



Introduction

Squadron UK is the classic British role-playing game of Superpowered Crimefighters. This, **basic**, version contains all the rules needed to play the game with all the extraneous examples and supplementary materials removed. Some experience of role-playing games in general will be needed to make sense of these basic rules.

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Section 1: Character Generation

As a classic Role-playing game (RPG) Squadron UK is played by a group of players supervised by a Referee or Gamesmaster. Each player controls the actions of one Superpowered Crime fighter - the Referee controlling the actions of all other characters.

The first step in playing the game is for each player to create a Hero to play in the game. It might be useful to print out and have the CHARACTER SHEET (See below) available to refer to.

Step 1: Attributes

All the Heroes in Squadron UK have four attributes:

Ego: this is a measure of mental power, It determines how likely the Hero

is to resist Mental Attacks such as attempts to hypnotise them. A high EGO score is particularly useful if the Hero or any of their opponents have the **Psionics** superpower. There are some other Superpowers which benefit from a high Ego score.

Strength: This is a measure of physical power. Heroes with high Strength scores can lift large amounts and will do additional damage when they strike an opponent perhaps even enough to send them flying!

Dexterity: this shows how nimble, lithe or lissom the Hero is. Characters with high scores will be able to balance on thin ledges and throw objects with increased accuracy etc.

Vigour: this measures the personal stamina and fitness of the Hero. Characters with high scores can run for long distances, hold their breath for sustained periods and can absorb more physical damage.

For each attribute the player should roll **four six sided dice** (4d6) and add the totals of the **three highest rolls** to give a total between **3 and 18**.

Step 2: Power Rolls.

The Referee will determine the number of Superpower rolls they wish players in their games to start with. A typical number is 8.

Step 3: Advantageous Backgrounds

Before rolling for Superpowers the player must decide if they wish their Hero to start with one or more **Advantageous Backgrounds**. These are advantages the Hero has in life above and beyond being Super-powered.

The exact Background the Hero has does not have to be selected at this time - only that the Hero wants one (or more). The number of Advantageous Background required should be noted and deducted from the available power rolls.

Step 4: Superpowers

For each Superpower roll the player has remaining they may roll **percentage dice**.

Each power rolled on the table will normally use up one power roll. Some, though, will use up 2 power rolls and others will use up no power rolls and are effectively "free".

A player may stop rolling at any time to **upgrade** one or more of the Superpowers they have already rolled.

Rolling the same power twice

If the Superpower rolled has higher grades, a second roll will put it up to Grade 2 automatically.

Failing this the player should ignore the roll and roll again.

Upgrading Superpowers

If a power rolled has higher grades available - the player may choose to upgrade the power.

To upgrade by one grade costs one unused power roll. To upgrade by a further Grade costs an *additional* two unused power rolls. If a further upgrade is wished this takes a further 3 power rolls, then 4 and so on.

Step 4: Rationalisation

When the player has used all of their power rolls, they should select their advantageous background(s) (if any) to be compatible with the powers rolled. They should then look at the combination of Superpowers rolled and come up with a character concept that explains where the powers come from and how they all work. This should be explained to - and agreed with - the Referee before the first game is played.

If a player is unable to explain how one or more of the character's powers fit into the character concept the power(s) must be dropped.

In such cases the Referee may compensate the player by giving the character a number of **Day Utility Phases** (typically 5 per power dropped) to spend on training. (See the Section on Campaigns.)

It is not uncommon for Referee's and players to make minor modifications to powers and other game statistics in order to fit the rationale.

Superpower Table		
Roll	Superpower	Notes
01-03	Agility	*
04-07	Armour	**
08	Chameleon Ability	
09	Claws	
10-12	Cybernetics	***
13-20	Energy Attack	**
21	Energy Immunity	***
22	Energy Reflection	***
23	Field Manipulation	
24-28	Flight	***
29-30	Force Field	*
31	Growth	***
32-33	Health	***
34	Heightened Senses	***
35	Intangibility	*
36	Intuition	
37	Invisibility	
38	Larger	***
39-40	Leaping	*
41-42	Magic	*** +
43-48	Martial Arts	***
49	Mass Variation: Other	
50	Mass Variation: Self	
51-52	Precision	*
53	Probability Manipulation	
54-55	PSI powers	*** +
56	Radar Sense	*
57-58	Reactions	***
59	Replication	
60-61	Shapechange	#
62	Shrink	
63	Sidekick	**
64-67	Skills	***
68	Solidify	
69-70	Speed	***
71-76	Strength	***
77	Stretch	*
78	Stunner	
79-80	Teleport	**
81-84	Tough Skin	***
85	Vehicle	#
86-87	Vigour	***
88	Wallcrawling	
89-94	Weaponskill	***
95	Weather Control	**
96-00	Choose power or invent a new power	
Superpower Table: notes		
*	One additional grade available	
**	Two additional grades available	
***	Three or more additional grades available	
+	Costs TWO power rolls	
#	May be obtained at a cost of no power rolls (see superpower description).	

The use of many of the numbers/items filled in will be explained in later sections such as Combat.

Character name: This is the Hero's crime fighting name.

Alias: The character's name in "real life" when they are not fighting crime.

Sex, Height and Weight can be freely chosen by the player within the limits of the Superpowers rolled.

Attributes: If any attributes have changed due to Superpowers rolled, the original rolls should be shown in brackets with the new total shown afterwards.

Movement: Add up the character's ORIGINAL rolls for Strength, Dexterity and Vigour and divide by 6.

Modify this according to any Superpowers rolled that specify they affect movement. This is the number of metres they can move in one Combat FRAME. (See combat.) If the Hero can fly, note their flying move in brackets after the ground-based movement.

Defence Class: Unless the Hero has rolled Tough Skin or Armour, their DC will be either **DC: 6** (In a "normal" crime fighting outfit) or **DC: 5** (if they opt for a padded/armoured outfit - see Equipment above.)

Dodge Modifier: this is determined by the **Defence Class** of the Hero (see above) modified by any Superpowers that specify they affect Dodge Modifier.

Damage Modifier: If the Hero's total modified Strength (after Superpowers have been taken into account) is between **6** and **15** they have no Damage Modifier. If their Strength is below 6, they have a damage modifier of **-1 per point below 6**. If it is above 15, they get a Damage Modifier of **+1 per point above 15**.

Frames per round: Player-characters always have **4 frames per round**. Two Frames taken together with no interruption between are known as an **ACTION**.

Strike Modifier: -1 per point of Dexterity below 6. +1 per point of Dexterity above 15.

Pushback Threshold: for a normal human being (and most Heroes) this is **20** but it may be modified by Superpowers rolled.

Any advantages must be outweighed by an equivalent disadvantage.

Step 5: Completing the character sheet

The player can now fill in the character sheet.

Energy/PSI/Magic points: Any player who has rolled one of these three powers should note the power level here. (Normally 15 at grade 1.)

HTK: Short for **Hits to Kill**. A measure of how much physical damage the Hero can sustain before dying. Determine the total HTK by rolling a **d6 for each point of Vigour** the Hero has and totaling these up.

Hospitalised: Divide the total HTK by 10 and round down to a whole number. When a Hero's total hits this level or below they are completely incapacitated and must be institutionalised.

Recovery rate: Normally a roll of **1d6 per game hour**. Heroes with particularly high Vigour can add one point to this die roll for each 5 points (or part thereof) of Vigour they have above 15. Those with Vigour of less than 6 must subtract a point from the die-roll.

HTC: Short for **Hits to Coma**. A measure of how much stunning/fatigue damage the Hero can sustain before passing out. Determine the total HTC by rolling a **d6 for each point of Vigour** the Hero has and totaling these up.

Staggered: Divide the total HTC by 5 and round down to a whole number. When a Hero's total hits this level or below they are starting to get groggy. They move at **half speed** and **subtract 2** from all combat "Strike" rolls.

Stunned: Divide the total HTC by 10 and round down to a whole number. When a Hero's total hits this level or below they are virtually "out on their feet". They **cannot move**, **subtract 5** from all combat "Strike" rolls and fall to **2 Frames per round**.

Recovery rate: Normally a roll of **1d6 per game round**. Heroes with particularly high Vigour can add one point to this die roll for each 5 points (or part thereof) of Vigour they have above 15. Those with Vigour of less than 6 must subtract a point from the die-roll.

