

SUPERS

THE MULTIVERSE SUPERHERO TABLETOP GAME

By Elijah Kellogg



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WELCOME TO SUPERS

Supers. Beings with incredible, supernatural powers and awesome demigod-like abilities. Humanity has been telling the tales of Supers for millennia: stories of supernatural heroes and villains, their epic battles and achievements, and their search for power, meaning, and eternal glory. Within the last century, mankind's most popular portrayal of Supers has been through the art of comics. Panel by panel: serial comic books, graphic novels, and now interactive e-books all captivate their audience by harmonizing the writer's pen with the painter's brush to produce incredible stories about such incredible beings. While each panel in-and-of-itself is a beautiful piece of art—infinately captivating at every glance—the real magic of the comic book is how the panels progressively run together to tell the stories of our favorite Supers in a perfectly paced-out balance between suspense and revelation.

Fundamentally, *Supers* is a player vs. player tabletop miniatures game about Supers fighting in epic battles against other Supers. It is a free ruleset that is intentionally unbound to any particular universe and franchise. *Supers* is truly multiversal. That means hobbyists and gamers are free to utilize *Supers* to model, play, and create incredible crossovers with any of their favorite Super characters (or even new Supers of their own creation!) in a very accessible, and yet well balanced, arena of play. But *Supers* is not just about playing a game with superhero models. *Supers* is equally about creating epic stories and wonderful memories with friends through the art of panels. My hope is that *Supers* is—finally—the tabletop superhero game that actually plays like a comic book reads. With a unique Panel Die system and fluid, intuitive game mechanics, I do hope that we are closer to this goal than ever before. No franchise restricted boundaries. No product-driven rules-bloating. No one-dimensional approaches to outfitting a Super and their team. And no frustratingly complex, nor overly predicible, gameplay.

Panel by Panel. Let the Supers amaze us again.

Welcome to *Supers*.

-Elijah M. Kellogg

SETTING UP THE GAME

Like most tabletop miniature games, **Supers utilizes a flat playing surface, scale-models, a lot of six-sided dice, and a measuring tape (in inches) for gameplay.** Here's everything you'll need to play a game:

- + 28mm scale models to represent your super team (though players may choose to play in any other preferred scale)
- + A table with at least 3' square area (36"x 36") of gaming space, covered with lots of appropriately scaled terrain
- + Completed team roster sheets and a copy of the game rules
- + Identically shaped and sized, but different colored, sets of six-sided dice in a dice bag, specifically for use as "Panel Dice". There should be a unique color set of 6 or 12 dice for each player's team, depending on the size of the planned game.
- + A few favorite counters and general use tokens to help keep track of in-game numbers and conditions
- + A handful of six-sided dice (commonly referred to as D6) for active rolling
- + At least one measuring tape, in inches (")

All in-game distances and ranges for character movement, actions, and abilities are measured in inches. As with many tabletop games, players will need to use a tape measure to play Supers. Players are free to measure distances as needed and desired throughout the game. All character models must be set on appropriately sized bases (commonly 25mm to 40mm, depending on the model's stature), representing the area in which a character currently occupies space on the battlefield. Thus, whenever players need to check a range to or from a model, the measurement begins and ends at the edge of the model's base. The same principle applies when measuring distances between objective markers or terrain features: all measurements are made base-to-base.

Supers games are best played on a three-dimensional map, among appropriately scaled, model terrain. Supers is a true, 360° line-of-sight game. Not unlike real combat situations, your models need to typically see one another to interact. This is called "line-of-sight". In Supers, line-of-sight is 360°, meaning a model's facing is not considered when finding line-of-sight. It is assumed a model may be facing any given direction at any given time. To find line-of-sight between two models, players must be able to find a straight line from one model to another on the battlefield, starting and ending measurement somewhere from the bottom of the models' bases to the tops of their heads: following the cylindrical width of each base, and thus excluding extended limbs and/or weapons and gear. Since this is a comic fiction game, dream big with your battlefields: alien wastelands, sprawling cargo holds, hostile jungles, sprawling cities, etc. You cannot go wrong with your setting. The more captivating the terrain, the more captivating the game. If you and friends are playing with balance and competition in mind, then just be sure that the terrain is always evenly placed on the board in a manner that is advantageous for both sides and where line-of-sight is consistently broken-up.

Typical Supers games are played between two opposing super teams with a 6 or 12 Panel Dice limit. Most games of Supers will be played between two players commanding their respective personalized super teams. As you will find, each character a player can include in their team requires and utilizes a certain amount of Panel Dice, depending on their character type. Each character is further customized by taking differing powers and assigning experience points. More on this on the following page.

WINNING THE GAME

A typical Supers battle lasts for 6 game turns and the winner is the player who has secured the most victory points (VP) by the end of the final turn. While there are many unique and challenging scenarios that offer much more variety when it comes to victory conditions (found in the Mission Log), the end of a Supers battle will always involve tallying up victory points from eliminated characters. Therefore in most games of Supers the object is to eliminate as many enemy characters as possible (gaining VP) while keeping your own characters alive (and thus keeping VP from your opponent).

BUILDING A SUPER TEAM & CHARACTER TYPES

Before playing a game of Supers, players first get to build a super team of characters, composed of Supers (individuals who possess superpowers and unique abilities) and the occasional gang of supporting minions. Like an action-packed comic book full of stunning panels, characters in Supers all utilize Panel Dice to execute a variety of actions during game turns (see more about these dice under the Panel Dice System section). Typical games of Supers have a Panel Dice limit of 6 or 12 dice per player, and each character type requires and utilizes a certain amount of Panel Dice per game. A 6-dice-limit game is known as an “Encounter”, and thus best represents a typical encounter between two to four rival supers and their companions. Players should expect an Encounter to last about 30 to 45mins of game time. A 12-dice-limit game is called a “Conflict”, and should feel more like a grand battle between two rival organizations, featuring numerous, high profile combatants. Conflicts should be expected to last for at least 60mins of play, if not much more. Thus, when building a super team, players must first consider the agreed upon Panel Dice limit when choosing characters to join their team, never taking more characters than the game’s agreed upon Panel Dice limitation. Along with the dice limit, certain characters also have other limitations. Namely, Sidekick Supers do not fight alone, and thus players may only ever take up to three Sidekick Supers per team. Similarly, a player may never take more than four Minion Gangs in their team.

Once players have selected characters for their super team and maximized the game’s Panel Dice limit, they will then further customize their chosen characters by giving them names and backstories. Players will then choose their characters’ powers and/or supporting roles and assign experience points (XP) to upgrade their character’s profile values. Depending on the character’s type, each character has a specific number of powers they can take and a specific amount of XP to assign. Powers are selected from the Powers Anthology section, where many superpowers are listed and available for customizing the Supers in your super team. Powers have a wide variety of effects, usually providing temporary positive modifiers, useful offensive abilities, or even manipulating and modifying game rules in favor of the Super and their team. Supporting roles are selected from the Supporting Roles section of the rules. While they are not necessarily superpowers, supporting roles are still very useful buffs and rules modifications that help support the whole team as they work together towards winning a battle. A character may only ever be assigned the same power or supporting role once. Thus, no character may be assigned the same power twice. If a power or supporting role is marked (Rare), that means the power or supporting role may never be assigned to more than one character per team. *Additionally, the same character may never be given more than 2 powers or supporting roles marked (Rare).*

Every character type has minimum profile values, with the potential maximums for each of these values listed below in parenthesis (see the Character Profiles section for more info on the meaning of each value). These values can be increased up to their maximums by assigning the available XP listed under each character type’s profile. Once assigned before a battle starts, XP is typically neither changed nor exchanged during the battle. Here are the 4 Character Types in Supers, including their minimum(maximum) profile values, number of powers and/or supporting roles they can take, available XP, and panel dice allotment.

Legendary Super	M4(7)	H10(14)	A4(7)	D3(6)	P3(7)	T2(4)
(5 Powers / 10XP / 4 Panel Dice)						
Super	M4(6)	H8(14)	A3(7)	D3(5)	P2(6)	T2(3)
(3 Powers / 8XP / 2 Panel Dice)						
Sidekick Super	M4(6)	H8(10)	A3(5)	D3(5)	P2(5)	T1(2)
(2 Powers OR 1 Power & 1 Supporting Role / 6XP / 1 Panel Die)						
Minion Gang	M4(6)	H15	A3(5)	D3(4)	P0	T0(1)
(2 Supporting Roles / 4XP / 1 Panel Die / Gang of Three)						

CHARACTER PROFILES

In Supers, every character has a profile with a list of values. It will look something like this.

Super	M5	H10	A5	D5	P3	T2
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Let's breakdown this Super's character profile to better understand what each value means:

Movement (M)

This value stands for a character's normal movement value, in inches. Thus, "M5" means this character's model can move up to 5 inches. Movement in this game is omni-directional, so long as the move makes sense. All horizontal and vertical movement is measured from the base of the model, and when moving the model a player may place it anywhere within the measured distance. A normal movement value counts towards walking, surmounting waist high objects, and climbing a vertical heights up to 4". If a model executes a Run Panel, movement is doubled, and counts for running, jumping horizontal gaps (no more than 4" wide), and scaling tall vertical surfaces such as multi-level ladders, walls, and fences. Unless otherwise noted in a mission's specific rules, characters may never intentionally move off the battlefield. Also, while all characters may freely move through friendly models, they may not freely move through an enemy model (they must measure around the model's base, or completely over the model, with at least a 1/2" clearance).

Health (H)

This value stands for a character's maximum health. Thus, "H10" means the model can take up to 9 wounds before being eliminated from play by the 10th wound, as tracked on the character's roster. If a model's health value reaches 0 at any point in the game, then they are immediately eliminated from play and counted as a casualty. Health can be regained in various ways up to a model's initial, max value. (See the Applying Wounds section for more details on applying wounds against a model's toughness and health).

Walking Wounded- If a character's health has dropped to where they only have 3 health value or less remaining—until they can be mended back to better health—the character must apply a -2 modifier to their base movement value and, when executing a Melee Strike or Ranged Attack action, the character must apply a -2 attack value modifier.

Attack (A)

This value stands for a character's overall combat skill while performing physically offensive actions. This model has an attack value of 5. The higher the attack value, the more effective a character will be at Melee Strike, Ranged Attack, and Grab And... actions. This value is often manipulated throughout the game depending on different circumstances.

Dodge (D)

This value stands for a character's overall combat skill while performing defensive actions. This model has a dodge value of 5. The higher the dodge value, the more effective a character will be at dodging against attacks. This value is often manipulated throughout the game depending on different circumstances.

Psyche (P)

This value stands for a character's overall combat skill when using their powers' super abilities. This model has a psyche value of 3. The higher the psyche value, the more effective a character will be at successfully casting the abilities associated with their powers.

Toughness (T)

This value stands for a character's overall protective covering. Toughness is important for saving a model against wounds when they are hit, as the total wound count from an attack will first apply against toughness before depleting a model's health value. The character's toughness value is not depleted over the course of a battle, unlike health, but is a constant value. This model has a toughness value of 2. (See the Applying Wounds section for more details on applying wounds against a model's toughness and health).

GANG OF THREE RULE

A Minion Gang is a cohesive unit of three models always moving and acting as a single character. Minion Gangs are represented by three models on the battlefield instead of only one. There are a few special rules when it comes to using and interacting with Minion Gangs:

- 1) All three models may be placed and moved in any configuration the player chooses, but each model of a Minion Gang must always be within 1" of a fellow gang model. When moving a Minion Gang, the models always stick together without exception, but each model is still individually measured for and moved no more than the gang's listed movement value. When measuring for range to and from a Minion Gang, any one model's base width may be used to represent the starting point (or ending point) of the whole gang. Similarly, when considering line-of-sight, if one model can be seen from a particular vantage point, then the whole gang is assumed to be seen.
- 2) When a Minion Gang executes a Panel and/or an action, they do so as if they were a singular character. The gang only receives one Panel Die, they execute an assigned action only once, etc. Similarly, the gang as a single character only rolls one dodge roll when targeted by an action.
- 3) Minion Gangs execute Panels normally, with one key exception: when executing a Combo Panel, they do not suffer any negative attack value modifiers. Since Minion Gangs have more heads, hands and feet working together to execute actions, a Minion Gang's Combo is more like a moment of strategic delegation. Thus, they execute each of the three actions without penalty. However, a Minion Gang combo may still be broken if they fail to successfully execute an action.
- 4) Lastly, a Minion Gang's health value functions a bit differently than other characters. A Minion Gang's total health value is shared among all three models, and each model is worth 5 health. Every 5 points of damage a Minion Gang must apply, they lose a model. Once a model is lost, the maximum health value of the Minion Gang is reduced by 5 (thus, 15H for 3 models, 10H for 2 models, 5H for only 1 model). When healing, a Minion Gang may not heal beyond its current maximum health value, which is limited by its current model count. Once a Minion Gang is reduced to only one model, the Gang loses its special rule about Combo Panels (see above) and may only execute a Combo Panel according to the rules. Also when down to one model, just like any other character, a Minion Gang can suffer from the Walking Wounded rule when their health reaches 3 or less.

