1.0 Introduction

Welcome to the world of Superheroic Combat. In playing a game of *Hero* you will take the side of Good or Evil, striving to defeat your opponent in one-on-one (actually many-on-many) combat. *Hero* allows you to relive the world of comic book face-offs as well as create your own infamous match ups.

Hero allows each player to create a team of comic book characters, with their own Powers as well as limitations. These characters are constructed by creating a stack of cards that describe and define that character. These cards range from Powers, which represent the character s superhuman abilities, to Flaws, which define their human element. With hundreds of cards in the series, and with many different ways of combining those cards, the possibilities of different characters are nearly endless.

Once you ve created your team of super-powered beings, you match up against another team constructed by another player. Most of the cards used to construct the characters begin face down on the table, meaning your opponent will have little idea what he or she faces! Only through contact with your characters will your opponent know what they re up against.

Even though the name of the game is *Hero*, it doesn t mean you re limited to playing a heroic team. Villains and Vigilantes are just as easily constructed. You can create the perfect team of evil to try and take over the world, or gain revenge at any cost. The game does not focus too much on the motives of the characters, just their combat abilities.

To aid in understanding the character generation process, as well as to give the *World of Heroes* background, we ve created the *Legends* series of miniatures. Each *Legend* pack contains a figure representing one of the characters from the *World of Heroes*, as well as all the cards necessary to create that character. Also, the Ultra for the *Legend* character is not available in the printed set of cards. The only way to get it is to get the *Legend* it comes with. We did this to limit the number of these Ultras (they are powerful!) and to give some uniqueness to the *Legends*.

Hero is only a subset of the entire comic book genre. The real interaction of between characters typically take place outside of combat. This system for the most part ignores this meat of the comic book world and focuses on the flash.   Combat. That s Ok though. You can use a role-playing game to fill in the gaps between combat, and use the *Hero* game to play out the action scenes.

The *Hero* world will be expanding in the future. We will continue introduce new card sets and other card categories as time marches on. If you have any suggestions on what you d like to see, please write to us and let us know. If we use it in the future we ll give you full credit for the concept. Enjoy playing *Hero*. May your dice always come up 0 s.

Richard Brown
Evan Ford

2.0 Equipment Needed

The following is a list of things that are needed to play the game. Most are most are included in the Starter Pack, or can be purchased separately. Some items are optional, and are marked as such.

1. 6 or more ten sided dice
2. Ruler or rulers
3. Terrain features (optional)
4. Miniatures
5. Character Cards
6. Player Reference cards (optional)
7. This Rule book
8. Counters

1. Rolling a ten sided dice is referred to as a   die roll   or   1D . Rolling multiple dice is shown by the number of ten sided dice followed by a   D , for example: 8D means roll 8 dice.

2. Rulers can be any length, but a 12   or 18   ruler is the best choice. Two 18   rulers can be purchased in a pack. There should be one ruler per player to speed game play.

3. Terrain can be either commercially purchased structures, or can be assembled from every day sources. A pop bottle can be a water tower, a shoe box can double for a building. Use your imagination. These pieces of terrain serve as   obstacles , making game play much more realistic and interesting. Although they are optional to actual play, they should be used whenever possible.

4. The Starter Pack gives you a beginning collection of 12 cardboard miniature characters. Metal 25mm miniatures can be purchased from a number of manufacturers. We offer additional cardboard characters, uncolored, and ready for customizing. Be advised though, metal miniatures look more realistic. We recommend painting (or coloring) your miniatures to match the characters they represent.

5. Character cards are purchased from us in booster packs. The Starter Pack gives you six boosters, enough to design several characters. Each booster of the basic set contains 15 cards. Future expansion sets will be available, increasing the number of cards you can design characters with.

6. Player reference cards are available in the Starter Pack, and offer a handy collection of rules and sequences that make up the game. They also have a spot for keeping track of Health and Stun damage that each character has taken. If you do not use the reference cards you must provide your own means of keeping track of damage. Beads or counters can be used for each character to mark their taking damage.

7. This rule book is a handy reference for information on playing the game. It should be kept close by while you are learning the game to speed game play.

8. Counters can be used to keep track of certain powers a character is using. Flying and Invisibility are an example of two powers that require a counter to indicate they are active. The Starter Pack includes several set of counters, or you can create your own with paper and pen.

3.0 Terms and Conventions

Several new terms are introduced in Hero. They are described here so that the concepts are clear, and to aid in interpreting the cards and following rules.

1. **Player** - You, and your opponent. The people controlling the characters.

2. **Character** - A hero or villain fighting in a contest of power and skill. Player design and control the characters. Each character is represented by a group of character cards and a miniature.

3. **Phase** - Each turn is divided into phases that help structure game play. The character who s currently taking their turn is called the *phasing character*.

4. **Owning player** - The player owning a character. The player who started with that character on their team at the beginning of the game.