HTK and HTC Damage Dividers: These are determined by the Defence class that the Hero is wearing (see above) but can be modified by high Strength.

Superpowers and Advantageous Backgrounds: This is simply a list of the powers rolled but should include the grades of the Superpowers and the types/gimmicks/spells etc.

Defense Class Table			
DC	Description	Damage Dividers	Dodge Modifier
1	Tough Skin Grade 4 (Invulnerability)	HTK/6 HTC/5	Cannot dodge*
2	Tough Skin Grade 3 Armour Grade 3	HTK/4 HTC/4	Cannot dodge*
3	Tough Skin Grade 2 Armour Grade 2	HTK/4 HTC/3	Cannot dodge*
4	Tough Skin Grade 1 Armour Grade 1	HTK/3 HTC/2	0
5	Toughened Crimefighter Costume, Scaled Skin	HTK/2 HTC/0	0
6	Standard Crimefighter Costume	None	+1
7-10	Crimefighter out of costume, Elite Thugs	None	+1
11-12	Civilians, Ordinary people, Low-grade thugs.	None	Do not dodge
* These lower Defence Classes are also incompatible with the use of Agility type Superpowers.			

Damage Divider Strength Modifiers

STRENGTH	Divider Modifier
3-18	No effect
19-39	HTK +1 HTC +1
40-59	HTK +1 HTC +2
60+	HTK +1 HTC +3

Equipment: The Referee will determine how many items of equipment the Heroes may start with in their campaign, but 3 is a typical number.

This total *includes* any items that are obtained as part of a Superpower roll.

Some Superpowers require special costumes in order to work and these also count against the total number of items carried.

Heroes who have not acquired 3 or more items of equipment through power rolls may choose additional items, which should be noted on the character sheet.

Attacks: All attacks can do **damage** and have a **Weapon Class**, which shows how effective they are. The exact attack options the Hero will possess will depend upon the Superpowers they have rolled. The Effects of most common attacks are listed in the **Combat** and **Superpowers** sections.

All Heroes can attack with their **fist and/or foot**. Unless they have Superpowers to affect it, this is a **Weapon class 2** attack and does **2d6**

HTC and 1d6-6 HTK. (If the Hero has a damage modifier this can be added to the HTC or HTK damage or divided between them.) extra Frame.

Resource levels: Unless these are modified by **Advantageous Backgrounds**, character start with a level of **4** in both **Material** and **Financial** resources.

Campaign ratings: These are explained in the appropriate section of the rules and do not normally need to be filled in prior to the character's first game/adventure.

Section 2 Superpowers

This section contains an alphabetical listing of most the Superpowers given on the Superpower table and describes the effect of each one on the game. Some, more complex, powers have been omitted to save space. If these powers are rolled, please refer to the full **Squadron UK** rules or re-roll the power.

Unless otherwise specified, Superpowers take an **Action** (2 uninterrupted frames) to use. It takes an Action to grow to giant size, turn intangible or to cast a Magic spell. It also takes an action to turn a power off - ie. Shrink back to normal size, become solid, deactivate a Force Field etc.

Agility

The Hero has highly developed Gymnastic skills. These include the ability to leap, swing and balance.

There are two grades available:-

Grade 1: The character can leap - unaided - a distance of 4m in one Frame without touching the ground. With some assistance (a rope for example) they can swing double their usual movement in one Frame or four times their usual movement in an Action.

The character's Dodge Modifier is adjusted by +2.

If the character leaps, swings or gambols into combat (a move of at least 4m.) they gain a damage modifier of +2. If they do this, they also have the option of delivering a double-handed attack. (See Combat.)

Grade 2: As grade 1 except the Dodge Modifier is modified by +3 and the character can leap up to 8m, without touching the ground. This takes an Action.

Armour

The Hero possesses some kind of protection - typically a suit of some kind - made out of some kind of protective material - often metal - which protects them from harm. This gives them an improved Defence Class and Damage Dividers - as noted in the Defence Class Table.

The Armour counts as one item of the Hero's starting equipment.

Grade 1: Defence Class 4.

All HTK damage is divided by 3, all HTC damage is divided by 2 - rounding ALL fractions down.

In addition the Hero takes no HTK damage from Weapon Class 0 or Weapon Class 1 attack whatever the attack type is. They also take no damage whatsoever from bullets and knives regardless of the Weapon Class of the attacker.

Grade 2: Defence Class 3.

All HTK damage is divided by 4, all HTC damage is divided by 3 - rounding ALL fractions down.

In addition the Hero takes no damage of any kind from Weapon Class 0 or Weapon Class 1 attack whatever the attack type is. They also take no damage whatsoever from bullets and knives regardless of the Weapon Class of the attacker.

Grade 3: Defence Class 2.

As above with damage dividers of 4 vs. HTK and 4 vs. HTC.

Chameleon Ability

The ability to change body colour, hue, shade and pattern to blend into a background.

The chance of seeing a character who is using chameleon ability to hide is 50% if the potential viewer is standing right next to them. This is reduced by 10% per 2m of distance away. If they are not seen then they are effectively invisible and cannot be directly attacked. Allow opponents a re-roll if the hidden characters move.

They can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, if they make a noise etc).

Opponents who ARE aware of them attack with a Strike modifier of -2.

Claws

Talons or bladed weapons which are held in or grow out of the hands and/or feet of the character.

They strike in one Frame and do 2d6HTK and 1d6HTC damage.

Cybernetics

The Hero has one or more cybernetic/mechanical devices.

At **grade 1** they may have a single device with a single grade of power. They should roll a d10 and consult the following table to determine the type of Device:-

Roll	Device
1	Bionic Arm
2	Computer Brain
3	Cybernetic Controller
4	Cybernetic Weapon
5	Glider Device
6	Hologram Projector
7	Hypnosis Device
8	Power Booster
9	Power Simulator
10	Choose or design their own.

At **grade 2** they may either upgrade the rolled device so that it operates at grade 2 (if appropriate) of its ability or they may freely choose another device

from the list.

At **higher grades** the Hero can have any combination of number of devices and grades within the total grade of Cybernetics.

Bionic Arm

Gives the character one grade of the Superpower STRENGTH but in one arm only.

Higher grades can increase the Grade of Strength in the arm or add an additional limb. (There is no reason why a character should be limited to two arms...)

Computer Brain

The Hero can memorise information and perform complex calculations. They may ask the Referee to repeat old information on demand. In addition, for every Frame spent on analysing an attack before making it, the Hero gains a +1 on their Strike modifier up to a total of +5

Higher grades give an additional +1 Strike modifier per frame up to a maximum value which is the next available multiple above 5.

Cybernetic Controller

Allows the wearer/user to control a specific type of creature. This can either be a single medium-sized creature or swarm of smaller creatures. Whichever they choose, overall they possess two frames per round and can make a one-handed concussive or one-handed penetrative attack only (players choice). Grade 2 can double the size or number of creatures. Doubling the size increases the attack potential to a two-handed attack of the chosen type. Doubling the number gives twice the frames but leaves the attack potential as a single-handed attack. Higher grades follow a similar pattern at the Referee's option.

Creatures can only follow simple instructions. However, the controlling character is in constant two-way communication with them and is aware of everything the creature(s) perceive.

Cybernetic Weapon

The Hero has a weapon. For each grade, the chosen weapon will do +5HTK and +5HTC above and beyond its normal damage - if it is a double-handed weapon that takes an action to use. Single-handed (1 frame) weapons gain +2 HTK and +3 HTC per grade (or vice versa). If it is a thrown weapon it

will return to the Hero's hand in an Action.

Glider Device/Wings

Given some initial momentum or height, the Hero can use these wings/cape (whatever) to glide at a speed of 10metres per frame. This can be maintained for 20+4d10 frames provided the Hero spends at least one frame per round moving. After this the Hero must land and try to gain some more height or momentum.

The Hero can make an un-powered dive into combat (a move of at least 4m.) to gain a damage modifier of +2. If they do this, they also have the option of delivering a double-handed attack. (See Combat.)

Hologram Projector

The Hero can project - within 6 metres - fully believable holograms of any item they have had a chance to take a video or picture of. The size limitation is about 5 humanoid creatures or a single car. Higher grades will increase the range or the size of the image.