IN GAME VALUE MODIFYING AND VALUE LIMITS

Many powers, power abilities, and battlefield conditions involve "modifiers". Modifiers are small numbers (positive and negative) which are temporarily applied to a character's base profile values. Some modifiers are applied directly to a specific value for a specific amount of in-game time (such as +1 movement value until the end of the turn). Other modifiers are applied only when the character is executing specific actions (+1 attack value when executing Ranged Attack actions). There are also "damage modifiers" which add additional points of damage when applying damage from successful hits. If a power and/or associated ability involves modifiers, the power's description will thoroughly detail what the modifiers are, how these modifiers are to be applied, when they are to be applied, and for how long.

Modifiers from differing powers and abilities may be "stacked" (added together) if they impact the same profile value. However, ongoing modifiers originating from the same ability are never stacked, even if the ability is successfully cast more than once—even from different characters. That said, even when modified by a multiplicity of different powers, abilities, and battlefield conditions, every profile value still has a maximum limit—a value that may not be exceeded under any circumstance (even Supers have their limits!). Here are those maximum values:

Movement: 10 Health: 15 Attack: 10 Dodge: 8 Psyche: 8 Toughness: 5

SELECTING A TEAM MOTIVATION

Once players have chosen the characters for their super teams, customized each character with a name, powers, and XP, the last thing to do before setting up for battle is to choose their teams' motivation. A team motivation is the final defining quality of a player's super team, not only giving their band of Supers a unique backstory for why they are fighting together in the first place, but also granting the team a uniquely advantageous rule, and a uniquely negative flaw. Players must choose one of the following:

The Greater Good- This team is driven by a shared sense of dignity for life and moral high ground, believing that their powers should always be used to uphold this morality with sincere devotion. From the beginning of the game, all team characters gain +2 to their base health values. All team characters, however, may never Melee Strike, nor Grab and Slam or Throw, enemy models that are currently Walking Wounded.

The Common People- This team is foremost looking out for the "little guy." They believe that with great power and capability comes the responsibility to watch over their local communities and protect its citizens. Once per turn, one of the team's Supers may reroll a dice-roll of any kind, for any reason. Team Supers, however, will not target Minion Gangs with any action, so long as an enemy Super is within line-of-sight. They must always target the enemy Super instead of the Minions, disregarding all other rules.

The New World Order- This team is more than aware of their collective power and potential for greatness, and with great zeal they seek to disprove their naysayers and establish their evolutionary superiority. For the first two turns of the game, all team Supers gain a +1 modifier to their base attack value. This team, however, may never include Sidekicks nor Minion Gangs.

The Mutual Benefit- This team has cautiously allied for a cooperative incursion, allowing—just this once—the end to justify the means. For the first two turns of the game, all team Supers gain +1 to their base dodge value. However, for the remaining turns of the game, after turns 1 and 2, all team Supers must also apply a -1 to their base psyche value.

The Need for Revenge- This team has only vengeance as the singular thread holding it together, and any other gains are strictly icing on a big cake of retribution. At the beginning of the game, after deployment, this team's player selects one enemy character model. For the rest of the game, whenever targeting this enemy character with any action, all team Supers always gain +1 value modifiers (A or P, depending on which value is considered for the action) when executing the action. However, this team's Supers may never be voluntarily assigned a Brace Panel.

The Lust for Power- This team is driven by a hunger for absolute dominion of the cosmos, utilizing complex schemes and grand narratives to gain influence and achieve victory. Twice in the first turn, and once per game turn thereafter, when the time comes to draw a Panel Die, this team's player may openly choose which team gets the next die, and thus the next Panel. Consumed with power, however, all characters in this team must apply 1 wound directly against their health value at the beginning of each new turn.

The Greed for Gain- This team is bound to a love of adventure and plunder, fighting as either paid mercenaries hunting for valuable targets, or building their own expedition forces to seek and obtain rare treasures. After executing a Grab And... action, the team character who executed the action may immediately execute a free move up to 4" in any direction. This team, however, must always include at least two selections of Minion Gangs.

The Utter Oblivion- This team has little-to-no regard for law and order and is only interested in using their powers to watch the world burn. After successfully hitting an enemy character with any action in which damage will be applied against their toughness and health, an additional +2 damage modifier is always added to the total. All team's Supers, however, never regain health when assigned a Mend Panel.

PLAYING OUT A BATTLE

Once players have chosen a battle size, compiled their opposing super teams and Panel Dice, chosen their models, gathered playing tools, and setup their battlefield, it is time to battle! Naturally, it is always courteous for players to share their team rosters with each other before they start the game: double checking for rules clarity (such as what different powers can do), as well as list and composition accuracy.

DETERMINE SIDES AND DEPLOYMENT

To start the game, players will each roll a D6 to determine which side of the battlefield they will deploy their teams, and who will deploy first. The player who rolled the higher number gets to choose their deployment side first and then the player who rolled the lower number must immediately deploy the whole of their team on the opposite side. After this, the player who rolled the higher number deploys their team on their chosen side, in response. Different scenarios can make deployment areas vary in size and position on the table, but for a typical battle, a player's deployment area is anywhere along the length of their chosen table edge and up to 3" away from this edge.

****Alternative Deployment Rules***

If players agree to do so, they may choose to use these alternative deployment rules for most Supers games:

After rolling a D6 to determine deployment table-edges, players keep all their character models off the battlefield and immediately begin the Panel Dice Phase for Turn 1. During this phase, and only during Turn 1, players must assign all of their characters either an Advance or Run Order. This means that each character model will move onto the battlefield, one-by-one, from their respective deployment edges as part of their Turn 1 Panel Die execution. When moving a model onto the table, simply measure the movement distance from the table's edge and place the model anywhere within this distance. Remember to keep all movement rules in mind when placing characters.

FOLLOW THE TURN PHASES

Games of Supers typically run for 6 turns. Each turn has two phases. They are as follows:

1. THE PANEL DICE PHASE: Draw Panel Dice and Execute Panels and Actions

At the start of a new turn, including the first turn, players' Panel Dice should be placed into a single, opaque dice bag (or cup) and then thoroughly shaken. The players will then take turns blindly drawing a single Panel Die from the bag, without looking into the bag itself.

The color of the die drawn from the bag will clearly indicate to whom it belongs, and this player must then assign the die to one of his character models. To assign a panel, the player simply places the die next to the character model, with the panel number (or symbol) they want the character to execute facing up. Once a panel is assigned, the character must immediately execute that panel, following the panel's directions under The Panel Dice System section. *Be sure to remember which player got to assign the turn's first panel, as it will matter in the next phase.*

Once the effects of this panel (and any resulting actions) are fully resolved, then the next player blindly draws a new die from the bag. This Panel Die is again given to its rightful player, and the player uses the die to assign a panel to any one of their characters who has not yet reached their Panel Dice limit for the turn. In this manner, the system repeats and play unfolds until all the Panel Dice have been drawn from the bag and each character has used up all their Panel Dice.

Two notes about Panel Dice:

1) While this initiative system is designed to simulate the equalizing chaos of battle, sometimes the players may fall into a rare streak of pulling the same team's dice repeatedly. To help keep this system in check, if players have drawn 4 of the same team's dice in a row--blindly or with the aid of powers-- then the opposing player may openly choose who gets to assign the next Panel Die. After this choice is made, then the following panels revert back to a blind draw.

2) Sometimes a character is eliminated and the model removed from play before receiving any or all of their Panel Dice. When you remove this model, remember to remove any of their remaining Panel Dice from the bag. When a character is removed, but an extra die or two remains in the bag, it can slightly skew the odds and makes for a confusing end to the phase.

2. END PHASE: Monologue, Clean-up, and Prepare for the Next Turn

Once the Panel Dice phase has ended, the turn is essentially over. There is one thing left to do, however, for the player who had their first Panel Die of the turn pulled last: Deliver an epic monologue! Like any decent graphic novel, no battle between super teams is complete without witty banter between blows. And the player of this turn who had their first die drawn last will get the final say of the turn! In reality, the player can just as easily say something quick like, “Great turn!”, but regardless of the actual words spoken, this player then chooses one of their characters and either a) restores their health value by +2, or b) moves the character a free 2” in any direction.

Once the monologue has been delivered and a Super emboldened by the speech, players now clean up the battlefield for the next turn. They first make certain that remaining casualties and unnecessary tokens are cleared from the table. They then collect all the Panel Dice and place them back into the dice bag for shuffling. And then, when ready, players now start the new turn and repeat phases 1 and 2. In this manner, the game is played out until the end of the final turn (typically turn 6), which is the end of the battle.

BATTLE END AND TALLYING VICTORY POINTS

As mentioned under the Winning the Game section, the most basic games of Supers will immediately end after the 6th turn, where players will then tally their casualties, calculate victory points, and declare the outcome of the battle. Every enemy eliminated from the battle is worth a certain amount of victory points (VP). ***To find the VP worth of an eliminated character, players simply add the character’s attack, dodge, and psyche values together.*** The sum of the three profile values (XP upgrades included) is the total victory points earned for eliminating the character. The player who ends the battle having gained more VPs than his opponent is the winner of the battle.

Whether playing casually or competitively, it is *strongly recommended* that once players get a handle on the basic gameplay of Supers, they utilize and enjoy the additional scenarios, objectives and challenges found in the Mission Log. However, regardless of the scenario—or lack thereof—the outcome of every game can be calculated on this chart and a winner decided:

- ≥ 40VP DIFFERENCE— CRUSHING VICTORY**
- 30–39VP DIFFERENCE— DECISIVE BLOW**
- 20–29VP DIFFERENCE— TACTICAL SUCCESS**
- 10–19VP DIFFERENCE— NARROW ADVANTAGE**
- ≤ 10VP DIFFERENCE— ENTRENCHED STALEMATE**

THE PANEL DICE SYSTEM

Supers utilizes a Panel Dice system for determining when characters take action in battle. For every team in a game of Supers, there should be a corresponding set of 12, six-sided, colored dice. These are players' Panel Dice. All of the dice in a set should be uniform in color. Players may prefer to purchase and utilize specially designed Supers Panel Dice, but these are not essential, as normal six-sided dice will do the trick. What is essential is that all players' Panel Dice sets are identical in shape, weight and size. In fact, the *only* difference between opposing players' sets of Panel Dice *must* be their color.

There are six different panels that players may give to the characters they control, and each panel can be represented by either a number on a normal six-sided die or a special symbol found on the limited edition Supers Panel Dice sets. Here are the descriptions of those six panels, by number and symbol:

 **1. Brace-** The character physically and mentally braces in preparation for the enemy's next attack. When a character is assigned a Brace Panel they do not move, nor take any actions (though, certain powers are only enacted and useful when a character executes a Brace Panel). While executing a Brace Panel, the character gains +1 dodge value and +1 toughness value until either they finish executing their next panel or until the end of the turn, whichever comes first. Furthermore, a Panel Die may be immediately drawn and used to assign a Brace Panel to any character who is targeted by any enemy action, but only if they have yet to be assigned a Panel. If a player chooses to do this, the appropriate die is pulled and the panel is immediately executed before any enemy actions are completed.

 **2. Mend-** The character takes a moment to quickly tend to their wounds. When assigned a Mend Panel, a character does not move, nor take any actions (though, certain powers are only useful when a character executes a Mend Panel). For a character to execute a Mend Panel, the player simply rolls a single D6. The result of the roll is directly proportional to the health regained by the character, in a 1:1 ratio. Thus, a roll of a 1 grants the character +1 health, a roll of 6 gives +6 health, and so forth, up to the character's initial maximum health value.

 **3. Combo-** In a furious burst of energy, the character attempts to successfully execute a daring combination of actions. When a character is assigned a Combo Panel, they will attempt to execute **three (3) consecutive actions, with increasingly negative value modifiers** (A or P, depending on which value is considered for the action) being applied to each consecutive action. The first action is executed at a -1 modifier, the second incurs a -2 modifier, and the third attempted action incurs a -3 modifier. The combo may also be potentially broken; if either the first attempted action or second attempted action results in a miss, then the panel's execution immediately comes to an end with no further action attempted. No character may be assigned two Combo Panels back-to-back in one turn. After executing a Combo Panel—whether the combo was broken or not—a character must execute a different panel first before being assigned another Combo Panel.

 **4. Special-** With incredible focus and power, the character attempts to execute one decisive action. When a character is assigned a Special Panel, they attempt to execute **one (1) action with a powerful +2 value modifier** (A or P, depending on which value is considered for the action).

 **5. Advance-** The character first moves up to their maximum movement value listed in their profile (see "Movement" under the Character Types and Profiles section for details).* Then, the character may attempt to execute **one (1) action**.

 **6. Run-** The character first quickly moves across the battlefield up to double their movement value (see "Movement" under the Character Types and Profiles section for details).* Then, the character may attempt to execute **one (1) action, but with a -2 value modifier** (A or P, depending on which value is considered for the action).