5. **Controlling player** - The player who currently controls a character. This may or may not be the same thing as the Owning player, since certain powers may change control of a character (i.e. *Mind Control*).

6. **Attributes** - Attributes define the various properties of an object. These *attributes* affect game play in many different ways. Always look at a Character card s attribute list when calculating the effects of powers.

7. **Traits** - Represent the seven physical attributes of a character. These traits are:
    a. STR (Strength) - How strong a character is.
    b. DEX (Dexterity) - Represents agility and hand-eye coordination.
    c. INT (Intelligence) - Represents IQ as well as a characters perception.
    d. WIL (Willpower) - Represents the characters ability to resist emotions.
    e. STN (Stun) - Represents how much damage a character can take before they are *Stunned* or *Knocked Out.*.
    f. HLT (Health) - Represents the physical body, and how much damage it can take before a character is *Dying*.
    g. MAS (Mass) - Represents the mass of a character. The higher the mass, the more difficult it is to move a character.
    h. MOV (Movement) - Represents how far a character can move in a turn.

8. **Success** - a success is indicated by rolling a 7, 8, 9, or 0 on a die. A *critical success* is rolling a 0 on a die. In damage rolls a success indicates a STN wound.

8. **Failure** - a failure is indicated by rolling a 1 on a die. Failures cancel one Automatic success or one success die. A success die is any die with a success result, i.e. a 7, 8, 9, or 0. Failure canceling a success die cancels all affects of that die.

9. **Critical Success** - A *critical success* is rolling a 0 on a die. It also counts as two normal *successes*. In damage rolls, a critical success counts as a STN *and* a HLT wound.
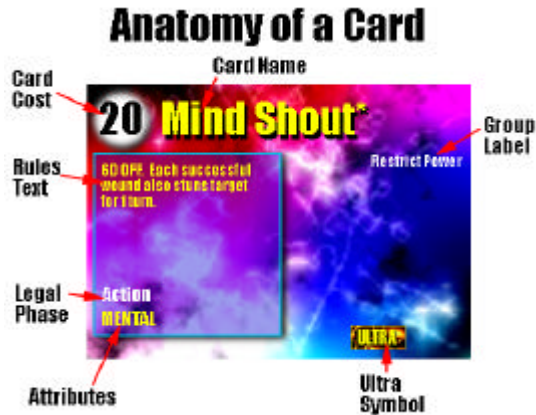
10. **Automatic (AUTO) Success** - Some character cards indicated a roll will have a number of AUTO successes. This means add the number of AUTO successes to the number of successes rolled. *Failures can cancel one AUTO success instead of a die success.* In damage rolls an AUTO success counts as a STN wound.

11. **Stunned** - A character that takes more than half of his or her original STN rating in one phase is considered *Stunned*. A *stunned* character can take no action except REST, and all their powers are dispelled for one turn. This rule does not apply to Gadgets unless otherwise stated on the card.

12. **Knocked Out -** A character that falls to 0 or less STN is considered *knocked out*. A *knocked out* character immediately falls to the ground and can take no action except a REST action (note: during the REST action a character recovers one additional STN). All their powers are dispelled until they recover. A character recovers when they reach 1 STN. A recovered character is considered *stunned* for the turn in which they recover.

13. **Dying -** A character that falls below 0 HLT is considered a *dying* character. A dying character is permanently *knocked out* unless their HLT is raised to 1 HLT or more. If a character has their HLT reduced to its original number in negatives (i.e. if a character started with a HLT of 6 and has it reduced to -6)

14. **Killing Damage (or Killing Attack)**- Killing damage is an especially brutal form of injuring your opponent. Instead of doing HLT damage on a *critical success* (a success roll of 9), it does HLT damage on a roll of 9 or 0. The damage for a killing attack is as follows: 7 , 8 = 1 STN, 9 , 0 = 1 STN, 1 HLT.

15. **Hardened Defenses** - Hardened Defenses stops damage more effectively than normal defenses. Instead of stopping HLT damage on a *critical success,* it stops HLT damage on an additional roll of 5. So *Hardened Defenses* stop damage as: 7 , 8 = 1 STN, 9 , 0 = 1 STN, 1 HLT. This effectively negates Killing Damage.

16. **Physical** - Many character cards refer to *Physical* damage. *Physical* damage refers to any Power or Physiology card that has AIR, WATER, FIRE, or EARTH as an attribute. STR based attacks are also considered *Physical* (EARTH).

17. **OFF** - Offensive power. Roll the number of dice referred to with the OFF label to determine damage. Unless stated otherwise, all Offensive attacks must make a roll to hit.

18. **DEF** - Defensive power. Roll the number of dice referred with the DEF label to determine how much damage is stopped. If a DEF does not state what type of damage it protects against, then it protects against PHYSICAL damage.