Hypnosis Device

This works in the same way as the Magical Spell - Hypnosis - except for two things. Firstly, it costs no Magic points to use. Secondly the device has an Ego of 10, which is used in place of the Hero's own Ego. (See the full **Squadron UK** rules or re-roll/re-choose this device).

Additional grades add +2 to the Ego of the device.

Power Booster

A Cybernetic device that artificially boosts one of the Hero's other powers by roughly one grade.

Higher grades can boost another Superpower - preferably using the same device - or boost the first power by an additional grade (or equivalent).

Power Simulator

A device that simulates another Superpower - which must be rolled randomly on the Superpower table.

Additional grades can either be additional superpowers given by the same device or additional grades of the original superpower.

Energy Attack

The Hero can discharge Energy from their body in a way that is harmful to their enemies. The player can freely choose the type of Energy generated.

All Energy Attacks have a Weapon Class of 3. They have a normal range of 20 metres and an extreme range of 40 metres.

Targets with Damage Dividers reduce the effectiveness of those dividers by 2 on both HTC and HTK whenever they are hit by an Energy Attack.

Grade 1: Each 5 rounds of action, the Hero has 15 dice (d6) of Energy to use. These can be divided between a number of different attacks made at different times. There are two limitations.

Firstly, no more than 10 dice may be used in a single attack. The number of dice to be used must be determined and stated by the player before the roll is made to see if the attack hits. Even if the attack misses the dice must be crossed off the character's current total.

Secondly, the dice must be divided between HTK and HTC in such a way that there is no more than 2 dice difference between the totals.

After the 5 rounds are up, the Hero recovers all of their dice and now has up to 15 dice to spread over the next 5 rounds.

In addition, to the Energy Attack itself, the player can select one "gimmick" to apply to it. (See below).

Higher grades: for each grade above 1 roll a d10. The result is the number of additional dice the Hero can discharge within each given 5 round period. In addition, they gain an extra gimmick at each grade.

At **grade 2**, the player may elect to take **Energy Immunity** to their own type of Energy at the cost of an extra power roll. At **grade 3**, if the character already has Energy Immunity, the player may elect to take **Energy Reflection** - of the appropriate type - at the cost of a further Power Roll.

Gimmicks:-

Area Effect

In addition to the normal single-

blast, the Hero may form the Energy Attack to fill a specified area made up of 2m x 2m squares.

(See the full **Squadron UK** rules for examples or design your own when the character is created.)

The Energy effect can hit anyone inside the Area of Effect unless there is an object or similar protecting them. Only one strike Roll and one Damage Roll is made but this applies to all the targets in the area of effect.

For each grade of this gimmick chosen, the Hero may select 2 areas of effect. The square(s) of the Area of Effect furthest away from the Hero must be within the Range of the Energy Attack.

Dual Blast

Two targets within 6m may be engaged simultaneously with the damage dice being split between them.

Extra Range

The normal range of the attack becomes 40m with the extreme range becoming 80m.

High Power Blast

The Hero can discharge up to 15d6 in a single attack.

Improved Damage

The Attack reduces the Damage Dividers of targets by -3.

Improved Weapon Class

The Attack has a WC (Weapon Class) of 4.

Location

The Hero can discharge the Energy Attack from two different parts of their body.

Manifestations

The Hero can produce helpful side-effects or manifestations depending upon the type of energy. These must be specified and agreed with the Referee.

Push-back

The attack reduces the Push-back Threshold of targets by 15.

Quick-blast

Attacks which do 7d6 or less take only 1 Frame.

Energy Immunity

The Hero is totally immune to damage from one specified type of energy for each grade of this Superpower they possess. They take no damage from this type of energy.

Energy Reflection

For each grade of this power, the Hero has the ability to reflect attacks of one particular Energy type back to their source. If the Hero elects to Parry the Energy Attack and succeeds then their player may make a Strike roll against their attacker using the Energy Attack's weapon class (usually 3) but their own strike modifiers (if any). If they fail the parry, they take the full damage of the attack. However, if the parry and strike are successful, the Energy is reflected back to its source and it is the firer of the Energy who takes the damage.

Field Manipulation

The character can detect displacements within and influence "Energy Fields" within a 20m. Radius. The type of energy that is detected/influenced should be specified.

This power gives the character various "minor" Superpowers or effects depending upon the type of energy chosen and these should be specified when the character is created.

The character may use this power to do up to 2d6 damage to HTC or HTK (or 1d6 to both) indirectly by manipulating the energy fields around a target. This attack does not need a roll to hit and the damage often reduces or ignores damage dividers.

Flight

Grade 1: The Hero can fly at a speed of 15m./frame, in combat situations. In long, relatively straight flight, they can accelerate by 1 m./Round to a max. speed of 17 m./Frame.

They can do a High Speed Dive (a move of at least 10m.) into combat to gain a damage modifier of +5. (If they dive a lesser distance, allow them +1 damage per 2m. dived.) If the dive is a move of at least 4m. then they have the option of delivering a double-handed attack at the end of the move. (see Combat.)

Grade 2: As Grade 1 except the Hero flies at 20m./frame in combat, accelerating - in straight flight - at 2m./Round to a max. speed of 30m./Frame

Grade 3: As above but moving at 25m./frame in combat, accelerating at up to 40 m./Round - in straight flight - to a max. speed of 185 m./Frame (just breaking the sound barrier).

Grade 4: As above but at 30m./frame in combat, accelerating by 80 m./Round - in straight flight - to eventually achieve escape velocity.

Force Field

The Hero can generate an immaterial but tangible field of energy, which can protect from attacks.

There are two basic types of Force Field - "Hard" fields (such as **Barriers** and **Walls**) and a "Soft" field (such as a **Shield**). "Hard" fields may be either **Personal** or **General**; a Force Shield may only be Personal. The player may choose the type of force field required at Grade 1 but this limits the options for upgrading later.

The power level of the Force Field should be rolled ONCE when the character is first created. It does not change during normal play.

Personal Force Shield

Roll 4d6 and record this score on the character sheet. When the Force shield is in place it will absorb that much damage from every attack, coming off HTK damage first. The Force Shield takes an Action to create or switch off but does not take any concentration to maintain. It is never destroyed or "taken down". When in place it surrounds the body and moves with the Hero.

Depending upon the rationale of the Force Field, characters can often still make direct Melee attacks when the Field is up.

If this sort of Force Field is selected, it may not be upgraded.

"Hard" Fields

These absorb all physical damage from attacks until struck by a single attack that does HTK that exceeds their defensive total. Subsequent attacks will cause damage as normal until the Force Field is reformed. They do not prevent pushback in any event.

Hard Fields have a Defence Class of 10.

There are two types of Hard Field - Walls and Barriers - each of which can exist in two forms - Personal or General.

Force Walls

These have 5d6 HTK. When they are destroyed the Hero cannot reform them for a period time equal to one hour per HTK possessed by the Wall.

Force Barriers

These have 3d6 HTK. However, when they are destroyed the Hero can re-create them with an Action's concentration.

Personal Force Fields

These surround the body and move with it. They take an Action to create or switch off but take no concentration to maintain. Hand-to-hand attacks are not normally possible into or out of such a field.

General Force Fields

These can be created anywhere within 6 metres. They cover an area of about 8 square metres and can be shaped into a rectangle or slightly curved.

The Hero must concentrate to maintain a General Field and can do nothing else whilst doing so. When they stop concentrating the field will disappear.

Grade 1: The Hero can select one Force Field from the 5 options:

Personal Force Shield	4d6
General Force Barrier	3d6
Personal Force Barrier	3d6
General Force Wall	5d6
Personal Force Wall	5d6

Grade 2: A Hero who has selected a "Hard" Field may upgrade it to add the other form of the same type and power. eg. A Hero with Personal Force Wall may add a General Force Wall with the same HTK. This is in addition to the original Force Field.

Both may run simultaneously and if one is "taken down" the other remains operative.

Growth

The Hero can grow to large or giant size. For each grade of growth their enlarged form is assumed to be 50% taller/larger than normal and has the following additional characteristics:-

+1d6 to Strength
+1d6 to Vigour (with the appropriate extra die rolls for HTK and HTC)
+5 to their pushback threshold
+50% movement.