ACTIONS

When executing most panels, characters are afforded the opportunity to attempt at least one “action”. In Supers, there are four actions for characters to choose from: **a Melee Strike, a Ranged Attack, a Power Cast, and/or a Grab And... Slam/Throw/Keep action**. Below are the descriptions on how to attempt and execute each action, along with any special rules associated with the action.

MELEE STRIKE The character attempts to make a close-quarters attack against one enemy character model within 2”. The controlling player of the attacking model designates which of their opponent’s models will be the target of the Melee Strike. Neither model is moved, but the attacking model is now assumed to be making dynamic physical attack against his chosen opponent. The controlling player will need to roll two, six-sided dice (2D6) and add the attacking character’s current attack value to the sum of the roll. This is called an “attack roll.” After an attack roll is made, the opposing player then responds by rolling 2D6 and then adding the targeted character’s current dodge value to the sum of the roll. This defensive roll is called a “dodge roll.”

After both the attack roll and corresponding dodge roll have been calculated, players compare their totals. If the total of the attack roll is equal to or less than the dodge roll, then the Melee Strike is a miss and no wounds are applied to the targeted character. However, if the total of the attack roll is greater than the total dodge roll, the strike hits. If the Melee Strike is a hit, then the players immediately calculate the difference between the total attack roll and total dodge roll (still including all applicable modifiers). This final number will be the “initial damage” to be applied against the targeted character (see the Applying Wounds section for how this is completed).

Big Hit- When rolling the 2D6 for an attack roll, if the player rolls two 6s then an additional +4 damage modifier is applied to the initial damage of the attack. This does not apply if the total of the dodge roll is still higher than the attack roll.

Knock Back- When rolling the 2D6 for an attack roll, if the player’s total attack roll (with profile values considered) is double the value of the defending player’s total, then not only is the Melee Strike a hit, but the defending character loses their footing from the force of the blow. The attacking model is immediately moved to the exact position the defending model once was, and the defending model is moved 3” away from this position, in any direction of the attacking player’s choice. This move may include even knocking the defending character off a ledge and potentially taking fall damage.

Counter Blow- When rolling the 2D6 for a dodge roll, if the defending player’s total dodge roll (with profile values considered) is double the value of the attacking player’s total, then not only is the Melee Strike a miss, but the defending character manages to land a solid counter blow on their attacker. The attacking model must immediately apply 2 wounds directly to their health value.

RANGED ATTACK The character attempts a distanced attack from their current position towards an enemy across the battlefield. All characters have a basic Ranged Attack, even if it is not otherwise apparent (whether it be a basic “zap!”, “pew!”, “bang!”, or “huck!”). Unless altered by a power, all basic Ranged Attack actions for all characters have a maximum range of 18” and require line-of-sight from the attacking model to the defending model. If range and line-of-sight are cleared, then the process for working out a Ranged Attack is exactly like that of attempting a Melee Strike. The controlling player makes an attack roll by rolling 2D6 and adding the attacking character’s current attack value to the sum of the roll. The opposing player then responds with a dodge roll by rolling 2D6 and then adding the targeted character’s current dodge value to the sum of the roll. Players compare their totals. If the total of the attack roll is equal to or less than the dodge roll, then the Ranged Attack is a miss. If the total of the attack roll is greater than the total dodge roll, the Ranged Attack is a hit. Players immediately calculate the difference between the total attack roll and total dodge roll (still including all applicable modifiers). This final number will be the “initial damage” to be applied against the targeted character (see the Applying Wounds section for how this is completed).

Precision Shot- When rolling the 2D6 for an attack roll, if the player rolls two 6s then an additional +4 damage modifier is applied to the initial damage of the attack. This does not apply if the total of the dodge roll is still higher than the attack roll.

POWER CAST Many Supers have powers which allow them to cast super abilities. As the causes of these abilities vary greatly from power to power, so do their effects. If a Super can cast abilities, ability names and their corresponding power levels and effects will be noted under the Super's powers. When attempting to cast an ability, the player will first choose which ability the Super is attempting to cast, noting the ability's power level and any limiting conditions (such as range or line-of-sight). The player then rolls 2D6 and adds the casting character's current psyche value. The total roll plus the character's psyche is called an "ability roll". The ability roll's total must be equal to or greater than the attempted ability's power level to be successfully cast. If the ability is successfully cast, then the effects of the ability are immediately enacted. If the ability roll is less than an ability's power level, then the cast is a fail, the ability is not enacted, and the action is finished. Rolling double 1s for an ability roll is always considered a fail, even if the total meets or exceeds the attempted ability's Power Level.

The same power ability may never be successfully cast more than once per assigned panel per Super. Some abilities may also have further casting restrictions. Be sure to read the ability's full description before attempting a Power Cast action.

GRAB AND... SLAM/ THROW/ KEEP The character attempts to grab an opponent, objective, or piece of terrain within 2" and then either slams it back down, throws it away, or keeps it in their possession. When attempting to grab an opposing character, the sequence of events is exactly the same as attempting a Melee Strike or Ranged Attack (see above). If the grab attempt fails, nothing happens and the panel is finished. If the grab hits successfully, then instead of damage being done, the opponent is now assumed to be in possession of the character, ready to be slammed or thrown.

When attempting to grab a piece of terrain, the situation is similar to an ability roll, but is called a "strength roll": the player rolls 2D6, adds the character's current attack value, and then compares the total to the piece of terrain's power level. Nearly all terrain pieces on a battlefield have a unique power level, which is based on the relative size and weight class of the piece (see the Terrain Rules Section for terrain power level classifications). If a character's strength roll total is less than the targeted terrain's power level, then the grab is unsuccessful, nothing happens, and the panel is finished. If the strength roll is equal to or greater than the terrain's power level, then the piece of terrain is now assumed to be in the possession of the character and ready to be slammed or thrown.

When attempting to grab an in-game objective or Items of Intrigue, the attempt is always automatically successful, and the objective is now simply in possession of the character.

Slam Character- Slamming an opposing character does not move the model from their current position. Rather, they are assumed to be picked up and slammed back down all on the same spot. A slammed opponent always applies 2 damage directly to their health value, bypassing their toughness value. Like any attack, a slam can bring a character's health value down to 0, and thus eliminate the character from the battle. Along with taking damage, a character that was just slammed may not execute a Combo or Run Panel when taking their next available Panel (within the same turn, or next).

Slam Terrain- Terrain can be onto nearby enemy characters and potentially inflict major damage against them. Slammed terrain will also destroy similarly classed or smaller terrain pieces when hit. To slam a piece of terrain, the player simply (and carefully, of course) picks up the terrain and then places the terrain piece in contact with the character model who is going to slam it. From this position, the player may manipulate the terrain piece in any direction they would like, so as to best position and broaden its horizontal presence above the battlefield. Everything that falls under the area of this terrain piece is hit by the terrain piece as the character slams it back down to the ground (figuratively, of course). All impacted terrain pieces of similar class or smaller are removed from play and replaced by the terrain piece that was slammed back onto the battlefield. When a character is hit by a piece of terrain, players find half of the terrain piece's power level and then apply this number as damage against the targeted character: first against their toughness value and then against their health value (per normal rules for applying wounds). When targeted by a slammed piece of terrain, an enemy character may still choose to use an available Panel Die to execute a Brace Panel before being

hit. The controlling player then repositions all models who were slammed by the terrain, so long as they are at least 3" apart from each other and in base contact with the slammed terrain piece. If a character was standing on the piece of terrain when slammed, they automatically count as a target of the slam as well, and are repositioned to be on top of the terrain again when the terrain is repositioned. *Any terrain piece which has been previously slammed or thrown during a battle may never be slammed nor thrown for a second time.*

Throw Character- Instead of slamming an opponent or piece of terrain, a character may choose to throw their target instead. The player first adds their character's current movement value and attack value together. This total is the distance (in inches) up to which the character may throw the model they have grabbed. The player then chooses a point on the battlefield anywhere within throwing range where the model will land. Measuring a throw is done in a straight, horizontal line, though it may always be assumed that thrown models can fly over terrain pieces 3" high or less (such as over fences, over other characters, or onto the second level of a building). Thrown opponents will always take 2 damage directly to their health regardless of how far they were thrown. They will take an additional +1 damage directly to their health if they are deliberately thrown into a piece of terrain (where the model will stop in base contact with the terrain). Enemy characters may also be thrown into other enemy characters. In this case, both characters will only take 1 damage directly to their health each, but both models are moved directly back from the impact point an additional 3", remaining in base-to-base contact wherever they finally stop. If the characters will hit a piece of terrain before moving backwards the full 3", then they will stop at the terrain and both take an additional +1 damage directly to their health values. Like any attack, being thrown can bring a character's health value down to 0, and thus eliminate the character from the battle.

Throw Terrain- Thrown pieces of terrain are set-up like pieces that are about to be slammed: the player first finds the right direction and angle from which the piece of terrain will fly. After doing this, the player then finds the distance (in inches) of how far they can throw the terrain (see above) and then designates a specific landing spot on the battlefield where the foremost part of the terrain will land within this distance. The piece of terrain will then fly until it finally reaches its designated landing spot. Once the piece of terrain is held over its final landing position, everything under this area will be hit by the falling piece. Similar to a slam, all impacted terrain pieces of equal classification or less are destroyed, removed from play, and replaced by the terrain piece. When characters are hit by a piece of terrain, players find half of the terrain piece's power level and then apply this number as damage against the targets: first against their toughness value and then against their health value (per normal rules for applying wounds). When targeted by a thrown piece of terrain, a character may still choose to use an available Panel Die to execute a Brace Panel before being hit. The controlling player may then reposition all models who were hit by the falling terrain, so long as they are at least 3" apart from each other and in base contact with the terrain piece. If a character was standing on the piece of terrain when thrown, they automatically count as a target of the throw as well, and are repositioned to be on top of the terrain again when settled. *Any terrain piece which has been previously slammed or thrown during a battle may never be slammed nor thrown a second time.*

Keep- Typically, the only time a character will execute a Grab and Keep action is when they are picking up in-game objectives and Items of Intrigue. Characters and terrain pieces cannot typically be kept, as they are either immediately slammed or thrown all within one Grab And... action. As mentioned previously, there are no special rules to grabbing and keeping an object. The player simply states that their character is grabbing the nearby item and going to keep it. Items may not be slammed, nor thrown, and items are never passed from one character to another. Once an item is in the possession of a character, they will keep the item for the rest of the battle or until they are eliminated. Unless otherwise noted by mission special rules, characters may always pick-up multiple items. When a character is eliminated from the battle, the items they were carrying are placed back onto the battlefield exactly where the character was eliminated, but at least 1" apart from other items and remaining characters.

APPLYING WOUNDS

Once players have determined the initial damage from an attack, applying wounds is simple. The character adds any damage bonus modifiers to the initial damage and then applies the total damage against the targeted character's current toughness value. Any leftover damage is then applied against the target character's health value as wounds. It is entirely possible that the total damage inflicted will be too weak to penetrate the character's toughness value, thus causing 0 wounds against their health. It is also possible that the total far surpasses the character's toughness value, consumes their current health value, and thus eliminates them from the battle. Just remember: a character's toughness value is a constant value that is never depleted. A character's health value is the only value that fluctuates from wounds and healing. *Also, do not forget to apply the effects of the Walking Wounded rule whenever a character only has 3 health value or less remaining (see "Walking Wounded" under the Character Profile section).*

TERRAIN RULES

Every game of Supers should be unique and exciting to play, largely thanks to the terrain set on the table. The terrain on the battlefield not only enhances the look of a game, but also greatly enhances the strategy and gameplay. Below is a list of different types of terrain, their rules as they relate to the game, and some examples of how they may be represented on the table. After setting up the terrain on your battlefield, be sure that both players know exactly what type of terrain is featured and how it impacts the rules of the game.

***Full Cover.** If a character model is behind a piece of terrain that completely obscures the model from an attacker's line-of-sight, then the character is in full cover. When in full cover, a character cannot be directly targeted by any type of Ranged Attack or Power Cast from an enemy character who needs line-of-sight to execute their action. Many terrain pieces can act as full cover if a character is completely hidden from a certain vantage point. Oppositely, if any part of the model can still be seen from the vantage point of an attacker (except for limbs or weapons/gear that extend beyond the width of a model's base), then the model may still be targeted and the cover is not considered full cover, but rather partial cover.

***Partial Cover.** When drawing line-of-sight from the position of a character executing a Ranged Attack, if the targeted character model is partially obscured by any piece of terrain, or any other character model—friend or foe—then they gain a +1 dodge modifier when totaling a dodge roll. To be considered partially obscured, a portion of the model's body should be blocked from line-of-sight. If only the hands or feet or extended weapons/gear of a model are obscured, then the model does not gain partial cover.

***Difficult Ground.** These terrain pieces may be the most difficult for players to identify and agree upon. Difficult ground would be any surface, greater than 2" of width on the field, where a Run Panel would be impossible to execute effectively. Sometimes terrain could be both providing cover for a character, but also prove to be difficult to maneuver through, such as a ransacked control room, or a densely thicketed jungle. Again, the players should identify these grounds before battle.