19. **Contest** - A *Contest* is a comparison of successes made between two character s traits. For example a STR vs. STR *Contest* (called simply a STR Contest) would have both characters roll dice equal to their STR rating. The character with the higher number of successes is the winner. When listed, the phasing character s Trait is always first, so a INT vs. DEX Contest would have the phasing character roll his INT while the target character would roll her DEX.

20. **Dispelled** - A power or a gadget may be *dispelled* for a number of reasons. This means that the affected power or gadget is unusable for the next action phase. The opposite of *dispelled* is *cast.*

21. **Continuous** - A *Continuous* power or gadget only needs to be activated once during the Activation phase. It is considered automatically active each following turn unless the character specifically dispels it.

22. **Team -** A group of characters in a battle. Each player controls a team. The object of the game is for your team to score more Victory Points than your opponents.

23. **Active -** An active character is a character not stunned, knocked out, dying, dead, or otherwise forbidden to act during each phase.

24. **Area Effect** - Powers and gadgets marked as Area Effect automatically affect everything within the listed radius. No to hit roll is needed, nor can targets dodge the effect. Note that the casting character is not affected by the area effect.

25. **Armor** - A type of defense that lowers damage by the rating of armor. For example, Armor with a rating of 3 will automatically stop 3 STN damage wounding. A character may use 2 points of an Armor rating to stop 1 HLT. Armor is only effective against the types of damage listed in the description. Ex: Armor 3 vs. FIRE provides 3 points of Armor against fire based wounds, but no protection against other wounds.

26. **Spirit** - Spirit refers to any Power or Physiology of Mental, Emotion, Energy, and Void. Spirit is the opposite of *Physical.*

27. **Difficulty** - The difficulty level is what number or greater you need to roll on a die to make a success. The basic difficulty level is 7, meaning 7, 8, 9, and 0 are considered successes.   A roll of 1 is always considered a failure. The difficulty level is lowered when a certain task may be easy to accomplish, or raised when it is difficult.

28. Character Points (CP) - Points used to purchase the cards that make up a character. Characters typically start with 100 CPs.

4.0 The Traits

5.0 Description of Character Cards

There are several categories of Character cards in Hero. Each category has a different role in the character creation process.

Anatomy of a Card

Card Cost
Card Name
20 Mind Shout*
Group Label
Restrict Power
Rules Text
6D OFF. Each successful wound also stuns target for 1 turn.
Legal Phase
Action MENTAL
Attributes
ULTRA*
Ultra Symbol

1. **Origin** - The Origin card defines the origin of the character, and gives the beginning Traits, Skills, Powers, and Physiological abilities. Every character must begin with one Origin card.

2. **Skill** - A Skill card represents the knowledge and conditioning gained by a character. A character may have any number of skills.

3. **Power** - A Power card represents the inherent ability in a character to do some superhuman action. A character may have any number of Power cards assigned.

4. **Physiology** - A Physiology card represents the physical attributes of a character, from modifying Traits such as STR, to mutations such as claws and fur. A character may have any number of Physiological cards assigned. Each card must be unique. No duplicate *Physiology* cards are allowed in any character.

5. **Gadget** - A Gadget card represents a piece of equipment, be it mechanical or magical, that a character may use. *A character may have up to two gadgets.* Unless otherwise noted, a gadget may only be used by the character who paid the character points for it.

6. **Ultra** - Certain powers or pieces of equipment are considered so powerful, or so unique that they are restricted in their use. These cards are marked with an ULTRA symbol, indicating that they are Ultra cards. Characters are allowed only one Ultra card. Characters may opt not to purchase an Ultra card. Only one specific Ultra card may be used in a team. *Non-continuous Ultras can only be used once every other turn.*

7. **Flaws** - Flaws represent weaknesses of a character. No more that -25 points of flaws may be purchased for a character. Flaws allow additional powers and abilities to be purchased to offset the negative effect of the Flaw.

8. **Group -** Some cards are also a member of a *Group*, as indicated on the card itself. Being a member of a group implies certain benefits and penalties that are described in the rules text of the applicable cards. For example the Power Card *Animal Senses* states that the character with this card is immune to Sense group effects. This means that the character would not take the -2 AUTO penalty to hit that the *Camouflage* (a member of the Senses Group) Power Card inflicts.

6.0 Character Creation

Character Traits

Their are eight Traits that represent the physical make-up of a character. These Traits determine how a character will perform during a game.

STR (Strength)	Represents how strong a character is.
DEX (Dexterity)	Represents agility and hand-eye coordination. Used to hit a target, and to Dodge a hit.
INT (Intelligence)	Represents IQ as well as a characters perception. Used mainly for MENTAL powers.
WIL (Willpower)	Represents the characters ability to resist emotions.
STN (Stun)	Represents how much damage a character can take before they are *Stunned* or *Knocked Out*..
HLT (Health)	Represents the physical body, and how much damage it can take before a character is *Dying*.
MAS (Mass)	Represents the mass of a character. The higher the mass, the more difficult it is to move a character. Also offers some protection from damage.
MOV (Movement)	Represents how far a character can move in a turn.