Damage taken in "giant" form comes off the additional HTK/HTC first.

The character may "grow" into an attack gaining a damage modifier of +4. They may choose to deliver double-handed attack at the end of such a growing action. (see Combat.)

Health

There are two types of Health powers. "Minor" powers are those that do not have a direct effect in a combat situation. Examples of these are:-

Immunity to Radiation
Immunity to Poison
Immunity to Disease
The ability to survive in one particular chosen environment.

These are generally self-evident. A character with immunity to disease - for example - will never get sick. Characters with **Environment Survival (space)** can survive in the vacuum of Outer Space.

"Major" health powers have a direct effect upon combat. Two of these are:-

Fast recovery - the Hero recovers at twice the normal rate (1d6 plus Vigour bonus of HTC per an Action of rest, 1d6 plus Vigour bonus of HTK per half hour of rest).

Regeneration - the Hero recovers HTK at a rate of 1d6 (plus Vigour bonus) per round.

For each grade of Health the Hero possesses they may have **two minor** health powers or **one major** health power.

Heightened Senses

One or more of the Hero's senses is enhanced to an incredible degree.

At **Grade 1**, the player should roll a d6 and consult the following table:-

Roll	Heightened Sense
1	Animal Senses
2	Single Sense
3	Single Sense
4	Single Sense
5	6th Sense
6	Choose or design another sense

At higher Grades the player can freely choose one additional sense per grade to be compatible with that already rolled.

1. Animal Senses

ALL of the Hero's senses are very acute and they can perform the sort of feat an animal with such senses could do.

2-4 Single Sense

One of the Hero's senses has been heightened to an incredible degree. Choose from the options below:-

Enhanced Hearing

With hearing this good the Hero can identify people by their distinctive heartbeats/breathing patterns. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Enhanced Sight

Anything within line of sight - at any distance - can be seen in great detail.

Enhanced Smell

Identify people by their scent, follow people by their spoor, detect toxic gases, identify the smells of locations visited by a person or item recently etc.

Enhanced Taste

Detect poison before swallowing. Identify chemicals. All from trace, non-harmful, amounts.

Enhanced Touch

Detect the slightest breeze. Read printed surfaces from the feel of the ink. Detect microscopic cracks in surfaces etc. The Hero scores a critical hit on a 19 or 20 against any target they have spent two frames examining by touch.

Infrared vision

The Hero can detect the heat emissions given off by people and objects. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Microscopic Vision

The Hero can "zoom in" on the tiniest of particles and can see the structural make-up of objects, including any flaws. The Hero scores a critical hit on a 19 or 20 against any target they have spent two frames examining.

5. 6th Sense

The Hero has developed a sense beyond the range of normal human senses. Choose from:-

Sense Emotions

The Hero can sense the emotions of any creature within 20 metres.

Sense Energy

The hero can sense energy fields - of one particular type (see Energy Attack) - within 100 metres. This could be an Energy Attack, Force field or simply electricity flowing through a wire.

Sense Life

The hero can detect the number and location of living creatures within a 100-metre radius. When fighting in the dark or against an invisible (or similar) opponent they suffer no strike penalty.

Sense Magic

The Hero can detect the use of Magic, or any spell in operation, within 100 metres.

Sense PSI

The Hero can detect the use of Psionic powers or any device that has a psionic influence, within 100 metres.

Intangibility

The Hero becomes ghost-like and - whilst still visible - can walk through walls etc. They suffer virtually no damage from physical attack whilst in this state. They cannot, themselves, attack whilst intangible.

Grade 1: Whilst intangible, the Hero is considered to have Damage Dividers of 11 vs. both HTK and HTC. These are NOT cumulative with any dividers gained for any other reason. The character cannot be harmed by any attack unless it can reduce these dividers in some way. (See Energy Attack.)

Grade 2: The Hero cannot be harmed by ANY physical attack whilst intangible. In addition, because of their control of their wraith-like state, they can re-solidify partially inside an object or person causing damage to the target.

When attacking a being in this way, the victim takes 1d6 to 4d6 damage at the attacker's choice (reflecting the degree to which they solidify or the amount of themselves that they solidify in their victim). The dice can be split between HTK and HTC but with no more than two dice difference between them. (cf. Energy Attack). This attack needs a strike against Defence Class 6 to succeed and takes 1 Frame but bypasses defence such as Armour, Tough Skin and Force Fields.

The victim then takes the damage automatically for each subsequent Action that the attack is sustained with no further strike roll necessary unless the attack is broken.

Each initial attack and the subsequent automatic attacks may be dodged but not parried. The dodge must be TOTALLY successful to

succeed -"glancing blows" still do full damage. If the dodge is successful, the victim moves away.

For each successive Action that a 'resolidification attack' is sustained, there is a 10% cumulative chance per die of damage that the attacker has become tangible enough to be struck.

There is also a 5% chance per die of the attack backfiring doing damage (1/2 damage) to the attacker. It takes 1 action to become intangible again.

If the attacker is successfully struck, then the attack is broken.

Intuition

This is a subconscious warning mechanism. It will warn the character of any imminent danger to themselves. The character will never be surprised by any attack and can always affect a Combat Response, if they so wish.

Intuition can also be used to give a 'hunch' as to whether an action will be harmful to the character. In this case the referee will secretly roll a d100. 1-90 indicates that the character has had an accurate hunch. Otherwise, they have an inaccurate one or none at all. Intuition gives general warnings: nothing specific.

Invisibility

Characters with this power can become totally Invisible at will. It takes 1 Action to do this, but once done, the character may remain Invisible for as long as is desired without concentration. Becoming visible again takes 1 Action.

While Invisible, the character cannot be seen by normal vision but can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, etc). People with these abilities will know the approximate location of the Invisible character and will usually attack them with a Strike Modifier of -4. Other characters may also attack at -4 if they are able to deduce the location of the invisible character in some way.

Larger

The character is permanently large or giant-size. They can be either **larger** (broader and heavier) or **taller**, which can be decided freely when the character is Rationalised. In either case, they are stronger and can take more damage than normal people.

Grade 1: If the character is **taller**, then they are 50% taller than their original height and 30% heavier. They have 1d6+2 more Strength points, 1d6+2 more Vigour points and consequently an additional die of HTC and HTK for each additional Vigour point that they gained due to their size.

Such characters have a longer stride than normal and move 50% faster than their original Movement rate.

If the character is **larger**, then their weight is increased by 50%. They gain Strength and Vigour as above but do not get any Movement increase. However, they gain +5 on their Pushback Threshold.

Additional Grades: Each Grade represents increases in Height, Weight, Strength, Vigour, HTK, HTC, Movement and Pushback Threshold by an amount equal to that given at grade 1.

Leaping

The character can leap huge distances.

Grade 1: In 1 Action, the character can leap a distance equal to the amount they could normally move in that time - without touching the ground. The character may Leap into Combat gaining a +2 Damage Modifier for that initial attack. The leap must be a move of at least 4 metres. They may choose to deliver double-handed attack at the end of such a leap. (see Combat.)

Grade 2: As for Grade 1, except the character can leap a distance equal to twice their normal Movement rate multiplied by their Strength.

The time taken for the leap is half the time it would take the character to travel that distance on foot. The first and last Actions of such a leap are engaged with taking off and landing. During the other Frames of the leap, the character may engage in other activities.

Headroom is disregarded in the distances given for leaps as it assumed that the character could achieve much the same distance by one powerful low trajectory leap or a series of low trajectory leaps. (If required, the height attained on a maximum distance leap is approximately one quarter the distance).

When leaping to gain height or

reach a higher level, characters can attain a maximum height equal to half the distance they can leap by leaping straight up. Lower heights can be reached anywhere within the leaping range less twice the height desired.

Magic

When Magic is rolled as a Superpower, it immediately costs 1 additional Power Roll.

(Please see the full **Squadron UK** rules for details of this Superpower. Alternatively, disregard and roll again.)

Martial Arts

The character is specialised in hand-to-hand fighting techniques. There are two types: **Oriental Martial Arts** and **Pugilism**.

At the cost of one additional Power Roll, a character with this power may gain the **Judo Throw** (see Combat Responses).

Grade 1: The character has Grade 1 Oriental Martial Arts or Grade 1 Pugilism.