***High Ground.** When the base of a character model is at least 3" vertically above the base of an enemy model, they are considered to have the high ground. If a character executes a Ranged Attack on an enemy who is below their position by 3" or more, then they will gain an additional +1 attack modifier to the total attack roll. A character may always jump down from any height instead of climbing down while moving for free movement during the length of the fall. However, if a fall—voluntary or not—is 4" or greater, for every inch fallen the character must apply a wound directly against their health, completely bypassing their toughness value.

***Thematic Element.** Oftentimes, players will want to include thematic elements to their battlefield: terrain that can be interacted with and utilized by characters. Outside of defined scenario pieces, the possibilities of such terrain elements are endless (portals, airlocks, construction equipment, explosive containers, etc.). Be creative with how you place and use thematic elements, but just be sure to create sensible and balanced rules for each piece well before a battle begins. All players should know how to properly identify and advantageously interact with (or avoid!) the thematic terrain elements on your battlefield.

Terrain Power Levels

Except for multi-level buildings and large-scale structures, nearly all terrain pieces on any given Supers battlefield have one of three Power Levels. A Terrain Power Level is an interactive value that helps players determine whether or not their character can successfully execute a Grab And... action against the piece of terrain they are targeting. A terrain piece's Power Level is based on its relative real-world size and weight. After setting up the battlefield, but before deploying their characters, players should briefly classify the Power Levels of terrain piece that could possibly be interacted with. Below is a handy guide for how to classify each piece.

Power Level 8- Terrain that would fall within 5' cubed and roughly 1000lbs (450kgs) or less in real life. Common quick-reference examples include crates, benches, oil barrels, pallets, small park statues, motorbikes, beds, desks, tables, and large appliances.

Power Level 12- Terrain that would fall between 6'-10' cubed and roughly 1000lbs to 2 tons (450kgs to 2 tonnes). Common quick-reference examples include telephone booths, smaller cars and factory vehicles, light posts, HVAC units, large park statues and fountains, billboards, shop stalls, retaining walls, and concrete/metal construction materials.

Power Level 16- Terrain that would fall between 11'-20' cubed and roughly 2-20 tons (or tonnes). Common quick-reference examples include trucks, buses, train cars, shipping containers, small houses, and trailers.

CAMPAIGN RULES (TO BE DEVELOPED)

MISSION LOG (TO BE DEVELOPED)

POWERS & SUPPORTING ROLES ANTHOLOGY

On the following pages is the definitive list from which players will select powers (and supporting roles) for their characters. Before making selections, here are a few considerations:

- 1. Some powers and supporting roles are marked (Rare), which means this power may only be assigned once per team. Once a character is assigned a (Rare) power or supporting role, that power or role is no longer accessible to any other character within the same team. Also, the same Super may never be assigned more than 2 powers marked (Rare).*
- 2. Some powers require the Super to have taken another power first. These powers are marked with designations “Abnormal” and “Super”, and the abnormal version of the power must first be assigned before the super version of the power may be taken.*
- 4. Many powers involve “modifiers”, which are values (positive and negative) that are temporarily added to a character’s various profile values. If a power and/or associated abilities involves modifiers, the power’s description will thoroughly detail what the modifiers are, how these modifiers are to be applied, when they are to be applied, and for how long.*
- 3. Many powers have associated “abilities” which can be cast during battle using the Power Cast action. Abilities and their required power levels are highlighted under a power’s description. Only one ability may be selected to be cast per Power Cast action. Also, if the effects of an ability are ongoing (such as “until the end of the turn”), the effects of this ability cannot be stacked by casting the ability again on the same target—even from different casters.*
- 4. The same power ability may never be successfully cast more than once per assigned Panel per Super. Some abilities may also have further casting restrictions, so be sure to read the ability’s description in full before attempting a Power Cast action.*

POWERS: 55 SELECTIONS TOTAL

Alchemy / Artificiality / Beast Mastery / Damage Conversion / Duplication / Electromagnetism / Elemental Manipulation (Earth, Fire, Water, Wind) / Flexibility / Flight / Genius / Healing / Heightened Instincts / Illumination / Insanity / Intangibility / Invisibility / Invulnerability / Leveled Formation / Mimicry / Negation / Parkour (Abnormal, Super) / Projection (Apparition, Grappling Hook, Laser, Sonic, Webbing) / Radiation / Radiography / Rage / Regeneration / Shape Shifting (Animal, Elemental, Size) / Speed (Abnormal, Super) / Stature (Big, Gigantic) / Strength (Abnormal, Super) / Super Armor / Super Tech / Super Vehicle / Super Weapon (Melee and Ranged) / Symbiosis / Telekinesis (Abnormal, Super) / Telepathy (Abnormal, Super) / Time & Space Manipulation (Abnormal, Super) /

SUPPORTING ROLES: 10 SELECTIONS TOTAL

Brawler / Carrier / Container / Distracter / Fighter / Gunner / Healer / Keeper / Tranquilizer / Watcher

POWERS

Alchemy- This Super is a masterful chemist and brilliant engineer of powerful serums and tonics. Once per turn, the Super may gain a +1 psyche value modifier before attempting one Power Cast action.

Artificiality- This Super is not a natural being in any way, but rather a near soulless construct of a genius mastermind: such as a brilliant inventor or powerful sorcerer. Thus, this Super is completely impervious to damage or effects from all power cast abilities which do not ultimately result in a physical attack (a Melee Strike, Ranged Attack, or Grab And... action). Conversely, this Super themselves cannot ever attempt a Power Cast action, even if they possess powers that have associated super abilities. Also, when this Super executes a Mend Panel, their auto-repair system always only regains 2 health value (no roll necessary). In light of this, the Super can never be the recipient of any healing/regaining of health from the effects of any action.

Beast Mastery- (Rare) This Super has an unnatural ability to control the behaviors and actions of certain animals and beasts. The Super benefits from the “Gang of Three” rule. When representing the gang on the battlefield, the three models should consist of the one Super model and two loyal beast models. In addition to the “Gang of Three” rule, when this Super (meaning, their gang) is hit by any attack from any type of enemy action and must apply damage, instead of applying damage against the Super model’s toughness and health, the damage is applied against one beast model instead, who is then immediately eliminated from the battle and removed from play. This happens twice, until both beasts are removed from play.

Prey- Power Level 10: If successfully cast, the Super targets one enemy character within line-of-sight. Until the end of the turn, when friendly characters with the “Gang of Three” rule attack this targeted enemy with any action, they gain a +1 attack value modifier.

Unleash- Power Level 13: If successfully cast, the Super targets one enemy character within 12” and line-of-sight. Up to two beast models in this Super’s gang may then each immediately attempt an A6 valued Melee Strike against the targeted enemy, without the need to move the models (they are assumed to have run up to the enemy, attacked with a Melee Strike, and returned to the Super all in one swift action).

Damage Conversion- (Rare) This Super has the unique ability to absorb the damage their body takes and convert the damage into a source of energy. When hit by actions, for every 3 damage applied against this Super’s health they gain a +1 attack and a +1 psyche value modifier while executing their next assigned Panel Die and action(s) (this turn or next). The Super continues to stack additional +1 modifiers for every 3 damage applied against their health until they are assigned their next Panel Die, at which point the total modifier amounts are applied to actions. After the Panel is executed, the Super’s attack and psyche values are returned back to their normal values.

Duplication- (Rare) This Super has the ability to physically duplicate themselves into two different bodies, while staying connected by the same mind and spirit. At the beginning of the game, the Super gains one extra Panel Die to be placed into the Panel Dice Bag. Also from the start of the game and onward, this particular Super is represented by two look-alike models on the battlefield. Each model freely acts and moves independently from the other, but both models share from the same profile, the same powers, and Panel Dice pool (including the one extra die). When this Super’s teams’ Panel Dice are drawn, the player may assign the Panel to either model, and then the chosen model immediately executes the Panel. The only limitation to assigning these Panels is that both models must have executed at least one Panel before the end of the turn. For this Super, play carries on in this manner until the first time one of the models is hit by an attack and must apply damage. When this happens, the damage is not applied against the Super’s health value, but instead the model that was targeted by the attack immediately disappears from the battlefield for the rest of the game and the Super immediately loses the one extra Panel Die from his pool.

Electromagnetism- This Super's body is abnormally electrified, and they are capable of creating powerful electromagnetic fields and deadly jolts of electricity. When an enemy character is hit by a Melee Strike from the Super, regardless of the amount of damage done, they must instantly apply a -2 modifier to their base movement value for the remainder of the turn.

Shock- Power Level 10: If successfully cast, the Super shocks one enemy character within 12" and line-of-sight with a jolt of electricity. The character must immediately apply 2 damage against their health value, regardless of their and loses 2 movement value for the remainder of the turn.

EMP- Power Level 12: If successfully cast, the Super unleashes an EMP burst from their current position. All enemy characters within 12" of the Super model 2 movement value and cannot execute Ranged Attack actions for the remainder of the turn.

Electroblot- Power Level 14: If successfully cast, the Super sends a massive bolt of electricity through the nearest enemy character within 18" and line-of-sight. The character must immediately apply 5 damage directly against their health value. The bolt then jumps to the nearest character within line-of-sight and 6" of the original target (friend or foe, but never back to the Super themselves) and this new character now immediately apply 4 damage against their health. Then the bolt moves on to the next nearest character within line-of-sight and 6" and this character applies 3 damage, and thus the bolt moves on in this manner until a fifth character is hit and loses 1 health value or the bolt has no more viable targets. No character may be electrocuted by the same bolt more than once.

Elemental Manipulation, Earth- This Super is metaphysically bound to the elements which compose the soils and stone foundations of the earth. When the Super is hit by a Melee Strike or Grab And... action and must apply damage, they gain a +2 toughness value modifier.

Wall- Power Level 9: If successfully cast, the Super raises up from the ground a sizable wall of earth and stone, which blocks sight and movement in equal measure. The player places a token that is 6" long, 2" wide, and 4" tall anywhere within 12" of the Super. This wall is considered to be a terrain piece, but one that cannot be targeted for, nor broken by, a Grab And.. action.

Stalagmite- Power Level 11: If successfully cast, the Super springs up from the ground a massive spike of earth, directly underneath one enemy character within 12" and line-of-sight. The enemy character is considered to be the target of Melee Strike action, and must attempt a dodge roll against an automatic attack roll value of 15. If the enemy character fails to dodge the striking stalagmite, then damage is applied normally. However, a hit from this ability always causes a *Knock Back*.

Earthquake- Power Level 13: If successfully cast, the Super causes an extremely violent but highly localized earthquake to happen on the battlefield. The player chooses any one point on the battlefield ground within line-of-sight of the Super. All characters, friend or foe, within 2" of this point apply 2 damage directly to their health and may not execute an Advance or Run Panel for the rest of the turn. All characters within 2-4" from this point apply 1 damage directly to their health and must apply a -2 movement value modifier when executing their next Advance or Run Panel for the rest of this turn.

Elemental Manipulation, Fire- This Super is metaphysically bound to fire, and is able to command its powerful heat and consuming flame. When the Super successfully executes a Melee Strike or Grab And... action, the target enemy applies the damage as normal, but they are then considered to be "burning". When a burning enemy character is assigned their next Panel Die, they must extinguish the fire by either a) executing a Mend Panel, or b) immediately applying 2 damage directly to their health value and then executing any panel of the player's choice.

Fireball- Power Level 10: If successfully cast, the Super throws a ball of flame at any one enemy character within 12" and line-of-sight. The enemy character is considered to be the target of a Ranged Attack action and must attempt a dodge roll against an automatic attack roll value of 15. If the enemy character fails to dodge, they immediately apply 3 damage directly to their health value and are now considered to be "burning" (see above).

Ring of Fire- Power Level 14: If successfully cast, the Super ignites a large and powerful fire in a localized area on the battlefield. The player chooses any one point on the battlefield within line-of-sight of the Super. All characters, friend or foe, within 2” of this point apply 3 damage directly to their health and are now considered to be “burning” (see above).

Elemental Manipulation, Water- This Super is metaphysically bound to water, and is able to manipulate water molecules in the surrounding atmosphere and easily shift the water between its three common states: liquid, solid, and gas.

Fog- Power Level 10: If successfully cast, the Super summons a cloud of fog to engulf their current surroundings. Until the end of the turn, from the position of this Super’s character model and within a 3” radius outwards all friendly character models (including the Super themselves) add a +2 dodge value modifier when making dodge rolls.

Freeze- Power Level 10: If successfully cast, the Super blasts one enemy character within 12” and line-of-sight and freezes them in place. Until the end of the turn, the frozen enemy character has a temporary movement value of 2 and must apply a -2 modifier to both their attack and dodge values.

Piercing Hail- Power Level 12: If successfully cast, the Super calls from the sky a powerful hailstorm onto a localized area of the battlefield. The player chooses any one point on the battlefield within line-of sight of the Super. All characters within 3” of this point must apply 2 damage directly to their health and a -2 attack modifier when executing Ranged Attack actions until the end of the turn.