Starting Characteristics

A normal human has the following Traits: **STR 3, DEX 3, INT 3, WIL 3, STN 5, HLT 3, MAS 3, MOV 3**. Various Origin cards may change these initial ratings for each character.

Building a Character

Step 1: Come up with a Concept

Each character should have a central theme or focus. You should decide before you continue with the rest of the character design what type of character you wish to create. There are a wide number of *Archetypes* or types of characters. These are by no means the only types of characters, but it will give you a starting place.

Archetype	Primary Traits	Other Cards
Brick	**STR**	Lots of HTH combat Skills, good defense.
Mental	**INT**	Lots of MENTAL powers
Ripper	**DEX**	Killing attack HTH damage powers
Elemental	**STR** or **DEX**	Powers that all have the same attribute, such as EARTH or FIRE
Martial Artist	**DEX**	*Martial Kick*, and *Martial Dodge*, very quick and hard to hit.
Projector	**DEX**	Ranged powers, *Flight*, and Force Fields

Step 2: Purchase the Cards

Each character has 100 Character Points (CP) assigned to them to use in Character Creation. Each card has a point value assigned to it. A character may spend up to his or her 100 CP limit in purchasing cards that define that character.

Flaw cards have a negative value, indicating that in purchasing them a character gains points that can be used to purchase other cards. **A character may not have more that -25 CPs of Flaws.**

In purchasing cards, a character may not have any more that one Ultra or Origin card assigned to it. No more than any one type of Ultra card can be assigned to any team member, for example, if a character you control named *Stone* purchases the character card *Invulnerable to Physical*, no other character on your team may purchase that card.

Note: Only one of any Physiology card may be purchased per character. In other words, you cannot have 3 *Awesome Strength* cards on one character.

Step 3: Naming the Character

Each character should have a unique name assigned to him or her. This name should be indicative of their powers and ability. This helps the character come alive as an individual instead of just a collection of cards.

An Example of Character Design

First, we come up with a concept of a character.

7.0 Game Play

Once each side has created their characters, the game can begin. Their are several steps in preparing to play a game of Hero:

1. The players agree on the number of characters per side they wish to use.
2. Set up terrain - This is done by each player alternating in placing a piece of terrain in the playing area. The playing area should be at least 4 deep by 5 wide.
3. Each player alternates in placing their characters in their starting zone. The starting zone of a player is defined by a 12 wide by 6 deep area that is on their adjacent edge of the playing area.
4. Each player places their character cards *face down*, representing the characters they are using.
5. Players make the first initiative roll to start turn number 1.

All cards of a character begin face down until they are used. Whenever a Power, Skill, Gadget, or Physiology card is used, the relevant card is revealed. Whenever a roll is made using a Trait, the character s Origin card and any Physiology cards that make up that trait are revealed.

Flaw cards are kept face down until a situation that activates that flaw occurs. At that time that flaw must be revealed to all players. If a situation activates a Flaw s conditions, and it is not revealed, and it is later discovered it was not revealed, each opponent player automatically gains 10 Victory points.

Certain Flaw, Power, and Gadget cards indicate that they must be revealed at the beginning of the game. These cards should be placed face up immediately.

Note: Remember that non-continuous Ultra powers can only be used every other turn.

Lifting and Throwing objects

Every object in the *Hero* universe has a MAS rating assigned to it. Here are some of the more common items:

Object	MAS
Average Adult Male	3
Average 4 door Sedan Automobile	5
Telephone pole/lamp post	5
School Bus	6
Tank	7
Manhole Cover	3
Mailbox	2
Telephone Box	3
Average sized building	9

Objects can be lifted if a character satisfies the following conditions:
       a) Character is adjacent to the object to be lifted.
       b) Rolls a STR contest with the target being the object s MAS rating - 1 in successes.

c) If Character moved during the movement phase more than 3˝, a to hit roll must be made prior to step b.

The difficulty level may be changed if certain conditions are met:

Condition	Difficult Level
Object not resisting and at rest	5
Object resisting but at rest	6
Object resisting and moving	8

Once an object is lifted, the character may move with the object, at a maximum rate of Character MOV - (Object´s MAS - Character´s STR). If an object´s MAS is greater than a character´s STR rating, the character may not run or evade. The resulting number may never be more than the character´s initial MOV Trait.

A character may use the object as an *improvised weapon*. An improvised weapon has a Hit roll penalty of -2 AUTO. Large objects may make a *sweep attack*, causing a hit roll to be made for every character and object in the path of the improvised weapon. An improvised weapon does damage equal to ½ its MAS (rounded upwards) plus the character´s STR. Note it is best to use accurate miniatures of the objects in the playing field to aid in determining range for the sweep attack. All characters within a 45 degree arc on either side of the attacker may be attacked with a sweep.

