underground. Can't be used for Move Through.
Wall-crawl	Can be used to move up, down and across surfaces. Can move on overhangs and ceilings. Can't be used for Move Through.

Falling

Solid Damage which depends on the distance fallen.

Distance Fallen	Damage Val
1 Square	2D4
2-5 Squares	2D6
6-10 Squares	2D8
11-15 Squares	2D10
16-20 Squares	2D12
21-25 Squares	2D14
31-35 Squares	2D16
36-40 Squares	2D18

Distance Fallen	Damage Val
41-45 Squares	2D20
46+ Squares	2D30

Move Through

Whole move action ending in a voluntary move through must be in a straight line. If the target **Evades** the move through then the figure will continue moving to the end of the move possible running into something else in consequence. Result of roll **ST** and use this if it higher than the *Movement* result. Deals *Solid Damage* and *Knockback* and counts as *DX (HIT)* for *Block*. If the target is not knocked back (Walls are never knocked back) then the user also takes the same damage from the Move Through.

Off The Board

Coming back on always takes 1 action.

Picking up an Object and Carrying

Strength other than Super Strength	Penalty When Carrying a Person or Similar. Move Up 2 if carrying 2 people.
0	Not Allowed
D4	-2 Move, No Targeted Action
D6	-1 Move, No Targeted Action
D8	Lose 1 Action
D10	None.
D12	None.
D14	None.

Escape

Escape Roll (movement roll plus any Escape abilities vs Pursuit Roll (movement roll plus any Pursuit abilities).

Escaping Move	Pursuing Move									
	Climbing	Flight	Running	Leaping	Limited Flight	Swinging	Swimming	Teleport	Tunnelling	Wall-crawl
Climbing	0	0	-2	0	0	0	No	-1	-3	0
Flight	-2	0	-3	-1	-1	-1	No	-2	No	-2
Running	0	0	0	0	0	0	No	0	0	0
Leaping	-1	0	-1	0	-1	-1	No	-1	-1	-1
Limited Flight	-1	0	-2	0	0	0	No	-1	No	-1
Swimming	No	0	No	No	0	-1	0	-3	No	No
Swinging	-1	0	-3	-2	-1	0	No	-2	-2	-1
Teleport	-3	-3	-3	-3	-3	-3	No	0	-3	-3
Tunnelling	No	No	No	No	No	No	No	-3	0	No
Wall-crawl	-2	0	-3	-1	-1	-1	No	-2	-3	0

If the Escaping figure gets a Success vs all resisting values it escapes and if it also gets a Major Success vs any pursuer then that character misses his/her next turn. A Failure means the escaper remains in its current location. If the escaper has been defeated then they are captured. On a Major Failure than the escaping figure is immediately defeated and captured.

Innocent Bystanders

Innocent bystanders have a D4 in all STATS.

D8	Innocent Bystander Action
1	Stand Still

D8	Innocent Bystander Action
2	Move away from the least popular character (usually the most frightening in appearance, the one using the most frightening abilities or the one most notorious with the public).
3	Move toward the least popular character and attack if possible.
4	Move toward the most popular character (usually the least frightening in appearance, the one using the least frightening abilities or the one most popular with the public)..
5	Lie down.
6-7	Try to move off the map.
8	Try to take cover.

Characters can also make a **Persuasion** roll vs 4 (or 6 if the bystanders are violent or fearful toward him/her) to persuade all bystanders within 6 squares to follow him/her. If the character can get a bystander to the board edge they are removed.

Soliloquy

Both leaders attempt a task against each other using **Persuasion**. In the first round of combat the winner's side gets +1D to all rolls they make.

Tactics Action

Tactics is resisted by the target's **Tactics**. If the **Tactics** task is a **minor success** the character (and his/her group if the leader took the action) gets any one of the following:

- +1D advantage in the next action each takes against the target/s both to hit and the result.
- +1D advantage to resist the next action taken by the target/s against the character both to hit and to the result.

If the **Tactics** roll is a **major success** then in addition the character or group gains 1 Targeted Action Phase immediately. If the **Tactics** task is a minor failure then the target (and his/her group if the leader took the action) gets either of the advantages listed for success above and on a major failure the character and his/her group for a leader each lose one Targeted Action Phase.

Leadership Action

The leader of a group may make a **Leadership** action roll resisted by each of his/her followers' Ego. Works on followers' next resistance, chance to escape traps or comeback.

- **Major Failure:** -2D
- **Minor Failure:** -1D
- **Minor Success:** +1D
- **Major Success:** +2D

Vehicles in Episodes

D6	Result
1	Vehicle is immobilised. A flying vehicle falls and crashes.
2	A weapon (if any) is put out of action.
3	Control skill rolls for the vehicle are at -1.
4	Vehicles move is reduced by 2. A flying vehicle with no move falls and crashes.
5	All occupants of the vehicle take the 2D8 solid damage.
6	All occupants of the vehicle take 2D8 heat damage.