Tidal Slam- Power Level 12: If successfully cast, this Super brings together all the atmospheric water molecules they can muster to surround and slam their opponents with overwhelming waves of water. All enemy characters within 12” and line-of-sight of this Super must each immediately execute a dodge roll against a Grab and Slam action with an automatic attack roll value of 15. If any of the enemy characters fail to dodge the attack, then they are immediately slammed to the ground (applying all the effects of a normal Grab and Slam action).

Elemental Manipulation, Wind- This Super is metaphysically bound to common gaseous molecules found in most life-supporting atmospheres, and is able to shift them about easily—often with great force. While within 12” of this Super model, all friendly characters (including the Super themselves) gain a +1 to their movement value when starting an Advance or Run Panel.

Gust- Power Level 10: If successfully cast, this Super gathers a powerful blast of wind and uses it to shift any one character within line-of-sight (including the Super themselves) 4” in any horizontal direction of their choice. If this ability was specifically used on an enemy character, the enemy also may not execute a Combo nor a Run Panel when taking their next Panel Die (whether in this turn, or the next).

Gale- Power Level 13: If successfully cast, this Super conjures up an incredible whirlwind which sweeps over a portion of the enemy’s team. The controlling player chooses three of their opponent’s models within line-of-sight of the Super. These three enemy character models are automatically hit targets of a Grab and Throw action, being thrown 4” in any horizontal direction of the player’s choice (applying all the effects of a normal Grab and Throw action).

Flexibility- This Super’s body is incredibly malleable and nimble: as if their skin, bones and muscles were made of a tough but extremely flexible rubber. When attempting either an attack roll or a dodge roll in light of a Melee Strike action, this Super gains a +1 value modifier (A or D, whichever value is to be considered). When attempting a Melee Strike, this Super has a range of 4” (instead of the typical 2”). Also, when this Super is the target of either a Grab And... Slam or Throw action, this Super reduces the damage to be applied by half (rounding up). Similarly, the damage to be applied is halved when taking fall damage.

Flight- This Super can defy the laws of gravity and fly. When executing an Advance or Run Panel, the Super gains +1 movement value and ignores terrain pieces entirely. All movement is measured in direct lines, with no need to account for vertical measurement when moving up or over buildings. This Super never takes fall damage when jumping or falling down from High Ground terrain. Also, when executing a Grab And... Slam action against an enemy model, a successful action always gains a +1 damage modifier (as if the Super has flown upwards to slam their opponent back down to earth from a greater altitude).

Genius- This Super has an incalculable IQ and is a master strategist and logician. At the beginning of each new turn (including the first turn), this Super may subtract 1 from their dodge value to add 1 to their attack value or psyche value (simulating the Super's ability to quickly adapt to the battle) up to each value's modified maximum. Also, at the beginning of the second turn, the player may add an additional Panel Die into the Panel Dice Bag to be used by their team. Only one additional die is added per team, even if there are multiple Supers in the team who possess the "Genius" power. When pulled, this extra Panel Die may be used by any one of this Super's teammates, including the Super themselves. This additional Panel Die remains with the team for the remainder of the battle or until all team Supers who possess the "Genius" power are eliminated.

Healing- (Rare) This Super has the ability to heal physical wounds quickly for both themselves and for others. When executing a Mend Panel, this Super always heals at a value of 4, with no need to roll a die. In addition, the effect of this panel may be transferred to any friendly character within 6" of the Super character's model.

Mend- Power Level 11: If successfully cast, select one friendly character within 12" and line-of-sight of the Super to regain up to 4 health value, up to their initial maximum health value.

Thrive- Power Level 15: If successfully cast, the Super sends out a power healing aura and all friendly characters within 12" of the Super (including the Super themselves) regain 4 health value, up to their initial maximum health value.

Heightened Instincts- This Super benefits from abnormally heightened instincts and flawless reaction time to their senses. When targeted by enemy character actions of any kind, this Super instantly and automatically gains a temporary +1 dodge value modifier until the action is fully worked out.

Illumination- (Rare) This Super has the ability to create fields of luminance where it would be otherwise dark and difficult to see. These fields of light can even be bright enough to blind those who are caught in their aura.

Illuminate- Power Level 10: If successfully cast, the Super lights up a localized portion of the battlefield with a great, bright light that illuminates, and even follows for a time, those who are caught in its radiance. The player chooses any one point on the battlefield within line-of-sight of the Super. All characters, friend or foe, within 3" of this point are marked with a small token. Until the end of the turn, even if these characters are moved elsewhere on the battlefield, whenever these marked characters are targeted for a Ranged Attack action, the attacking character adds a +2 attack value modifier to their attack roll.

Flash- Power Level 12: If successfully cast, the Super flashes a bright light directly at an enemy character within 12" and line-of-sight. This light is both blinding and highly disorienting. When assigned their next Panel Die (this turn or next), a blinded character may only execute a Mend Panel or Brace Panel. This ability may only be successfully cast once per turn, as it requires a great amount of concentrated power from the Super.

Blinding Radiance- Power Level 14: If successfully cast, the Super's body suddenly expels a great and brilliant light, so bright and overwhelming that it is blinding and disorienting to all who are nearby. The Super's team has come prepared for this particular happening, and when the ability is cast, they don protective gear to negate the power's effect. When assigned their next Panel Die (this turn or next), all enemy characters within 12" and line-of-sight to this Super (when the ability was cast) may only execute a Mend Panel or Brace Panel. This ability may only be successfully cast once per turn, as it requires a great amount of concentrated power from the Super.

Insanity- This Super is well beyond a clinical diagnosis for insanity. It is not particularly known whether the madness that possess this Super is a true debilitation, a supernatural curse, or a genius, well disciplined charade. In any case, the effect is extremely effective. This Super may never be assigned a Brace Panel for any reason. However, this Super also never suffers for Walking Wounded, but instead gains +2 attack value when their health value is at 3 or less. In addition, when an enemy character is within 12” and line-of-sight to the Super with Insanity, this enemy character must apply a -1 attack or psyche modifier for all attempted actions.

Intangibility- (Rare) This Super has the ability to become physically intangible, meaning their body can be made to pass through objects and persons freely, and vice versa. Whenever this Super’s character model is moved, it may move freely through all terrain, without having to measure around or over the piece. As long as they are within range, this Super can execute a Melee Strike against an enemy character through a Full Cover terrain piece (such as a wall) without needing line-of-sight. Also, this Super is completely impervious to Melee Strike and all Grab And... actions. They will never take damage from such actions, and thus they may not be directly targeted by these actions.

Invisibility- (Rare) This Super has the ability to turn invisible when necessary, remaining undetected by normal sight. When targeted for a Melee Strike or any Grab And... action, this super always gains a +2 dodge value modifier.

Disappear- Power Level 10: If successfully cast, the Super’s character model is removed from the battlefield and replaced with a “Disappeared” token, which cannot be interacted with whatsoever. When the player wishes to assign a new Panel Die to the “Disappeared” Super, they place the character’s model back onto the battlefield anywhere within 6” of the token and then remove the token. The player then assigns the Super any Panel they wish, per usual game play.

Invulnerability- (Rare) This Super’s outer body is relatively impervious to damage, due to having metal or stone-like skin, or a supernatural force of protection. Whenever this Super must apply damage that first applies against their toughness value and then against their health value—for any reason—the controlling player rolls a D6. If they roll a 1 to 5, nothing happens and the damage is applied normally. However, if they roll a 6, they ignore the damage total and do not apply any damage whatsoever. Furthermore, while executing a Brace Panel, this super always automatically sets their toughness value at a 5 (which is the maximum modified value for toughness).

Leveled Formation- This Super is a lifelong disciple of ancient martial arts and the most powerful secrets of staged energy formation and output. Through great concentration and disciplined use of inner energy, this Super has the ability to temporarily level-up throughout the course of a battle and unleash devastating blows.

Initial Form- Power Level 12- If successfully cast, the Super is engulfed in a powerful aura of energy. Until the end of the turn, this Super gains a +1 movement value modifier and a +1 attack value modifier, with a +1 damage modifier for all successful hits while executing a Melee Strike or Ranged Attack action. While in this form, the Super may not cast another “Leveled Formation” ability until the following turn. Also, if the Super takes any damage in this form, from any enemy action, the ability is lost and the Super’s profile values are returned to normal.

Golden Form- Power Level 13- (To cast this ability, the Super must have previously successfully cast “Initial Form” at least once before.) If successfully cast, the Super achieves an even greater level of energy than their initial form. Until the end of the turn, this Super gains a +2 movement value modifier and a +2 attack value modifier, with a +2 damage modifier for all successful hits while executing a Melee Strike or Ranged Attack action. While in this form, the Super may not cast another “Leveled Formation” ability until the following turn. Also, if the Super takes any damage in this form, from any enemy action, the ability is lost and the Super’s profile values are returned to normal.

Final Form- Power Level 14- (To cast this ability, the Super must have previously successfully cast “Golden Form” at least once before.) If successfully cast, the Super achieves their final form and becomes a virtually unstoppable force of personified energy. Until the end of the turn, this Super gains a +2 movement value modifier and a +3 attack value modifier, with a +4 damage modifier for all successful hits while executing a Melee Strike or Ranged Attack action. While in this form, the Super may not cast another “Leveled Formation” ability until the following turn.

Mimicry- (Rare) This Super has the ability to mimic the same powers of enemy Supers who are within close proximity. When a Super with Mimicry is within 12” of an enemy Super model, they may utilize any singular power (and associated abilities) of this enemy Super’s powers when executing a Panel and/or action. Before a newly assigned panel is to be executed, the controlling player of this Super simply states which power they will be mimicking from any one enemy Super within range.

Negation- (Rare) This Super has the ability to negate the powers of enemy Supers who are within close proximity. When a Super with Negation is within 6” of an opposing Super being assigned a Panel Die, they may choose one power (and all associated abilities) which the opposing Super may not utilize for the entire duration of their Panel execution.

Parkour, Abnormal- This Super is incredibly agile and able to quickly jump up and over objects with ease, even utilizing what would otherwise be obstacles as launching points for sudden movements. This Super may be moved freely through terrain, objects, and even enemy character models, without the need to measure around or over the obstacles. Also, after executing a Panel, this Super may make a free 2” movement in any direction.

Parkour, Super- (Parkour, Abnormal Required) This Super is supernaturally agile: not only able to move across great distances with little-to-no substantial footing, but also able to fight with superhuman precision and poise. This Super must first be assigned “Parkour, Abnormal” before taking this power, and gains all the benefits from Parkour, Abnormal. In addition, when a Super with Parkour, Super executes a Run Panel, instead of measuring for movement, the player may choose to instead move the Super’s character model from one terrain piece to any other terrain piece within line-of-sight and 12”. The model is simply moved from anywhere within the starting terrain piece and placed anywhere within the terrain piece they are landing. All other rules for a Run Panel are considered. Also, when executing a Combo Panel, this super only ever applies a -1 attack value or psyche value modifier when executing actions, whether it be the first, second, or third action in the Combo. This Super’s Combos may still be broken, however.

Projection, Apparition- This Super has the ability to project apparitions, or images of people or events, that look real but are purely figments of the imagination.

Distraction- Power Level 9: If successfully cast, this Super projects a small but effective annoyance around one enemy character within 12” and line-of-sight. Until the end of the turn, this enemy character suffers from -1 attack value and -1 dodge value modifiers.

Poltergeist- Power Level 12: If successfully cast, this Super conjures up an interactive image of a person who their enemy target intimately knows, such as a deceased loved one or an endangered close friend. The player chooses one enemy character within line-of-sight of the Super. When this enemy character is assigned their next Panel Die (whether in this turn or the next), they must be assigned a Brace Panel.

Walking Nightmare- Power Level 15: If successfully cast, the Super cloaks themselves with the darkest fears of their enemies, becoming a literal walking nightmare. When cast, all enemy characters within 18” and line-of-sight to this Super are marked with a token. The first time a marked enemy character is assigned a Panel Die (this turn or next), they must be assigned a Mend Panel, but without any rolling for or regaining of any health whatsoever. The Mend is simply used to quickly break free from the nightmare. This ability may only be successfully cast once per turn, as it requires a great amount of concentrated power from the Super.

Projection, Grappling Hook- This Super has equipped a specialized grappling hook, which projects from their suit and aids in the climbing of vertical surfaces, as well as ensnaring enemy characters. When this super is executing either an Advance or Run Panel, and comes into base-to-base contact with a vertical terrain piece, the super may climb the terrain to any height without needing to measure for the vertical distance.

Hook n’ Pull- Power Level 9: If successfully cast, the Super pulls off a trick shot with their grappling hook and manages to hook on enemy character within 12” and line-of-sight. The hooked enemy character model is immediately moved to

be anywhere within 2" of the Super who cast this ability. Also, when assigned their next Panel Die, this enemy character may not be assigned a Run or Combo Panel.

Projection, Laser- This Super has the ability to project superheated laser blasts from their person, which are extremely useful in both cutting through materials and neutralizing foes. When executing a Ranged Attack action, the player may choose to declare that the Super is using "Projection, Laser". This Super's range is now increased to 24" and a successful hit applies an additional +3 damage modifier to the damage total.