A character may throw an object as an *improvised weapon*, to the maximum range of 18˝ - (MAS of object - Character´s STR). The range may never be greater than 18˝. The hit roll with a thrown *improvised weapon* is at -3 AUTO. Damage is ½ MAS + Character´s STR in dice. A thrown object is a *one shot* weapon, meaning it may not be used again in later turns.

Example: *Cybernought* needs to make a roll to successfully lift a car. The car weighs 5 MAS, meaning he needs at least 5 successes to pick it up. With a STR of 8, *Cybernought* rolls 8 dice getting: 1 2 5 7 0 0 3 2. The car is neither resisting nor moving so the Difficulty is 5. This means the 5 and 8 indicates 1 success each, while the 0s indicate two each for a total of 6 successes. He rolled one failure (the 1), reducing the successes by one die. *Cybernought* chooses the die that rolled a 5, leaving him with 5 successes, enough to pick up the car.

8.0 Turn Sequence

The game itself is divided into *turns*, which are then divided into *phases*. Each player alternates moving a character during a turn. The currently active character is called the *phasing character*.

Turn Sequence

1. **Activation Phase** - Characters *cast* and *dispel* powers and gadgets that will be active for the rest of the turn. All decisions of that card must be made at this time. Note: DEF powers can be immediately activated by any character at any time. They do not need to be activated during the Activation phase.

2. **Initiative Phase** - Determines which character may act first.

Once the Initiative Phase is done, the following phases are made by each phasing character:

3. **Movement Phase** - The phasing character may move all or none of his or her movement, or can do a special movement action such as Run or Charge.
   a. Run.
   b. Charge.
   c. Evade.
   d. A character may use any MOVEMENT attributed power during the Movement Phase. This does not count as an Action for the Action Phase, but counts as a Movement action.

4. **Action Phase** - The phasing character may do any one of the following actions:
   a. Cast a Power.
   b. Use a Skill.
   c. Engage in HTH combat if within base-to-base contact with opponent.
   d. REST, which will restore 1 STN.
   e. Use a Gadget.
   f. HOLD - Hold the action, and take it during any other character s phases.

Once all the characters have taken their Movement and Action phases, the last phase takes place simultaneously for all characters.

5. **Recovery Phase** - All characters recover 1 STN point. If already at the maximum STN rating, there is no change. Any character that was Stunned is now back to an active level. Any Knocked Out characters that reach 1 STN are now rated as Stunned for the next turn.

Activation Phase

During the Activation Phase character cast powers that will be persistent for the entire turn, i.e. *Flight* or *Mental Glamour*. Characters may also dispel powers during this phase. Continuous Powers are typically cast during this Phase. To keep a continuous Power active for the coming turn, a player must leave that power face up on the table. Turn that Power over to indicate that it has

been dispelled. Note that Any Defensive Power may be cast in response to another Power at any time.

Gadgets that are required to be active the entire turn must be activated during this phase.

Example: *Cosmic Lad* activates his *Flight* power during the Activation Phase, and picks the altitude he is flying at (either 6", 12", or 18").

Initiative Phase

Each player chooses a character they wish to have move first during the turn. Each player rolls one die, and adds their chosen character's DEX rating to that roll. Reroll any ties. They player with the higher total determines which of the two chosen characters takes their turn first. The other chosen character must take their turn next. Certain cards can add to or subtract from an Initiative roll.

Movement Phase

Basic Movement

Every character, unless restricted by a power or skill, may move up to their MOV rating in inches every turn. A character may take only one Movement Action per turn.

Difficult terrain, such as ladders or crossing obstacles will reduce the number of inches allowed for movement.

Obstacle Table

Obstacle	Movement Penalty
Climbing or Descending Ladder	-½ MOV rating
Climbing an Obstacle less than height of Character	-1" Movement
Moving through Woods	-2" Movement
Moving through Forest (Heavy Woods)	-½ Movement

HTH Combat's affects on Movement

A character engaged in HTH (hand-to-hand) combat may exit from HTH combat, but their opponents may make a free attack that automatically hits. After damage has been resolved for this free attack, the character is placed 2" away from the combat, and is able to move as normal. Note: This is the only way a character may make more than one attack per turn.

Special Movement

Running - A character may move up to twice their MOV rating when running. Characters who run may not take an action during the Action Phase.

Charging - A character may move up to twice their MOV rating when charging. The only action a charging character may take during the Action phase is HTH combat. They receive a +2

AUTO to hit during the turn they charged. You may not charge while already in HTH combat. A character must move at least 3 in a straight line at the end of movement for it to be considered a charge.

Evading - A character declaring an Evading Move is much harder to hit. Evading characters my move up to their MOV rating in inches. When targeting an evading character, opponents are at -2 AUTO to hit. No Action may be taken during the Action Phase. This may be used to break from HTH combat. Opponents still get their free attack, but must now they must roll to hit instead of an automatic attack.