Grade 2: The character may progress to Grade 2 in the type already determined or gain Grade 1 in the other type.

Additional Grades: For each additional Grade, the character may take one extra grade of either type.

ORIENTAL MARTIAL ARTS

The character is skilled in Karate, and the like.

Grade 1: Attacks with a fist or foot are Weapon Class 3 and do penetrative damage of 1d6HTC and 2d6HTK or concussive damage of 1d6+6HTK and 2d6HTC at the player's option, stated before the blow is delivered.

Grade 2: As Grade 1, but the blow can do damage of 1d6HTK and 2d6+6HTC or 2d6+3HTK and 1d6HTC, at the player's option.

The character also gains a Dodge Modifier of +1.

Grade 3: As Grade 2, but the attacks count as Weapon Class 4.

PUGILISM

The character is trained or experienced in boxing or in 'slugging it out'.

Grade 1: Attacks with a fist are Weapon Class 3 and do damage of 1d6+6HTK and 2d6HTC.

In addition, the character can deliver a **Sunday Punch**, taking 1 Action. This gains Strike Modifier of +2 and does 1d6HTK and 3d6+12HTC damage. The character can only deliver one Sunday Punch per opponent and is expected to give a battle-cry when doing so.

Grade 2: As Grade 1, but an ordinary fist attack does 1d6HTK and 2d6+6HTC.

Mass Variation (Other)

The character has the ability to increase (but not decrease) the mass of objects and people. For each full Action of concentration, the target's mass will double. The range is 6 metres.

If the target is intelligent, a successful Mental Attack is needed but the target cannot resist (see **Combat: Mental Attacks**).

At double their normal mass, the victim has half their normal number of Frames per Round, but gains a Damage Modifier of +10 in hand-to-hand combat and +5 to their Push-back Threshold.

At four times normal mass, the victim can neither move nor act in any way and will black out (fall to 0 HTC) unless they roll 1d20 and score equal to or less than their Ego value. They gain a further +5 on their Push-back Threshold.

The same applies when the victim is eight times their normal mass, except they add 10 to the die roll for blacking out and another +5 to their Push-back Threshold.

At 16 times normal mass, the victim blacks out automatically.

Once concentration stops, mass will return to normal at twice the rate it was increased. Victims will regain consciousness (back to previous HTC) once their mass is back to normal.

Mass Variation (Self)

The character has the ability to increase or decrease their own mass.

If mass is increased, taking 1 Action, the characters has half their normal number of Frames per Round, but they gain a Damage Modifier of +10 in hand-to-hand combat. They also gain +5 on their Push-back Threshold.

If mass is decreased, taking 1

Action, the character may traverse fragile walkways or perform similar feats. The character will do the minimum possible damage in any hand-to-hand combat and their Push-back Threshold is reduced to 10.

Precision

This is the unerring ability to choose the right spot to strike in combat, and instinctively grasp the geometry of any objects around. The Precision Power applies to only one attack form that the character has. This should be noted on the Character Sheet.

Grade 1: The character scores a **Critical Hit** on a 19 or 20. For every 1 the character subtracts from their strike roll, to be decided before the die is rolled, the target's dodge, parry, or any other Combat Response roll suffers a Modifier of -1.

In addition, if the Precision attack is ranged (energy or missile), then the character may angle the attack so as to try to strike more than one opponent by bouncing off walls, opponents, etc. depending on the circumstances.

Grade 2: As Grade 1, but the character gets a +5 Damage Modifier for the Precision attack. Also, for every Frame spent 'sizing up' the target, the character gets an additional Damage Modifier of +5.

Probability Manipulation

There are two types of this power: Conscious and Unconscious. The player chooses the most appropriate one when their character is created.

CONSCIOUS PROBABILITY MANIPULATION

(Please see the full **Squadron UK** rules for details of this Superpower. Alternatively, either take the Unconscious form of this power or disregard and roll again.)

UNCONSCIOUS PROBABILITY MANIPULATION

The character is naturally lucky. The power is permanently in operation and requires no thought, concentration or time. The character has a permanent luck percentage of 1d6 divided by 2 (halves rounded down) and multiplied by the character's Ego value.

This 'luck percentage' should be noted down on the Character Sheet.

The character cannot cause

anything in particular to happen, but whenever they would normally receive damage or fall victim to some mishap, they roll 1d100. If the result is equal to or less than their luck percentage, then whatever should have befallen them does not happen for some reason (e.g. the character slipped over at the vital moment, and the bullet whizzed past their ear).

The character's luck roll also applies in other areas. For example, if detecting, the character, if 'lucky', stumbles on the vital clue, etc.

Psi Power

When Psi Power is rolled, it immediately costs 1 additional Power Roll.

(Please see the full **Squadron UK** rules for details of this Superpower. Alternatively, disregard and roll again.)

Radar Sense

Similar to the sonar ability of bats, this permits the character to perceive anything within 40 metres in a 180 degree arc (i.e., they can scan in front or behind, but not both at the same time). Although the ability will allow the character to operate normally and strike with no penalty in pitch darkness or against invisible opponents, etc. it is not infallible. Like vision, it can 'overlook' people or objects in plain view if they are motionless and the character is not concentrating. It can also be 'scrambled' by some sound based Energy Attacks.

One higher grade is available which can allow the character scan 360 degrees.

Higher grades could be available - at the Referee's discretion - which would allow the character to scan at a greater distance.

Reactions

Characters with this power react so fast to whatever avoiding actions their opponents make that all opponents suffer a Modifier of -1 per Grade to their dodge roll or any other Combat Response roll.

Characters with this power also gain a Dodge Modifier of +1 per grade.

Replication

Characters with this power can produce up to five replicas of themselves per day.

Depending on the Rationale of the character, such replicas may have some of the original character's Superpowers and usually have the same HTC, HTK and Attribute scores as the original but Attribute scores of replicas are limited to a maximum of 20.

If this limitation involves Vigour, then the HTC and HTK for replicas must be rolled and noted on the Character Sheet when the character is first generated. All replicas have the same HTC and HTK. Replicas have only 2 Frames per Round.

The character is in constant telepathic communication with the replicas. If a replica is destroyed, or not re-absorbed into the character's body at the end of the day (in which case it will dissipate), the character cannot then form a replacement for one month and loses one fifth of their total HTC and HTK until

Shapechange

The character can exist in more than one bodily form and can change between them using an unusual metamorphic ability. There are two types of Shapechange ability: Freeform and Specific. Players choose the most appropriate.

FREEFORM SHAPECHANGE

Characters with this type of Shapechange can transform into any living creature that is approximately the size and shape of a human being. They do not gain any special characteristics or advantages from the change but keep their own normal Attributes, senses, Movement, attacks, etc. Which Superpowers are retained depend upon the character's rationale.

This form of Shapechange is really little more than advanced **Disguise Skill** (see **Skills**) as the character can Shapechange into a doppelganger of any person, indistinguishable from the original. However, they must have good knowledge of or be able to see the person they are copying.

It takes 1 Action to change shape from one form into another.

SPECIFIC SHAPECHANGE

The character has one or more specific shapes into which they can change other than their normal human form. The exact number of shapes is limited and each form has its own attributes and powers. This is often

used to change from an ordinary unpowered human into some form of Superpowered being.

The character can have one form with all the character's Superpowers, or the Superpowers split between different forms. Thus the limit on forms is the number of Superpowers that the character has other than Shapechange. The different forms must be specified initially for the character.

It takes 1 Action to change shape from one form into another.

If this version of Shapechange is selected it does not use up a Superpower Roll. (It is "Free"). It may NOT be selected, in this form, if the players rolls "choose a power" on the Superpower table.

Shrink

The character has the ability to reduce in size to the size of an insect. In this form, the character is virtually invisible and will be overlooked by enemies until the character attacks or is detected in some way. Opponents may then attack the character but suffer a Strike Modifier of -3 due to the character's small size.

Any damage done by the character is the minimum possible and the character's Movement is reduced to 1 metre per Frame while shrunk unless they have any Superpowers or abilities that would operate normally while shrunk. This should be specified in the character's description when the character is Rationalised.

When shrunk, the character's Push-back Threshold is reduced by 10.

The character, by reversing the Shrink process, may 'Grow' into Combat gaining a Damage Modifier of +4 for that initial attack only. They may choose to deliver a double-handed attack at the end of such a growing action. (see Combat.)