Charge Up- Power Level 10: If successfully cast, the Super takes a moment to charge up their laser projection power to a highly lethal level. The next time the Super uses their laser to attempt a Ranged Attack, a successful hit applies an additional +6 damage modifier to the damage total (instead of +3). Whether the attack is a hit or a miss, after the attack is attempted, the charge is lost and the damage modifier is returned back to normal for further Ranged Attack actions.

Cut Out- Power Level 10: If successfully cast, the Super aims their laser projection power at a terrain piece within 24" and line-of-sight and cuts a 4" wide hole through the piece. This hole can be made on both vertical surfaces (walls, fences, etc.) and horizontal surfaces (ceilings, gangways, etc.) and the hole is considered to be a permanent change to the terrain until the end of the battle. Character models may now draw line-of-sight through the hole, as well as pass through it. If the hole was made on a horizontal surface, underneath a character standing above, the character will immediately fall through (unless they have the "Flight" power) and they may have to apply relevant fall damage.

Projection, Sonic- This Super has the ability to project formidable sound waves at various, devastating volumes and frequencies. When executing a Ranged Attack action, the player may choose to declare that the Super is using "Projection, Sonic". If this attack hits successfully, then instead of applying damage normally the target automatically and immediately applies 3 wounds directly to their health value.

Subsonic Rumble- Power Level 12: If successfully cast, the Super creates a deep rumble that acts like an EMP burst from the Super's position. All enemy characters within 12" of the Super must apply a -2 movement value modifier and they cannot attempt Ranged Attack actions for the remainder of the turn.

Supersonic Screech- Power Level 14: If successfully cast, the Super unleashes a terribly high pitched scream that is so powerful it can cause internal damage within enemies. This Super's teammates are well aware of this devastating ability and don the appropriate protective gear (also with consideration to the Super's Subsonic Rumble ability). All enemy characters within 12" of the psychic must either immediately pull a Panel Die (if still available) and execute a Brace Panel or immediately apply 3 damage directly to their health value. This ability may only be successfully cast once per turn, as it requires a great amount of concentrated power from the Super.

Projection, Webbing- This Super has the ability to project incredibly strong webbing from their person, which can serve a number of purposes, foremost the entangling of enemy characters. When this super is executing either an Advance or Run Panel, and comes into base-to-base contact with a vertical terrain piece, the super may climb the terrain to any height without needing to measure for the vertical distance.

Encumber- Power Level 10: If successfully cast, the Super shoots a bit of webbing at the feet of an enemy character within 12" and line-of-sight. Until the end of the turn, this enemy character must apply a -3 movement modifier when attempting a Run or Advance Panel. Also, when the target of a Melee Strike or Ranged Attack Action, the character must apply a -1 modifier to their dodge roll.

Wrap-Up- Power Level 12: If successfully cast, the Super sprays a large amount of webbing all over one enemy character within 12" and line-of-sight. Until the end of the turn, this enemy character's base movement, dodge, and attack values are all reduced to a base value of 1. If the enemy character is a Super, then they may choose to break free from the Webbing sooner by using their next available Panel Die to execute a Mend Panel, but without any rolling for or regaining of any health whatsoever. The Mend is simply used to quickly break free from the webbing.

Stick, Swing, n' Slam- Power Level 12: If successfully cast, all in one lightening-quick motion the Super launches a rope of webbing towards one enemy character within 18" and line-of-sight, swings the enemy character 6" in any direction from their original standing position, and then the enemy character is slammed back to the ground and applies 3 damage directly to their health value. This is considered to be a Grab and Slam action, and all Grab and Slam rules apply.

Radiation- (Rare) This Super is radiating high levels of nuclear energy and their very presence can be a hazard to anyone within close proximity. The Super themselves, however, miraculously sustains no decay from the radiation. All characters (friend or foe) who start the execution of a Panel anywhere within 6" of this Super must immediately apply 2 damage directly to their health value.

Radiography- This Super has enhanced X-Ray-like vision and can clearly see through material objects when executing Panels and actions. Thus, this Super does not require line-of-sight when executing any Panel or action, even if an action or ability states line-of-sight from the Super to another character is required. However, all other characters will still need line-of-sight to see this Super, and thus if an ability requires or implies line-of-sight to the Super—and not from the Super—then the requirement stands. Similarly, since this Super's vision is X-ray-like but their physical weapons are not, when targeting enemy characters through Full Cover, the target gains a +1 dodge roll modifier.

Rage- This Super is supernaturally fierce and brutish: often completely blind with zealous anger while fighting in combat. This Super never applies negative attack modifiers when executing a Melee Strike or Grab And... action. Even if this Super is currently under the effects of an enemy ability, they still do not apply the negative attack modifiers. Also, this Super's Melee Strike or Grab And... action target range is always 3". However, when this Super is assigned a Panel Die, and there is an enemy character within 12" and line-of-sight, they must do everything possible to execute a Melee Strike action at least once on the nearest enemy character.

Regeneration- (Rare) This Super's body—flesh and bone—is capable of instantaneous repair and regrowth, even after sustaining a severe injury. This super may never be assigned a Mend Panel. Rather, after taking wounds as the result of any enemy action, this Super immediately makes a special Mend roll, which is executed like a Mend Panel, but without pulling a Panel Die. The player rolls a single D6 and the Super regains their health value in a 1:1 ratio, with the significant exception that if a 5 or 6 is rolled, then the Super does not regain any health. Also, if this Super ever hits 0 health value for any reason, then no special Mend roll is made, and the Super is eliminated and removed from play.

Shapeshifting, Animal- This Super has the ability to change their form into that of many different kinds of animals, taking on both the animal's body, powers, and instincts. After shapeshifting into a new animal form, the Super loses access to all their other powers (and any ongoing effects) until they can shapeshift back to their normal form. A shifting in shape will last until the end of the turn or until the player assigns the Super a Mend order, in which case the Mend order is worked out normally, and then the Super returns back to their original form. (In light of this power, this Super will need multiple character models available during a battle, one for each representation of their current shape.)

Predatory Beast- Power Level 10: If successfully cast, this Super transforms into a large predatory beast, such as a lion, tiger, bear, etc. but with added features of supernatural strength and fury. When in this form, the Super gains a +2 toughness value modifier, as well as a +2 attack value modifier when executing a Melee Strike or Grab And... action.

Bird of Prey- Power Level 10: If successfully cast, this Super transforms into a swift bird of prey, such as an eagle, hawk, raven, etc. but with added features of supernatural speed and agility. When in this form, the Super gains a +2 movement value modifier, gains the "Flight" power (see "Flight"), and gains a +2 dodge value modifier when attempting dodge rolls.

Fierce Reptile- Power Level 10: If successfully cast, this Super transforms into a fierce reptile, such as a large snake, crocodile, Komodo dragon, etc. but with the added features of supernatural resilience and striking power. When in this form, the Super gains the "Regeneration" power (see "Regeneration"), their Melee Strike action range is increased to 4", and if their Melee Strike hits successfully a +3 damage modifier is added to the damage to be applied.

Shapeshifting, Elemental- This Super has the ability to change their form into that of a pure and powerful representation of one the four traditional elements that make up existence. After shapeshifting into a new elemental form, the Super loses access to all their other powers (and any ongoing effects) until they can shapeshift back to their normal form. A shifting in shape will last until the end of the turn or until the player assigns the Super a Mend order, in which case the Mend order is worked out normally, and the Super returns to their original form. (In light of this power, the Super will need multiple character models available during a battle, one for each representation of their shape.)

Fire Form- Power Level 10: If successfully cast, this Super's body becomes a raging fire that not only fails to consume the Super's person, but instead empowers them with a great energy. When in this form, the Super gains a +1 attack value modifier when executing both Melee Strike and Ranged Attack actions. Also when in this form, the Super cannot be directly targeted by a Grab And... action. When the Super successfully executes a Melee Strike, Ranged Attack, or Grab And... action, the target enemy applies the damage as normal, but they are then considered to be "burning". When a burning enemy character is assigned their next Panel Die, they must either a) execute a Mend Panel, or b) immediately apply 2 damage directly to their health value, extinguishing the flame, and then execute any panel of the player's choice.

Water Form- Power Level 10: If successfully cast, this Super's body takes of the form of water, nearly indestructible and completely impervious to physical blows. When in this form, the Super cannot be targeted by Melee Strike, Ranged Attack, and Grab And... actions, as being hit will do not damage. The only way the Super may be targeted, hit, and take damage in this form is by a Power Cast action.

Earth Form- Power Level 10: If successfully cast, this Super's body mineralizes into harden stone, making the Super both extremely tough skinned and extremely dangerous in hand-to-hand combat. When in this form, the Super gains a +3 toughness value modifier. Similarly, when targeted by a Grab And... action, the Super gains a +3 dodge modifier to their dodge roll (as they have become extremely heavy to pick up). Finally, while in Earth Form, when the Super executes and successfully hits with a Melee Strike, the hit gains a +3 damage bonus.

Wind Form- Power Level 10: If successfully cast, this Super becomes like the wind, with their person nearly evaporating completely into gaseous molecules. When in this form, the Super gains a +3 movement value modifier when executing Advance and Run Panels. This Super may not be interacted with at all by enemy characters while in Wind Form, but the Super may also not execute any actions whatsoever (no Melee Strike, Ranged Attack, Power Cast, or Grab And... actions). While in this form and within 2" of an enemy character model, the enemy must apply a -3 attack modifier when attempting a Melee Strike or Ranged Attack action against another friendly model.

Shapeshifting, Body Size- This Super has the ability to change their body size from the scale of a single cell organism to that of a large, multi-level building. A shifting in size will last until the end of the turn or until the player assigns the Super a Mend order, in which case the Mend order is worked out normally, and then the Super returns back to their original size. (In light of this power, this Super will need multiple character models available during a battle, one for each representation of their current shape.)

Enlarge- Power Level 10: If successfully cast, the Super becomes gigantic in stature and thus gains all the benefits of the "Stature, Gigantic" power. (See "Stature, Gigantic" for more info)

Shrink- Power Level 10: If successfully cast, the Super shrinks down to a relatively unnoticeable, near microscopic size. While at this size, the Super cannot be interacted with by enemy characters whatsoever. Conversely, the Super may not target any enemy characters with any actions, except for a Cast Power action with all ability range distances halved. When moving, the Super's character model always only moves 1" at a time, regardless of whether they are executing an Advance or a Run Panel. However, if the Super is currently shrunk and within 1" of a friendly character, they may freely move alongside this character for up to however far the friendly character is moving (hitching a ride on their teammate to gain free movement).

Speed, Abnormal- This Super is abnormally quick on foot and, while not exactly faster than a bullet or speeding train, they are certainly faster than any normal man alive. Whenever this Super executes an Advance or Run Panel, they gain a +1 modifier to their movement value. When executing a Run Panel, this Super does not suffer a -2 attack or psyche modifier when executing their action. Also, when targeted by an enemy character for a Melee Strike action, this Super gains a +1 dodge value modifier for his dodge roll.

Speed, Super- (Speed, Abnormal Required; Rare) This Super is most definitely faster than a speeding train, and arguably as quick as a bullet, if not quicker. This Super must first be assigned “Speed, Abnormal” before taking this power and thus gains all the benefits from Speed, Abnormal, but with the movement value modifier of +3 instead of +1 when executing an Advance or Run Panel. Furthermore, whenever this Super is targeted for a Ranged Attack or the potential target of a thrown character or piece of terrain, the Super may immediately execute a free 3” movement in any direction of the controlling player’s choice. This movement may even include stepping completely out of range or line-of-sight, which will cause the attacking model to choose a new target for their attack instead of this Super.

Stature, Big- This Super is much taller and larger than the common man, and often bigger than the majority of other Supers. This Super must be based on a 40-50mm base and is much larger than their average-sized teammates. When applying wounds, this Super gains a +1 toughness value modifier. When targeted for a Grab And... action, this super weighs like a Power Level 12 Terrain Piece and cannot be grabbed unless the opposing character rolls a successful strength roll against a value of 12. In contrast, when this Super themselves targets a terrain piece that is power level 12 or less for a Grab And... action, they automatically pick-up the piece without any need to make a strength roll.

Stature, Gigantic- (Stature, Big Required; Rare) This Super is absolutely huge in physique, and thus very strong, very powerful, and very manifest due to their obvious advantage in size. This Super must first be assigned “Stature, Big” before taking this power and thus gains all the benefits from Stature, Big, with one change: this Super actually weighs like a Power Level 16 Terrain Piece, and when executing a Grab And.. action they automatically pick-up any piece of terrain that is targetable without any need to make a strength roll. This Super must be based on a 50-80mm base and is much, much larger than all other teammates. Due to their size, when this Super executes a Run Panel, they are simply placed anywhere on the battlefield at ground level, with no need to measure the distance. However, they may never stand on a multi-level building, nor ever be moved by power abilities. This Super always applies the High Ground rule when executing Ranged Attacks, but this Super’s dodge value is always automatically and permanently set to 0. Also, with their hands lacking a certain nimble quality, they may never execute Grab And Keep action.