- Instead of DX for **DX (DEFENCE)** vehicles use the **Control** skill of their Driver/Pilot (but remember Large makes them easier to hit).
- They **Evade** normally if moving. If they are stationary they use D4.
- They use their Driver/Pilot's **IN (DEFENCE)**.
- They can't be targeted with **WP (Hit)**.
- Vehicles can be boarded if the skin is breached.

- When a moving ground or water vehicle is breached or penetrated - driver **Control** vs or out of control. On a fail normal move deviating by D6 left or right. Major failure the vehicle is also immobilised and all occupants take solid damage equal to the move result -2.
- When a flying vehicle is breached or penetrated - pilot **Control** vs 2D6 to avoid going out of control. On a fail normal move deviating by D8 left or right and also dropping by the same number of squares. Pilot must roll each turn until control is regained. Major failure the vehicle drops an additional D20 squares and all occupants take 2D6 solid damage.
- If a vehicle is breached in 1/3 of the squares its hull takes up it suffers structural failure. It automatically goes out of control, can't go back into control and is immobilised.
- It takes 1 action to mount or dismount from a vehicle.
- The crew of a vehicle can fire vehicle mounted weapons normally. Other attacks cannot be made from the inside of an armoured vehicle. DX and IN Attacks made from the inside of an unarmoured vehicle give targets are at -1 if it is moving.
- It isn't possible to attack crew or passengers of an armoured vehicle. The crew and passengers of an unarmoured vehicle have ½ cover.

Names Out of Action

When Out of Action a name:

- Can't move
- Can't use abilities except 'Personal' abilities only targeting him/herself or abilities targeting a Trap then s/he is in.
- Must attempt a Come Back action until turn 12.
- Can choose whether to be affected by the abilities of other characters or not (e.g. they wouldn't want to be damaged but could want to be healed).
- Still has all the abilities active on him/her that were active when s/he went out of action e.g. Persistent abilities, Stun, Traps. Therefore would still roll to resist a Persistent ability but could choose whether to be affected by the result.
- Can't be made Out of Action again e.g. by being doubled by a Persistent ability.

Comeback Challenge: **WP (RECOVERY RATE)**. Number of D equal to number of times Out of Action.

Turn Number	Dice
1-3	D4
4-6	D6
7-8	D8
9-10	D10
11	D12
13	Fight Auto Ends

If Succeeds can reappear in play at the start of their turn within 1 move.

Mooks Out of Action

Roll D6 for each full team of mooks (4) out of play. On 1-3 remove them as Defeated. On 4-6 the whole team can move on from a board edge or other suitable entrance. This represents re-enforcements rather than recovery.

Ending a Combat

- **Knockout:** A side loses immediately if it has had no characters active in the **Contested Space** for a whole turn.
- **Overmatched:** At any time after the start of turn 7 a side loses if it has no characters active in the **Contested Space** and the other side has at least 3 named characters or 8 other characters active in the **Contested Space**.
- **Rout:** At any time after the start of turn 7 a side loses if it has no named characters that are not defeated and mooks present have taken over ½ casualties.

At the end of combat roll for each character's status who took part in the combat and has TO of 0. Use the worst of the following modifiers that apply.

Was reduced to 0 TO by a **Killing Attack** any time during the combat: -3

Was reduced to 0 TO by a *Bullet* or *Solid Damage from a Short range Held Item* (Swords, Spears etc.) any time during the combat: -2

Was defeated by failing a **Breakout Task**: -2

Save dying characters: **Medical** Task with a difficulty of 2D6.

Roll D10	Status
1 or less	Dying
2-3	Hurt
4+	Shaken

Re-entering Play

Hurt character each **Week** on D10 for 7+. **Medical** task of 2D8 taking two **Activity Periods**. D6-4 differences.

Dead Powered Name each **Week** on D10 for 10. On 1 once per month. Another 1 once per year. D6-2 differences.

D20	Change – don't re-roll if doesn't apply.
1-2	Re-roll a random ability.
3	Remove a random ability.
4	Add a random ability from available tables.
5-6	Re-roll a random advantage.
7-8	Add a random disadvantage.
9	Remove a random advantage.
10	Add a random disadvantage.
11	Remove a random disadvantage.
12	Light evolution on personality.
13	Dark evolution on personality.
14	Reroll a random trait.
15	Add a random trait.
16	-2 from random relationship.
17	+2 to a random relationship.
18	-2 from a random skill and +2 to a random skill.
19	+1 to a random skill.
20	-1 to a random skill.