Flight - A character can fly at an altitude of either 6 , 12 , or 18 . The actual altitude is chosen during the activation phase. A character that changes altitude may only move ½ their move rating that turn. Remember that altitude changes must be made during the Activation Phase.
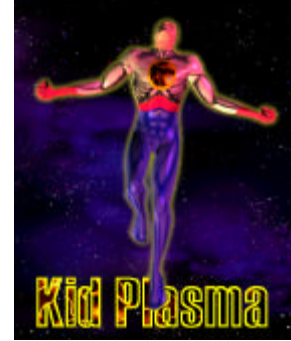
Fall Prone - A prone character is avoiding being hit by being flat on his or her stomach or back, presenting the smallest target possible for their opponent. A prone character cannot move, but gains a -2 AUTO to hit bonus. This is cumulative with the bonus gained for cover. A prone character also traces line of sight from the ground, making spotting nearly impossible behind cover. Flying characters do not have penalty when targeting prone characters.

Note: A *Knocked Out* character is considered prone.

Action Phase

Each phasing player may take one action during the Action Phase:

1. **Cast a Power**. - Any power may be cast, if it is a OFF power a To Hit roll must be made to determine if the power hit the target.
2. **Use a Skill**. The Skill may require a Trait roll to determine if successful.
3. **Engage in HTH** combat if within base-to-base contact with opponent.
4. **REST**, which will restore 1 STN. This 1 STN is in addition to the points regained during the Recovery Phase.
5. **Use a Gadget**. Activate a Gadget to generate a desired effect.
6. **HOLD** - Hold the action, and take it during any other character s phases.

Recovery Phase

During the Recovery Phase, each character recovers one STN point. A character may never have more STN than their initial STN Trait.

Characters also recover 1 point of every other Trait, with the exception of HLT. A Character may never have more points of a Trait than they had at the beginning of the game.

Losing Bonus Traits

Certain abilities may boost a specific trait above its original value. These effects are only temporary. During the Recovery Phase any player who has a trait at a level above their base rating has that rating reduced by one. This continues until the trait is at the original value.

9.0 Sighting

To affect another character with a Power, Gadget, or Skill, a character must be able to see their target. The ability to see is called Line of Sight, or LOS.

Field of View

Field of View

Out of View
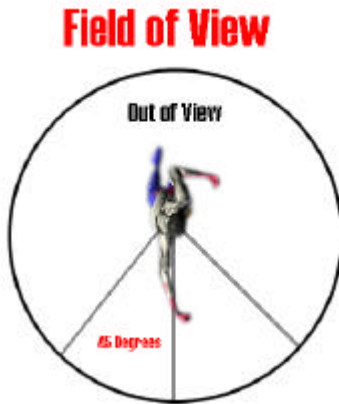
45 Degrees

A character has a limited arc that they can detect objects in. This arc is called a Field of View (FOV). This arc is defined as 45 Degrees on either side of the center of the character. Anything outside of this arc cannot be seen by the character.

Flying characters have a field of view that extended to 90 Degrees on either side of their center.

Line of Sight

If an unblocked line can be traced from a character s Field of View to a target, that target is considered to be in Line of Sight (LOS). Characters cannot cast Powers or use Gadgets against targets not with their LOS. Characters can cast area effect powers that can affect targets not in LOS.

Example:

Hidden Targets

A target is considered hidden if it is:
    a. Prone
    b. Behind Cover
    c. Has an effect that makes it hidden

A hidden target must be *spotted* before it can be targeted.

Spotting

Targets that are not hidden are automatically spotted, unless some power or skill requires a spotting roll.

To make a spotting roll, roll dice equal to the INT rating of the spotting character. If their are one or more successes, the target is considered spotted. Other powers or skills may increase the number of successes needed. Spotting is not considered an action.

Remember, normal targets are automatically spotted, and require no spotting roll.

10.0 Combat

In order to stop your opponents, your characters must use their powers and abilities to incapacitate or drive off their foes. This is done through combat actions.

Combat is the act of using an offensive power against a target. Any ruling on combat is superseded by the rules text on a card.

To Hit Rolls

Before an ability can affect a target, that target must be hit. You can only hit targets that you have an LOS to and have been spotted either manually or automatically.

The player controlling the character must declare, before the Hit roll is made, the power being used, its level (if less then the printed level), and the target. The player controlling the target character may verify that the LOS and spotting rules have been observed.

To hit a target, the controlling player rolls dice equal to the DEX rating of the attacking character. Any automatic successes are applied. Any roll of one or more success indicates a Hit. Any attack over 18 or outside the radius of an area effect are considered automatic misses.