Sidekick

The character has a Sidekick of some description who is the character's ally and helper.

The nature of the Sidekick should be determined during Rationalisation depending on their powers. They can be anything from human to alien.

Grade 1: The character has a

Sidekick who has 2 Frames per Round. They are created like a normal character (i.e. Strength, Ego, Vigour, Dexterity, HTC and HTK, and Movement) except that their attributes are generated using 3d6. The Sidekick has one Superpower, which must be deducted from those rolled by the Hero and transferred to the Sidekick.

Grade 2: The Sidekick has 4 Frames per Round. They are created like a normal character using the best 3d6 out of 4 for attributes. The Sidekick has two or more Superpowers or grades of Superpower, which must be deducted from those rolled by the Hero, and transferred to the Sidekick.

Skills

Players should invent their own skills. There are a few suggestions below.

There are two types of skill. "**Minor**" skills are those which do not have a direct effect in a combat situation and which are not as useful as Advantageous Backgrounds. Examples of these are:-

Computer Knowledge
Disguise
Escapology
Locksmith
Pilot
Surgeon
Ventriloquism
Vocal Mimicry

The effects of most of these skills are self-evident. A character with a skill should be assumed to be a master of that skill, the sort of person who is able to teach others or can be called into court as an expert witness.

"**Major**" skills have a direct effect upon combat. Three of these are:-

Hide in Shadows: A character with this skill will automatically be overlooked by enemies when standing still in the dark or in. The chance of seeing a character who is using Hide in Shadows to move is 50% - 10% per 2m of distance.

They can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, etc). Opponents who ARE aware of them attack with a Strike modifier of -3.

Gymnastics: A character with this skill is a natural Gymnast.

The character gains a Dodge Modifier of +1.

The character may Swing or Somersault into Combat gaining a Damage Modifier of +2 for that initial attack only. The somersault or swing must constitute a move of at least 4 metres. They have the option of delivering a double-handed attack at the end of the move. (see Combat.)

Stealth: The ability to move in total silence. If the character attacks from behind or is out of sight for some other reason, their target can make no Combat Response to an attack they make.

For each grade of Skill the Hero possesses they may have **two minor** skill powers or **one major** skill.

Solidify

Characters with this power can concentrate so that their body becomes hard and impervious to all physical damage. It takes 1 Action to solidify the body in this way and, once this is done, the character cannot move at all. To remain solid requires concentration and can only be maintained for a number of Rounds equal to the character's Ego value. Once a character has 'unsolidified', they cannot resolidify for 5 Rounds.

Speed

A character with Speed moves faster than most people can think.

Grade 1: The character can move and manoeuvre at up to twice their original Movement rate in combat situations.

In long, relatively, straight movement, they can reach a maximum speed of 3 times their original Movement rate.

If they so wish, they are always the first on their side to move or act regardless of Dexterity. They are still bound by the roll for Initiative at the start of the Round.

They still only have 4 Frames per Round but they do have the option of breaking down their Movement into 1/2 Frames. Thus in 1 Action (2 consecutive Frames), a character with Speed could move for a 1/2 Frame toward an enemy, punch them (1 Frame) and move away for another 1/2

Frame.

The character may Charge into Combat gaining a Damage Modifier of +4 for that initial attack only. The charge must constitute a move of at least 4 metres. They have the option of delivering a double-handed attack at the end of the move. (see Combat.)

The increased Speed only applies to ground based Movement, though characters with Speed and Flight can still split their Movement into 1/2 Frames while flying.

The character also gains a Dodge Modifier of +3.

Additional Grades: for each additional Grade, the character doubles their movement from the previous Grade. Thus Grade 2 is 4 times the character's original Movement for manoeuvring in combat with a maximum travelling speed of 6 times, Grade 3 is 8 and 12 times, etc. No matter what Grade the character has, Movement can never be split to less than the 1/2 Frame option and no additional dodge bonuses accrue.

Strength

The character has Strength to a degree undreamt of by normal mortals.

Grade 1: The character gains 1d10+10 points of Strength. The character gains the Damage Modifier of +1 for each Strength point above 15 and, possibly, Damage Dividers as described in Character Attributes Strength.

The character has the Combat Response option of standing firm (see Combat Responses). When standing firm, they add 5 to their Push-back Threshold.

Additional Grades: for each additional Grade, the character gains 1d6+6 Strength points and corresponding Damage bonus and any Damage Dividers.

For each additional Grade, the character gains +5 on their Push-back Threshold when they institute the stand firm Combat Response.

Stretch

Characters with this power have the ability to deform their body in some way.

Grade 1: The character can Stretch both arms and legs up to 6 metres and can deform their body so that Concussive attacks do less damage. If such a character elects to dodge a Concussive attack, then any HTK and HTC damage from that attack is automatically divided by 2 - whether the dodge succeeds or not. Glancing blows are calculated before damage is divided.

Grade 2: As Grade 1, but the character can deform their entire body to an extreme degree. They lose 1HTC for every 5 metres over 20 metres that they Stretch.

Stunner

This is usually a weapon that fires an energy beam. It is Weapon Class 3 and has a range of 20 metres.

Stunners do 3d6HTC damage whenever they strike modifying the target's Damage Dividers by -2 each. In this case the stunner is parried as if it were an energy attack.

Teleportation

Characters with this power can instantly 'transport' themselves and anything they are carrying from one place to another in the blink of an eye. This is tiring and can be risky. The exact cost depends on the Grade of Teleportation that the character has.

Grade 1: The character loses 1HTC for every metre Teleported. If the character wishes to carry any passengers or objects of equivalent weight, the cost doubles up for every passenger carried (that is double for the first passenger, quadrupled for 2 passengers, 8 times for 3 passengers, etc). In addition, the character takes half this amount in HTK as well, and any passengers take half the amount in HTC.

Teleporting straight up costs double the usual amount of HTC.

Teleporting 'blind' into an area which the character cannot see (and of which they have no knowledge) is risky. There is a 1% chance for every 2 metres Teleported that they will materialise partially in something and take 5d6HTC and 5d6HTK damage. If the character knows the area being Teleported into, or it is clear, there is no risk. Similarly, if the area is full of solid matter, the character will die.

Grade 2: As Grade 1, except that the character loses 1HTC for every 2 metres Teleported up to a maximum cost of 20HTC points for any distance over 40 metres. Maximum range is 800 metres.

Grade 3: As above, except that the character loses 1HTC for every 4 metres Teleported up to a maximum of 15 HTC for any distance over 60 metres. Maximum range is 3000 metres.

Tough Skin

The character has a superhard skin. A Tough Skin of Grade 2 or better precludes the character from athletic abilities and from having Agility.

Grade 1: The character has Tough Skin giving Defence Class 4 with the corresponding Damage Dividers of HTK/3 and HTC/2.

Grade 2: The character has Tough Skin giving Defence Class 3 with the corresponding Damage Dividers of HTK/4 and HTC/3. The character cannot dodge. However, they take no HTK damage from any WC0, WC1, bullet and knife attacks.

Additional Grades: For each additional Grade, the Defence Class is decreased by 1.

Vehicle

This power is "free" and does not use up any power rolls. Only characters that have rolled this Power would typically use a special vehicle during the game. The player must detail the vehicle and must transfer one or more of their Superpowers to the vehicle. (A flying vehicle may only be obtained if the character has rolled "Flight".) This power cannot be selected if the player rolls to "choose" a Superpower.

Vigour

The character gains 1d6+6 Vigour extra points per grade of the Power. This will normally increase the character's recovery rate.

The character gains 1d6 of HTC and 1d6 of HTK for each of these additional Vigour points.

Such a character could run hundreds of miles without resting, hold his breath under water for hours, etc.

Wallcrawling

The character can walk on walls and ceilings without handholds and, in normal circumstances, with no chance of falling.

Weaponskill

The character is skilled in the use of one particular weapon of the player's choice. Weapon types are detailed in the Combat: Weapons section.

Grade 1: The chosen weapon, whether a melee or missile type, does the normal damage for the weapon type, and strikes in the normal time for that weapon. In one mode of use only (either Melee or Missile, chosen when the character is first generated), the character's attacks with the weapon are Weapon Class 4.