Strength, Abnormal- This Super is abnormally strong: lifting and manipulating amazing weight with ease. Whenever this Super executes a Grab And... action, they gain a +1 attack value modifier. When slamming or throwing an opposing character, the damage applied directly to the character’s health value is 3 instead of 2. Also, when executing a Brace Panel, the Super gains a +2 toughness value modifier instead of just +1.

Strength, Super- (Strength, Abnormal Required) This Super has—compared to the common man—a demigod-like strength. With little effort, this Super is able to throw cars and lift small buildings like training weights. This Super must first be assigned “Strength, Abnormal” before taking this power and thus gains all the benefits from Strength, Abnormal. In addition, when executing a Grab And... action against a piece of terrain, this Super always automatically picks up the terrain, with no need to make a strength roll (this even includes enemy characters who have the “Gigantic Stature” power). Also, this Super may Grab and Throw friendly Supers (not Gangs) within 2” as a Grab And...action, helping launch their team members to chosen points on the battlefield within throwing range.

Super Tech- Through innovation well ahead of its time, this Super benefits from a personal array of advanced technologies. When attempting a Ranged Attack action, if this Super targets an enemy character who is currently behind partial cover, the enemy character does not gain a +1 dodge value modifier to their dodge roll. (Rules Removed).

Smoke Screen- Power Level 8: If successfully cast, the Super sets off a smoke bomb and throws it at any single point on the battlefield within 12" and line-of-sight. The smoke creates a 4" round plume of indefinite height that blocks line-of-sight for both this turn and the next. Those characters who begin a Panel while positioned within the actual plume of smoke may not execute Melee Strike, Ranged Attack, or Grab And... actions until they have stepped out of the smoke's diameter. Conversely, targeting a character who is positioned within the smoke—for any action—grants the character a +1 dodge value modifier when making dodge rolls. A smoke screen may only be used once per battle.

Tear Gas- Power Level 8: If successfully cast, the Super opens a canister of potent tear gas and throws it at any single point on the battlefield within 12" and line-of-sight. All enemy characters within 2" of this point are affected by the tear gas until the end of the turn, and must apply a -2 value modifier when attempting any actions (A or P depending on what is to be considered). Tear gas may only be used once per battle.

Flash Bang- Power Level 8: If successfully cast, the Super throws a flash bang grenade at any single point on the battlefield within 12" and line-of-sight. All enemy characters within 2" of this point are affected by the disorienting blast and must apply a -3 movement value modifier until the end of the turn. Also, when executing their next Panel (for this turn only), all disoriented enemy characters must execute a Brace or Mend Panel. A flashbang may only be used once

Super Armor- This Super benefits from a specially designed suit of protective armor. The Super armed with super armor must apply a -2 movement value modifier when executing a Run Panel. However, the Super gains a +2 toughness value modifier when they are hit by any action and must apply wounds. Furthermore, once per game, when this Super chooses to execute a Brace Panel in response to a Ranged Attack or Grab and Throw Terrain Piece action, the attack is completely repelled as an automatic miss and the Super applies no damage.

Super Vehicle- (Rare) This Super has a small personal vehicle (motorbike, glider, drone, skimmer) upon which they ride into battle. The vehicle is also armed with a few tricks of its own to help aid the Super's team in battle. For the first two turns of the battle, this Super gains a +2 movement value modifier when executing an Advance or Run Panel. At the beginning of turn three, the player places a token (30-50mm in width) within 2" of the Super's model, to represent the vehicle which the hero has now abandoned to fight on foot. From this point forward, the Super no longer gains the +2 movement value modifier. However, even though the vehicle is abandoned, for the rest of the game this Super may still attempt Power Cast actions from the position of the vehicle. The lone vehicle may be destroyed from an opponent's Grab and Throw or Slam (with the vehicle's power level being 8).

Smoke Screen- Power Level 10: If successfully cast, the Super releases a smoke screen at any one point on the battlefield within 6" and line of sight of the current location of their vehicle. The smoke creates a 4" round plume of indefinite height that blocks line-of-sight for both this turn and the next. Those characters who begin a Panel while positioned within the actual plume of smoke may not execute Melee Strike, Ranged Attack, or Grab And... actions until they have stepped out of the smoke's diameter. Conversely, targeting a character who is positioned within the smoke—for any action—grants the character a +1 dodge value modifier when making dodge rolls. A smoke screen may only be used once per battle.

Pop-Up Blaster- Power Level 12: If successfully cast, the vehicle becomes armed for a Ranged Attack ambush. The player places a token next to the vehicle to show that it is armed. The first time an enemy character executes any Panel or action which brings their model within 12" and line-of-sight of the vehicle, the ambush is sprung, and the enemy character model is immediately halted. The enemy character is now considered to be the target of a Ranged Attack action, and must attempt a dodge roll against an automatic attack roll value of 15. If the enemy character fails to dodge the ambush, then they are hit by the Ranged Attack and must apply damage per the normal rules. Furthermore, if hit, the enemy's Panel is immediately ended, with any remaining actions forfeited.

Self-Destruct- Power Level 14: If successfully cast, the vehicle immediately self-destructs in a fiery, extremely dangerous blast. All characters, friend or foe, within 6” of the vehicle become the target of the blast (treated as Melee Strike) and must attempt a dodge roll against an automatic attack roll value of 15. If the enemy character fails to dodge the blast, then they are hit by the Melee Strike and must apply damage per the normal rules. This Melee Strike also always causes a *Knock Back* reaction. It goes without saying, but the vehicle is now destroyed and removed from play.

Super Weapon, Melee- This Super has mastered the art of close quarters combat with the use of a personalized and extremely powerful melee weapon. Since different Supers are armed with a large variety of different style melee weapons, before the battle begins the player must choose only one melee weapon for their Super from the chart below. No two Supers on the same team may be armed with the same weapon.

Weapon Name	Attack Roll & Dodge Roll Modifier Notes	Damage Modifier & Special Notes
Worthy Hammer	+1 D for dodge roll in Melee	+3 Damage Modifier; If Melee Strike hits, it always causes a <i>Knock Back</i>
Ancient Sword	+1 A for attack roll in Melee	+4 Damage Modifier
Power Saber	+1 D for dodge roll in Melee and Ranged Attacks, +1 A for attack roll in Melee	+2 Damage Modifier
Razor Claws	-	If Melee Strike hits, immediately and only apply 3 damage directly to health
Giant Fist	+2 A for attack roll in Melee	+2 Damage Modifier
Lurching Tentacles	+1 D for dodge roll in Melee -1 D for target character’s dodge roll in Melee	This Super’s attack Melee Strike action range is increased to 4”.
Twin Batons	+2 D for dodge roll in Melee +1 A for attack roll in Melee	-
Swift Daggers	-	If an attempted Melee Strike fails to hit the first time, then the Super may immediately attempt a second Melee Strike on the same opposing character
Demon’s Chain	-2 D (for both the wielding character and all their targets) for dodge rolls in Melee	If Melee Strike hits, it always counts as a <i>Big Hit</i>
Electrified Whip	-	If Melee Strike hits, apply damage per normal rules, but also apply a -2 movement value modifier and -2 dodge value modifier to the targeted character until the end of this turn.
Martial Staff	+1 D for dodge roll in Melee +1 A for attack roll in Melee	This Super’s attack Melee Strike action range is increased to 4”.
Great Shield	+2 D for dodging Melee and Ranged Attacks	When making a dodge roll, if this Super achieves a <i>Counter Blow</i> , then they may also choose to <i>Knock Back</i> the attacking opponent.

Super Weapon, Ranged- This Super is deadly proficient with the use of a personalized and extremely powerful ranged weapon. Since different Supers are armed with different styles of ranged weaponry, before the battle begins the player must choose only one ranged weapon for their Super from the chart below. No two Supers on the same team may be armed with the same weapon.

Weapon Name	Maximum Range and Attack Roll Notes	Damage Modifier & Special Notes
Throwing Knives	18"; +1 A for Melee Attack Roll	+1 Damage Modifier; No -2 A modifier for using this weapon to make a Ranged Attack while executing a Run Panel.
Razor Boomerang	18"	If an attempted Ranged Attack fails to hit the first time, then the Super may immediately attempt a second Ranged Attack on the same enemy character
Precision Bow	24"	If Ranged Attack hits within half the weapon's range (12" or less) then the hit always counts as a <i>Precision Shot</i>
Hellfire Shotgun	18"	No -2 A modifier for using this weapon to make a Ranged Attack while executing a Run Panel; If Ranged Attack hits, immediately and only apply 3 damage directly to health
Twin Blasters	18"; +1 A for Ranged Attack Roll	+1 Damage Modifier; No -2 A modifier for using this weapon to make a Ranged Attack while executing a Run Panel.
Assault Blaster	24"	+2 Damage Modifier
Sniper Blaster	30"; Negates +1 D bonus for Partial Cover	+3 Damage Modifier; Cannot be used for a Ranged Attack action when executing an Advance or Run Panel.
Missile Launcher	24"; -1 A for Ranged Attack Roll; Negates +1 D bonus for targets behind Partial Cover	+3 Damage Modifier; Any character models within 2" of the model targeted by this weapon also become targets of the Ranged Attack and must execute dodge rolls (applying damage if also hit by the attack, per normal rules).
Ion Cannon	24"	If Ranged Attack hits, apply damage per normal rules, but also apply a -2 movement value modifier and -2 dodge value modifier to the targeted character until the end of this turn.
Beam Cannon	30"	At full range (12.1" to 30"): +1 Damage Modifier At short range (up to 12"): +4 Damage Modifier
Arcane Staff	12"; +1 P for Ability Rolls	Ranged Attacks from this Weapon do not require line-of-sight.
Mini Bombs	12" -1 A for Ranged Attack Roll Negates +1 D bonus for targets behind Partial Cover	+4 Damage Modifier; Any character models within 2" of the model targeted by this weapon also become targets of the Ranged Attack and must execute dodge rolls (applying damage if also hit by the attack, per normal rules).

Symbiosis- (Rare) This Super is not fully in control of their own body. Rather they have become the host of—and greatly empowered by—some form of parasitic lifeform or devious spirit. For the entirety of the game, this Super gains a permanent +1 value modifier to their movement, attack, and toughness base values. However, every time this Super is assigned a Panel Die, the die must be rolled instead of being assigned normally. Whichever Panel comes up in the roll is the Panel the Super must execute, without exception. Within the bounds of the Panel, the enemy character may still execute any action(s) of their choice. Furthermore, this Super may never execute a Brace Panel in response to any enemy action.

Telekinesis, Abnormal- This Super has the psychic ability to lift, move, and manipulate objects without touching them physically. Whenever this Super attempts any Grab And... action, their range is increased to 6”.

Shift- Power Level 10: If successfully cast, the Super uses their mental powers to pick-up a terrain piece or Item of Intrigue within 18” and line-of-sight, and then move the object up to 6” in any direction, even if the direction places the object out of line-of-sight.

Push- Power Level 11: If successfully cast, the Super launches any other character within 18” and line-of-sight of the Super and freely moves them up to 8” in any direction, even if the direction places the character out of line-of-sight. This movement cannot be directly up into the air.

Choke- Power Level 12: If successfully cast, the Super begins to choke any enemy character within line-of-sight and 18”. Until the end of the turn or until the character executes a Brace Panel, the enemy character must apply -2 movement value, -2 attack value, and -2 dodge modifiers when executing any action. In addition, the enemy character must apply 2 damage directly to their health value when the choke is finally broken (either by Brace Panel or the end of the turn). As it requires a large amount of focus from the Super, this ability may only be successfully cast on one enemy character at a time.

Telekinesis, Super- (Telekinesis, Abnormal Required) This Super is a powerful psychic who has mastered the art of telekinetic transference, not only being able to manipulate seen matter, but even being able to concentrate raw energy and utilize its power. This Super must first be assigned “Telekinesis, Abnormal” before taking this power and thus gains all the benefits and abilities from Telekinesis, Abnormal. Furthermore, whenever this Super attempts any Grab And.. action, they gain a +1 attack value modifier.

Kinetic Shield- Power Level 13: If successfully cast, the Super creates an energy shield that protects themselves and all friendly characters within 2” of the Super’s position. Until the end of the turn, whenever a friendly character is even partially within the shield’s boundaries, they gain a +1 dodge value modifier for all dodge rolls, as well as a +1 toughness value modifier.

Kinetic Burst- Power Level 14: If successfully cast, the Super projects from their own position a powerful burst of energy. All characters, friend or foe, within 6” of this Super’s position become automatically hit targets of a Grab and Throw action, being thrown 6” directly away from the Super. All targets must apply all the effects of a normal Grab and Throw action, but with an additional +1 damage bonus modifier.