Example: *The Jade Scorpion* spots her arch-rival *DoomGirl*, and with all her strength throws her *Sai* at her hated foe. *Jade Scorpion s* DEX rating is 7, and the range to *DoomGirl* is 8 . *Jade Scorpion* has the skill card *Trained* associated with the gadget *Sai,* adding one automatic success to her attempt to hit. She would expose the *Trained* and the *Sai* card at this point if she had not already. The range of 8 inches means the distance is at medium range, with a penalty of -1 automatic success, for a total of 0 automatic successes. *Jade Scorpion* rolls her 7 dice, with a result of 7, 8, 1, 5, 0, 2, 7, equaling five successes and one failure, for a total of four successes. Remember the 0 counts as a *critical* success, or two regular successes to hit. Jade *Scorpion* has hit *DoomGirl*.

Mental Power Hit Rolls

Mental Powers work slightly differently. The Hit roll is made by rolling dice equal to the phasing character s INT rating.

Emotion Power Hit Rolls

Emotion Powers are similar to Mental Powers. The Hit roll is made by rolling dice equal to the phasing character s WIL rating.

Calculating Range to or from Flying Characters

Measure the distance directly by holding the flying character at the height they are flying and measure to the caster or target.

Modifiers of the Hit Roll

Name	Modifier
Target is Evading	-2 AUTO
Target is behind light cover (covers less than 50% of target)	-1 AUTO

Target is behind heavy cover (covers more than 50% of target)	-2 AUTO
Target is a building	+4 AUTO
Target is a stationary object (car, or light post)	+2 AUTO
Target is a moving object (car, or light post)	0 AUTO
Using a HELD action to hit target	-1 AUTO
Target is *Stunned*	+2 AUTO
Medium Range	-1 AUTO
Long Range	-2 AUTO
Target Lying Prone	-2 AUTO

Dodging A Hit

Once a target character has been hit, that character has an option to dodge out of the way of the attack. This is called a Dodge option. Note this is different than the *Dodge* skill, in that every character has this inherent option.

A character may roll ½ of the DEX (or INT or WIL, as appropriate) rating in dice (rounding up) in a Contest against the Hit roll made against them. Winning the contest (i.e. rolling more successes than your opponent) means that attack misses.

If a Hit is made from outside of the character s Field of View, they may only roll ½ of their DEX rating in dice, no matter what any other Card may increase the number of dice to.

Example: In the above example, *DoomGirl* was hit by the villain *Jade Scorpion* with a thrown *Sai*. *DoomGirl* has the opportunity to avoid being hit by dodging. Normally, a character may only roll ½ their DEX rating to dodge an attack. But *DoomGirl* has the *Dodge* skill, allowing her to roll her full DEX rating in an attempt to beat the number of successes that *Jade Scorpion* used to hit her. She must reveal the *Dodge* card at this time. She has a DEX rating of 6, meaning she rolls 6 dice: 7, 0, 1, 1, 3, 0. *DoomGirl* rolled a total of 5 successes, but also rolled two failures, canceling out all but two (she chooses to cancel the 7 and one of the 0s). Two successes doesn t beat the four that *Jade Scorpion* rolled, so to the *Jade Scorpion s* delight, *DoomGirl* takes the hit!

Area Effect Attacks

Area effect attacks automatically hit any and all targets within the radius of the effect. This includes targets the caster does not want hit!

Dodging a Mental Attack

To dodge a Mental attack, a character rolls their INT rating in dice. If they roll more successes than the attack roll, the attack misses. If they roll the same number of successes, then the attack is assumed to hit. Other skills and powers may modify the number of dice that can be rolled.

Dodging a Emotion Attack

Follow the same rules as Dodging a Mental Attack, except the roll is based on the character s WIL rating.

Damage Rolls

Once a character has been hit, a roll needs to be made to determine the amount of damage done. Each Power or Gadget has a listed OFF rating. The player rolls dice equal to the Offensive rating of the Power or Gadget. If the attacking player stated they were using less than the printed rating of the card, then the stated rating is used instead (pulling a punch).

For each 7, 8 or 9 rolled, 1 STN of damage is done to the target. Each 0 rolled does 1 STN and 1 HLT to the target. Each 1 rolled cancels a success die or an Automatic success. Remember to include automatic successes and failures to the total. At this stage any multipliers for Flaws are applied. Automatic successes count as STN.

If the damage is Killing attack damage, each 7 and 8 does 1 STN, and each 9 or 0 does 1 STN and 1 HLT. Each 1 rolled cancels a success die or an Automatic success.

Other types of Damage

1. Falling Damage - If a character falls from a height, they take automatic damage equal to ½ the number of inches fallen in dice of *Physical* damage.
2. Being Fallen on - If a character is fallen on by another character or an object, they take damage equal to the mass (MAS) of the object plus ½ the distance fallen in *Physical* damage.
3. The falling character takes the normal falling damage of ½ distance as dice.

Damage to Subdue

A character may have a reason to pull their punches; to hurt an opponent, but not kill them. If a character declares their damage to be to Subdue, only ½ of the HLT damage done actually counts as a wound, rounding up. Meaning 3 HLT damage would be rounded down to 2.