A Shield has three modes of use: Defence (parry), Melee and Missile. If the chosen weapon is a Shield, then the first mode chosen must be Defence.

Shields can be either one-handed or two-handed concussive weapons depending upon the type chosen when the character is created.

If a character has Weapon Skill with a shield in defence mode any attacker strikes with a Modifier of -2 so long as the shield can reasonably be said to be in the way. (For example, shield would not logically be in the way if the attack were from behind.)

This Modifier is automatic regardless of whether character elects to parry the attack or not. However, it is also easier to parry when using a shield with Weaponskill. The Shield parries an amount of damage equal to the damage it would do if used as an offensive weapon (ie. One-handed or Two-handed concussive damage).

Grade 2: As Grade 1 but with a Damage Modifier of +2 in the chosen mode if the weapon is a One-Handed type, or +5 if it is a Two-handed type. OR the chosen weapon can be used in two modes, striking at Weapon Class 4 in both modes.

Grade 3: As Grade 1 but with a Damage Modifier of +5 in the chosen mode for One-Handed Weapons, or +10 for Two-handed Weapons.

Alternatively the chosen weapon can be used in two modes, striking at Weapon Class 4 and with Damage Modifiers as detailed in Grade 2 in both modes.

OR, if the chosen weapon is a Shield, then it may strike as Weapon Class 4 in all three modes.

Weather Control

The Hero has control over a number of meteorological phenomena.

Grade 1: The character can control winds. A gale can be summoned within a 20-metre radius. Anyone caught within it moves at half speed and fights at with a Strike Modifier of -2.

The gale takes 1 Action to summon and the character must concentrate for 1 Frame per Round thereafter to maintain it. If not maintained, the gale dies in 1 Action.

If there is already a natural gale blowing, the character can reverse the process and stop the gale. Stronger winds can be reduced accordingly.

Grade 2: The character can cautiously manipulate all weather phenomena.

A **gale** can be summoned as above, except that for every extra Frame spent maintaining it, those within it have their Movement rate reduced by 1 metre and receive a further Strike Modifier of -1.

A **fog** can be summoned as for the gale, but this has the effect of blinding instead of slowing.

Those within it, with normal vision, receive a Strike Modifier of -2.

A **tornado** can be formed. It acts as a **1d6 Personal Force Shield** (see **Force Fields**).

A **rainstorm** can also be summoned which can douse fires, etc.

The character can only have one of these effects in operation at any one time.

All these effects are for weather in the open air. The character could not make it rain, for example, inside a room.

If any of the above conditions are prevailing naturally, then the character can reverse the procedure, stilling winds, clearing fog, etc.

Grade 3: The character has total command of the weather and can use any or all of the above effects without restraint. The character could make it rain, for example, inside a room.

Section 3 Advantageous Backgrounds

If the player reserved one (or more) power rolls and these were not used to get Superpowers, then they may be used at buy **Advantageous Backgrounds**.

The player may freely select one Advantageous Background per reserved power roll but should choose one that is compatible with the Superpowers they have rolled.

Some possible choices are:-

Brilliant Scientist - Chemical

The character is capable of conducting innovative chemical/biological research and development.

They have an initial Material Resource Level of 8.

Brilliant Scientist - Mechanical

The character is a mechanical genius and is capable of totally innovative design and development work, such as designing gadgets and special equipment. They start with an initial Material Resource Level of 8.

Contacts - Criminal

The character has strong connections on the street and in the underworld and starts with an initial Contacts Rating of 10.

Contacts - Government

The character has powerful contacts in the government and/or other official organisations and starts with a Contacts Rating of 10.

Immortal

For some reason, the character is 'immortal' and will never die from natural causes (old age, disease, etc), though they can still die of unnatural causes (such as being caught in a Nuclear Explosion). The player can select one Minor Health Superpower to accompany this Advantageous Background.

Previous Training

The character has engaged in some type of intensive training during their formative years. For each grade of Previous Training, the character gains an additional two attribute points to be distributed between Ego, Strength, Dexterity or Vigour as the player

wishes. Alternatively one or both points may be used to buy a Minor (1 point) or Major (2 points) Skill.

Previous Training is the only Advantageous Background that may be selected more than once for the same character.

Rich - Industrialist

The character is a rich, famous, business person in private life. They have an initial Financial Resource Level of 8.

Rich- Inherited

The character features regularly in newspaper and magazine society and gossip columns. They spend no time working and thus gain an extra 1 DUP per week. They have an initial Financial Resource Level of 8.

Section 4 Combat

Time

Combat is played out in **Rounds**. In each round characters on both sides will be performing a variety of activities.

Each character in the combat has a certain number of **Frames per Round** in which to act.

A Round comprises all the Frames of all the characters involved - each Frame representing a single comic-book picture panel.

Virtually all superpowered characters get 4 Frames per Round

Minor Supervillains and some Thugs and animals get 3 Frames per Round

Most non-superpowered characters get 2 Frames per Round.

Characters with only 2 or 3 Frames per Round use them in the last 2 or 3 Frames, respectively, of their sides turn.

They can do nothing in the first Frame(s).

Actions

Some uses of Superpowers and other significant activities are defined in terms of **Actions**. An Action takes **2 consecutive Frames** of the character performing the Action and must not be interrupted by the Frames of other characters.

Initiative

To decide who goes first, two ten sided dice are rolled: one by the referee for the villains - the other by one of the players for their side. If the numbers rolled are equal, then both sides roll again. The side with the higher score is the winner.

The winning side receives some of their Frames before the opposition can act.

The number of Frames is determined by the initiative die rolls. The lower score is deducted from the higher.

These are the results:

Result	Winning Side Get
1 or 2	1 Frame
3 or 4	2 Frames
5 or 6	3 Frames
7 or more	4 Frames

The winners will act first in the Frames won by the initiative die roll. The opposition will then have all of their Frames in which to act. The winners will then have the remainder of their Frames.

If the winners had an initiative of 1 or 3 Frames, the odd Frame may be delayed by any individual character who wishes to do so, until after the opposition have acted. No more than one Frame can be delayed in this manner. (This is to allow characters to perform complete Actions.)

A Round can thus be seen to be in three parts:

1) The side that won the initiative acts first in the Frames won by the initiative die roll.

2) The opposition then have all their Frames for the Round.

3) The winners of the initiative then have any Frames that they have remaining in that Round.

Order of play

When it is their turn to act, each side acts in order of **Dexterity**, the character with highest Dexterity going first.

Sometimes a character may have a Superpower that enables them to act first on their side regardless of their individual Dexterity (e.g. SPEED).

Co-ordinated Actions

Experienced characters may delay their frames until after a teammate - with whom they are familiar - has acted. This simulates teamwork. Only characters who regularly adventure and train together may exercise this option.

Characters who are unfamiliar with each other's style of fighting must act in strict order of Dexterity for most of the combat.

Activity Times

1/2 Frame: Only characters with the **Speed** superpower can use a 1/2 Frame. The 1/2 Frame can only be used for Movement.

1 Frame: Any character can: Move up to their Movement value or attack with fist/foot/One-handed Weapon or use any Superpower effect stated in the power description as taking 1 Frame or use any Combat Option stated as taking 1 Frame or perform a simple activity such as lifting an object, shouting instructions, smashing open a door etc. Only those weapons categorised as One-handed (see Combat: Weapons) - such as Fists and Feet - can be used in 1 Frame.

2 Frames (1 Action): Any character may: Move up to twice their Movement or use any Combat Option, Weapon type, Superpower (eg. Energy Attack, Magic Spell, Missile or Two-handed Weapon type) and the like not specified as taking 1 Frame. Unless otherwise stated in the Superpowers section, all uses of a Superpower take 1 Action.

Powers that must be 'switched' on will usually take 1 Action to do so. Powers that are permanently 'switched on' will take no time to activate.

Responding to an Attack

During combat, a character that is attacked has the chance to respond immediately to that attack by dodging, parrying or affecting some other response as described in section on Combat Responses. These responses can be carried out immediately but use up some of the responder's future Frames in advance.

Future Frames can only be used in advance for Combat Responses, not for attacks or any other activity. Frames from the next Round can be used up in advance. At most, a character can only use up in advance their remaining Frames for the current Round plus all their Frames for the next Round.