Collide- Power Level 15: If successfully cast, the Super opens a powerful gravity well on a single point anywhere on the battlefield grounds within 24” and line-of-sight. This gravity well pulls all characters, friend or foe, within 4” of the point towards the center of the point and thus causes the characters to collide with one another. All characters pulled together by the gravity well instantly move into a clump surrounding the point and each immediately apply 3 damage directly against their health value. If a friendly character is caught in the well, they are pulled to the clump of characters and takes wounds just as well, but when repositioned they are placed 1” away from all enemy models. Falling damage may also apply.

Disintegrate- Power Level 16: If successfully cast, the Super chooses one enemy character within 6” and line-of-sight and attempts to literally disintegrate the opponent and eliminate them from the battlefield. The enemy character is now considered to be the target of a Ranged Attack action, and must attempt a dodge roll against an automatic attack roll value of 15. If the enemy character fails to dodge the attack, they are disintegrated on the spot and removed from the battlefield. As this ability requires an incredible amount of concentrated power from the Super, it may only be successfully cast once per game.

Telepathy, Abnormal- This Super has the psychic ability to connect with other beings on a metaphysical level, reading their minds and occasionally manipulating their thoughts towards a specific mood or behavior.

Encourage- Power Level 10: If successfully cast, the Super sends emboldening thoughts and mental strength to a friendly character teammate within 12". Until the end of the turn, the targeted character gains a +1 attack value modifier.

Discourage- Power Level 10: If successfully cast, the Super sends thoughts of fear and doubt to an enemy character within 12". Until the end of the turn, the targeted character must apply a -1 dodge value modifier.

Reconsider- Power Level 12: If successfully cast, the Super selects one enemy character within 12" and causes them to significantly doubt their plan of attack. When the enemy character is assigned their next Panel Die (this turn or next), the die must be rolled instead of being assigned normally. Whichever Panel comes up in the roll is the Panel the enemy character must execute, without exception. Within the bounds of the Panel, the enemy character may still execute any action(s) of their choice.

Telepathy, Super- (Telepathy, Abnormal Required) This Super is a powerful psychic who has mastered the art of telepathic connection and control. This Super must first be assigned "Telepathy, Abnormal" before taking this power and thus gains all the benefits and abilities from Telepathy, Abnormal.

Focus- Power Level 12: If successfully cast, the Super enhances the mental focus and stability of one friendly character within 12". Until the end of the turn, the targeted character does not suffer any negative modifiers when executing actions as part of either a Combo Panel or Run Panel.

Disremember- Power Level 14: If successfully cast, the Super causes one enemy character within 12" to forget either one of their powers or one of their supporting roles. The Super's player chooses which power or supporting role the enemy character may no longer utilize for the remainder of the battle. This ability may only be cast on the same enemy character once per battle.

Possess- Power Level 14: If successfully cast, for just one pivotal moment the Super fully enters and controls the mind of one enemy character within 12". The Super's player first draws a Panel Die for the possessed character (from the opposing player's Panel Dice color pool). Then, the player assigns the character any Panel of the player's choice. Finally, the player then fully controls the enemy character's execution of the chosen Panel, which may even include executing actions against the enemy model's own teammates. This ability may only be cast on the same enemy character once per battle.

Time & Space Manipulation, Abnormal- This Super has the psychic ability to manipulate the dimensions of time and space, though only at a localized level of reality.

Crumble- Power Level 8: If successfully cast, the Super chooses any flat surface of full cover on the battlefield (such as a wall, ceiling or floor) that is within line-of-sight. On this surface, the player finds a 4" wide circle. This target area instantly crumbles in a wrinkle of time and no longer exists for the remainder of the battle. Character models may now draw line-of-sight through the hole, as well as pass through it. If the hole was made on a horizontal surface, underneath a character standing above, the character will immediately fall through (unless they have the "Flight" power) and they may have to apply relevant fall damage.

Teleport- Power Level 10: If successfully cast, the Super teleports one friendly character within line-of-sight of the Super and who has already executed all of their available Panels (the Super may also choose themselves). This selected teammate immediately and instantly teleports to any new location on the battlefield within line-of-sight of the Super.

Swap- Power Level 12: If successfully cast, the Super teleports any two characters within line-of-sight of the Super (one of the characters possibly being the Super themselves) in such a manner that the two characters instantly swap their current battlefield locations with one another.

Time & Space Manipulation, Super- (Time & Space, Abnormal Required) This Super is a powerful psychic who is constantly perfecting their craft in time manipulation and travel. This Super must first be assigned “Time and Space Manipulation, Abnormal” before taking this power and thus gains all the benefits and abilities from Time and Space Manipulation, Abnormal.

Retry- Power Level 12: If successfully cast, the Super attempts to alter the immediate past events of this battle. The Super’s controlling player commands both players to replay the entire sequence of the last executed Panel. The assigned Panel still stands, but the sequence of resulting events is replayed. Move characters back to their previous locations as necessary, regain lost health values as necessary, re-roll D6 rolls as necessary: everything as if the first sequence of events never happened. This ability may only ever be cast if 1) all the characters of the event are still alive and 2) if the action was not already previously “retried” once before.

Recall- Power Level 14: If successfully cast, the Super attempts to time travel and bring back to the battlefield a previously eliminated teammate. The Super’s controlling player selects one character from their team who was previously eliminated from the battle. Roll a D6. On the result of a 1 or 2, the attempt to bring the character back to the future fails and nothing happens. On the result of a 3-6, the character model warps back to the present from the past and is redeployed anywhere within their team’s original deployment zone at full health. Due to the complexities of this ability, it may only be successfully cast once per battle.

Endgame- Power Level 16: If successfully cast, the Super has a vision of many fragments of multiple futures and attempts to alter the outcome of the battle in their team’s favor by prearranging current events. This ability may be successfully cast at any point within a turn, but the effect will not be enacted until the start of the following turn. Before beginning the new turn, instead of placing all the Panel Dice back into the Panel Dice Bag, this Super’s controlling player lays out all the Panel Dice in any sequence of their choice, arranging the dice from first Panel to be taken in the new turn to the very last Panel to be taken. Once this is done, the turn begins and both players must abide by the sequence set by the player, drawing and assigning their Panel Dice accordingly. If a character is eliminated before being assigned all of their Panel Dice, then the left over dice are removed from the sequence in any manner the Time & Space Super’s controlling player wishes.

SUPPORTING ROLES

Brawler- (Rare) This character loves a good scrap and was specifically brought along by the team to pile-on whenever the fighting goes hand-to-hand. Whenever a Melee Strike is successfully executed by a friendly character within 6" of this character, this character is automatically moved up to 2" away from the same targeted enemy model and immediately enacts a free Melee Strike action against the target. This action does not require a Panel Die. While eager, this character is not particularly careful in close combat. Thus, when making a dodge roll as the target of a Melee Strike, this character must always apply a -1 dodge value modifier.

Carrier- This character is essentially the personal shield bearer of a Super teammate. Before the game starts, the player chooses one Super Weapon (Ranged or Melee) which their carrier model will be carrying. After deployment, but before the battle begins, the controlling player points to this character and identifies them as a carrier. The player then points to one other Super model in their team and identifies this Super as the beneficiary of the carrier. From this point in the battle and onward, whenever the carrier is within 6" of their Super beneficiary, the Super may use the Super Weapon which the carrier possesses while executing relevant actions.

Container- (Rare) This character has been instructed to hold their ground and defend their current location. Once per turn, whenever an enemy character finishes a Panel within 12" of the container, the container may automatically and immediately execute one free Panel, with no need to pull a Panel Die.

Distracter- (Rare) This character is playing the role of an intentional diversion and aims to be a constant annoyance for the enemy team. Whenever an enemy character begins a Panel within 12" and line-of-sight of the distracter, the enemy must target the distracter with their actions, even if another character were also available to be targeted. If the enemy moves beyond line-of-sight of the distracter, then the enemy character may choose to target other characters.

Fighter- This character is trained and equipped for hand-to-hand altercations. Whenever executing a Melee Strike action, this character gains a +1 attack modifier. If the attack hits, apply a +1 damage modifier.

Gunner- This character is trained and heavily armed for ranged attacks. Whenever executing a Ranged Attack action, this character gains a +1 attack modifier. If the attack hits, apply a +1 damage modifier.

Healer- This character is equipped and capable of quickly applying battlefield first-aid. When this character executes a Mend Panel, they always mend at a value of 3, with no need to roll a die. In addition, the effect of this panel may be transferred to any friendly character within 6" of the character's model.

Keeper- This character is quick on their feet when in possession of valuable items. After executing a Grab and Keep action, this character gains +2 movement for the rest of the battle.

Tranquilizer- (Rare) This character is in possession of a toxic serum, which can synthetically negate a Super's power. Once per game, when this character executes a successful Melee Strike action against a Super, the attacking player selects one power that the Super possess and the Super no longer has this power for the remainder of the battle.

Watcher- (Rare) This character has been ordered to stay back and provide ranged overwatch fire throughout the battle. Once per turn, whenever an enemy character within 18" and line-of-sight of the watcher is assigned a Panel, before the Panel is executed the watcher may immediately target the enemy character with a ranged attack action. If the attack is a hit, the enemy character must use their Panel Die to execute a Brace Panel. The watcher has been ordered to stay back and will not ever move beyond 12" from their original deployment position unless involuntarily moved by an enemy action.

QUICK REFERENCE SHEET

THE BATTLE TURN:

1. Draw Panel Dice and Execute Panels (and Actions)

Players take turns blindly drawing Panel Dice from the Panel Dice Bag. The dice color drawn shows which player will assign the next Panel. Per turn, each character on a team may be assigned Panel Dice up to their Panel Dice limit (depending on their character type). When a Panel Die is assigned, the character may execute one of 6 Panels:

1. **Brace** (+1D, +1T until the end of the next executed Panel; **No Action**)
2. **Mend** (Roll a D6 and regain lost health at a 1:1 ratio; **No Action**)
3. **Combo (Three Actions:** First Action -1 [A or P], Second Action -2, Third Action -3; if action fails, combo broken)
4. **Special (One Action at +2 [A or P]**
5. **Advance** (Move up to M value; **One Action**)
6. **Run** (Move up to Double M value; **One Action at -2 [A or P]**)

2. Monologue, Clean-Up, and Prepare for the Next Turn

After all Panel Dice are drawn, assigned and executed, the player who did not receive the turn's first Panel Die makes a small monologue and then either a) heals one character 2 health value, or b) moves one character a free 2". Players then clean-up unnecessary tokens, and collect Panel Dice, shuffling them all back into the Panel Dice Bag for the next turn.

ACTIONS:

Melee Strike (2" range, line-of-sight needed, attack roll vs. dodge roll)

Ranged Attack (18" range, line-of-sight needed, attack roll vs. dodge roll)

Power Cast (Ability roll vs. chosen ability power level, effects vary)

Grab And... Slam/Throw/Keep (2" range; Against character: attack roll vs. dodge roll;

Against terrain: strength roll vs. terrain power level; Slammed character applies 3 damage directly to health value;

Throw distance is current M+A values, and thrown character applies 3 damage directly to health value;

see rules for more details, especially about slamming/throwing terrain; Keep is only for objectives)

Applying Damage from typical attack actions:

1. Find difference between attack roll and dodge roll,
2. add damage modifier (if applicable),
3. apply against target's current toughness value,
4. and then apply remaining amount of damage as wounds against current health value.

MODIFIER MAXIMUM LIMITS: (M 10 H 15 A 10 P 8 D 8 T 5)

TERRAIN NOTES & POWER LEVELS:

Full Cover (Blocks line-of-sight)

Partial Cover (+1 D for dodge rolls)

Difficult Ground (Cannot execute Run Panel through)

High Ground (+1 A for ranged attacks, fall damage: 1:1 ratio for each inch fallen at 4" or more)

Power Level 8 Examples: packing boxes and crates, benches, oil barrels, pallets, small park statues, motorbikes, small sign-boards, beds, desks, tables, and chairs.

Power Level 12 Examples: telephone booths, smaller cars and factory vehicles, HVAC units, light posts, large park statues and fountains, billboards, shop stalls, retaining walls, and concrete/metal construction materials.

Power Level 16 Examples: trucks, buses, train cars, shipping containers, powerline towers, small houses, and trailers.
(BE SURE TO DESIGNATE ALL TERRAIN POWER LEVELS BEFORE THE BEGINNING OF THE GAME)

S U P E R S TEAM ROSTER

NAME: _____ **TEAM NAME:** _____

TEAM MOTIVATION: _____

Character Name:			Type:		Panel Dice:
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:

Powers/Supporting Roles:

Character Name:			Type:		Panel Dice:
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:

Powers/Supporting Roles:

Character Name:			Type:		Panel Dice:	
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:	
Powers/Supporting Roles:						
Character Name:			Type:		Panel Dice:	
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:	
Powers/Supporting Roles:						
Character Name:			Type:		Panel Dice:	
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:	
Powers/Supporting Roles:						

Character Name:			Type:		Panel Dice:
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:
Powers/Supporting Roles:					
Character Name:			Type:		Panel Dice:
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:
Powers/Supporting Roles:					
Character Name:			Type:		Panel Dice:
M: (current) mod:	H: mod:	A: mod:	D: mod:	P: mod:	T: mod:
Powers/Supporting Roles:					