Reducing Damage

Each point of STN and HLT damage has a chance to be countered by Defensive abilities. Each power that has a DEF rating can be activated immediately when a character is hit. The character can then roll dice equal to the total DEF rating of all Defensive abilities they may have.

For each 7, 8 or 9 rolled, 1 point of STN damage is prevented. For each 0 rolled, 1 point of STN and 1 point of HLT is prevented. Each 1 rolled cancels a success die or an Automatic success. Remember to include automatic successes. Each AUTO success counts as preventing STN damage.

For Hardened Defenses, each 7 and 8 prevents 1 STN, and each 9 or 0 prevents 1 STN and 1 HLT. Each 1 rolled cancels a success die or an Automatic success.

Armor

Armor lowers damage by the rating of the Armor. For example, Armor with a rating of 3 will automatically stop 3 STN of wounds. A character may use 2 points of an Armor rating to stop 1 HLT. Armor is only effective against the types of damage listed in the description. Ex: Armor 3 vs. FIRE provides 3 points of Armor against fire based wounds, but no protection against other wounds.

Example: Now that *DoomGirl* is hit, *Jade Scorpion* needs to find out how much damage her *Sai* actually did. According to the *Sai* Character Card, it does 4D OFF Killing Attack damage, meaning *Jade Scorpion* will roll 4 dice, counting 9s and 0s as doing HLT damage. *Jade Scorpion* rolls 7, 8, 0, 9, doing 4 STN and 2 HLT damage to *DoomGirl* (The additional HLT wound comes because 9s count as *critical successes* for Killing Attacks). 1 Automatic success is added for *Jade Scorpion s Trained* skill with the *Sai*. The Automatic success counts as 1 STN, for a total of 5 STN, 2 HLT.

DoomGirl is wearing a *Kevlar Lined Costume*, designed to protect her from harm. According to its Character Card, the *Kevlar Lined Costume* provides 4D DEF and 1 Armor vs. Physical, with Hardened Defenses, stopping the bonus of the Killing Attack. *DoomGirl* rolls 3, 5, 7, 2, stopping 1 STN and no HLT. The Armor rating stops an additional 1 STN. Since the *Kevlar Lined Costume* reduces the 9s of *Jade Scorpion s* damage roll to normal damage, she takes 3 STN and 1 HLT (the 9 rolled now counts as a normal 1 STN instead of the Killing Attack s 1 STN, 1 HLT). Things are looking bleak for *DoomGirl*.

Levels of Damage

Stunned

Any character that takes more than half their original STN rating as damage in one turn is considered *stunned*. Stunned characters may not take any action in the following movement or action phases, except the REST action during the Action phase.

Any Hit roll against the character is made with a bonus of +2 Automatic successes. The character may act as normal the turn after being stunned.

Knocked Out

Any character whose STN rating is reduced to 0 or below is considered *knocked out* (or KO ed). *A knocked out character has the same rules applied as that of a stunned character with the following changes:*

1. Knocked out players get NO Movement or Action phases while they are Knocked Out.
2. Record the number of STN damage that exceeds reducing the STN level of the character below 0.
3. Knocked out character recover 2 STN during the recovery phase, just as if they were performing a REST action during the Action phase.
4. Knocked Out characters have their status reduced to Stunned when they reach 1 STN or more.
5. Knocked Out characters fall to the ground and are in the *prone* position.
6. Note that flying characters fall directly to the ground and take *falling damage.*

HLT Damage

Any character whose HLT level is reduced to or below 0 is considered *dying.*

Dying characters are considered Knocked Out for the remainder of the game, unless their status is raised. The following rules apply:
1. They receive no Movement or Action phases.

2. Dying characters recover no STN during the Recovery Phase.
3. If a characters HLT is reduced to a negative value equal to or greater than their original HLT rating, they are considered *dead* and are removed from the game.
4. If a dying character has their HLT restored to at least a rating of 1, they are reduced in status to Knocked Out, and will recover normally.

Example: *DoomGirl* in the above example took 3 STN and 1 HLT in damage from *Jade Scorpion s* attack. *DoomGirl s* current Traits are 4 STN, 2 HLT. Since her original STN rating was 6 STN, 3 STN of damage is half of her original rating. This puts *DoomGirl* into the *Stunned* status. Her HLT is reduced to 1 HLT by the damage, meaning she s very close to collapsing. As she falls to her knees, *stunned*, a snarling *Jade Scorpion* moves in for the kill.

11.0 Winning the Game

The object of the game is to accumulate more Victory Points than your opponent (or opponents) at the end of game.

The game is considered over when all the characters of a given side are:

1. Stunned
2. Knocked Out
3. Dying
4. Dead
5. Have left the game

Condition at End of Game	Points Gained
Opponent Character Stunned	1
Opponent Character Knocked Out	2
Opponent Character Dying	3
Opponent Character Dead	3
Opponent Character Left the game	2
All your team members active	5

Other points can be earned from other attributes and flaws.
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