	Description
0	Non-superpowered characters with improvised weapons or none at all.
1	Non-superpowered characters with a weapon with which they have some expertise.
2	Superheroes/villains with an attack form that does not come into any other category (e.g. fist).
3	Various superpowered attacks as detailed in the power descriptions (e.g. MA Grades 1 and 2, Energy Attacks)
4	Various superpower attacks as detailed in the power descriptions (e.g. Weapon skill, Oriental MA Grade 3)
5	Power Improvements through training etc. (Rare)

Surprise

Any character who is totally unaware of an opponent's presence AND location (cannot see or detect them in any way and has no knowledge of where they are) when an attack is launched at them by that opponent, will be surprised by that attack. Any character that is surprised by an attack cannot make any Combat Response to that attack.

A surprise attack, even if it misses, will then make the target aware of the attacker's presence (and, probably, location depending on the circumstances).

Ambush

In situations where everyone on one side of the combat surprises everyone on the other side, the side performing the ambush may choose ONE of the following options:

Either the attacking side all get 2 Frames to act before the first initiative dice are rolled

Or it is assumed that the first initiative dice have been rolled and the attackers have won by 4 Frames.

Resolving Physical Attacks

To resolve an attack in Physical Combat, **1d20** is rolled by the attacker to determine whether the attack strikes or not. This is called the strike roll.

They add the **WC (Weapon Class)** of their character and the **DC (Defence Class)#** of the target. Any **Strike Modifiers** are added or subtracted.

Defence Classes of 1-5 are struck as if they were Defence Class 6. That is, at least 6 is always added to the Strike die roll for Defence Class.

If the total is **equal to or greater than 18**, then the attack has been successful. If the total is lower, then the attack has failed.

An unmodified strike roll of 20 is a **Critical Hit**; an unmodified roll of 1 is a **Critical Miss**. These are detailed later.

If the strike is successful, the target may then elect to use a **Combat Response**.

If the strike is successful, and the target chooses not to respond or fails in an attempted Combat Response, then **Damage** is done to the target.

Weapon Class

This measures the power/accuracy of the different attack forms and is rated on a scale of 0-5. What each Weapon Class (WC) represents is detailed on the table below.

Weapon Classes of the various superpowered attacks are given in the Superpower descriptions. If none is given then the attack is Weapon Class 2.

If in doubt, the Weapon Class of attacks by Thugs and ordinary human beings is WC: 0. The default Weapon Class of attacks by Heroes and Villains in WC: 2.

Defence Class

This is detailed in the Defence Class table in **Chapter 1: Character Generation**.

Note: If the DC of the target is DC 1-5, then add 6 to the Strike Roll instead of the DC. DC's 1-5 are not any more difficult to strike than DC6, just harder to penetrate. This is represented by their damage dividers.

Critical Hits & Critical Misses.

Whenever an unamended strike roll of 20 is made (that is the natural roll of the dice without Strike Modifiers), the character that made the roll has scored a **Critical Hit**.

Whenever an unamended Strike roll of 1 is rolled, the character that made the roll suffers a Critical Miss.

Whenever a non-superpowered person rolls a Critical Miss, they lose their next Action. (They fall over, their gun jams etc.)

Whenever a non-superpowered person scores a Critical Hit, then any Combat Response by their foe will use up Frames in advance as normal even though the attack was WC0 or WC1 (see Combat Responses).

Whenever a Critical Hit strikes a non-superpowered person, they are automatically rendered unconscious if the attack does more HTC than HTK. They are killed/technically dead if the attack does more HTK than HTC (see Determining Damage).

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

Whenever a superpowered character scores a Critical Miss or a Critical Hit against a superpowered opponent, 1d10 is rolled and the result compared with the relevant table (above).

Any damage that results from a critical hit is in addition to any other damage done by the attack.

A Combat Response may be made to an attack that scores a Critical Hit, but the type must be specified by the victim *before* the effect of the Critical Hit is rolled. If the Critical Hit modifies their Combat Response, then it is taken into account.

Otherwise, if the Combat Response results in no damage whatever being sustained from the attack, then the Critical Hit is also avoided and has no effect.

If the result rolled for a Critical Hit or Miss is totally inappropriate to the situation, it has no effect.

The Referee can always choose not to roll on the table but to select or invent an appropriate outcome if the situation requires it. If the characters are fighting on a cliff-top, for example, it doesn't take a lot of imagination to work out what has happened if one of them rolls a critical miss.

Strike Modifiers

Strike Modifiers may be gained from Dexterity and Superpowers (see Chapters 1&2 above). They can also be gained from circumstance:

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

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

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

** The Referee evaluates to what extent the target is concealed and the protection (Defence Class) afforded by the cover. Attacks which miss only because of the Strike modifier due to cover MAY be powerful enough to blast through the cover. This is dealt with below in the section on **Damage**.

With the exception of the two marked **, all modifiers are cumulative.

Combat responses

There are various Combat responses that superpowered characters can make to attacks, though they may choose to use none.

Only superpowered characters can make a Combat Response.

Characters cannot respond to an attack that surprises them.

Most Combat Responses use up the character's immediate future Frames in advance up to a maximum of those remaining in the current Round and all those of the next Round.

A character may normally elect to use only one of the following types of Combat Response at any one time.

Free responses

All superpowered characters may make up to four Combat Responses in one Round against any Weapon Class 0 or 1 attacks at no cost in future

Frames. Any additional responses to such attacks in the Round will cost 1 future Frame per additional response. The response times given in the details of the Combat Responses apply only to attacks other than Weapon Class 0 or 1.

Dodging

In between a blow striking and the Damage it does being determined, a character may elect to dodge. Dodging whether successful or not, takes as long to perform as attack being dodged. Frames used to dodge are deducted from the character's future Frames.

To dodge, the person controlling the character rolls **1d6 adds** their **dodge modifier** and **subtracts** the **WC** of the attack. The referee may add additional modifiers depending upon circumstances. Possible results are:

Glancing blows: The total damage done by the attack to both HTK and HTC is calculated. This is then halved and half is subtracted from the damage done, coming off HTK first. ie. if the

Result	Effect
1 or less	Total Failure to dodge.
2-4	Glancing Blow: see below.
5-6	Glancing Blow: or Successful dodge which uses up an additional future frame (character who is dodging can choose which)
7 or more	Successful Dodge: No damage whatsoever is sustained.

attack scores more HTC than HTK, a glancing blow will completely cancel out the HTK damage.

Notes:

i) Characters with Defence Class 1-3 cannot Dodge.

ii) When a character attempts to dodge a hand-hurled missile, the dodge suffers a Dodge Modifier of minus one-fifth the Size of the object (rounded down) according to the Table in Combat Options.

Glancing Blows from these large objects still inflict half damage but are considered to knock the victim clear of the object.

Parrying

In between a blow striking and the damage it does being determined, a character may elect to parry. This means that they attempt to strike the oncoming attack with an attack form of their own. A catch is simply the parry of a missile attack by using a fist attack. (The "damage" done by the parry must exceed that done by the missile attack for the catch to succeed.)

It takes as long to parry an attack as the attack itself takes. Frames are deducted from the immediate future Frames of the character parrying, regardless of whether the parry is successful.

To parry, the player controlling the character must make a **d20** strike roll for whichever attack form they are using to parry. Any **Strike Modifiers** are counted as normal (see Strike Modifiers). (This will be extremely rare, as most of the modifiers will be inapplicable.)

Cross-index the type of attack being used to parry with the type of attack being blocked on the appropriate column in the Parry Table. Factors such as Weapon and Defence Class have already been factored in. The table will give the score that must be equalled or exceeded with the strike roll for parry to be successful.

If a melee attack is successfully parried, the damage that the parried attack would have normally inflicted is determined (See Damage). The character parrying rolls the damage as normal for the parry as though it were an attack.

The total for HTC and HTK is then combined. This grand total is then deducted from the damage that the parried attack would have done, being subtracted from HTK first. The parrier sustains any surplus damage from the attack being parried; any surplus from the parry is ignored.

If a Hand-hurled Missile Attack is successfully parried by an equal or larger sized hand-hurled Missile, then there is no damage whatsoever (ie., the missile has been diverted from its course or exploded in mid-air).

Attack Mode								
Melee					Missile			
Parry Mode	WS	MA3	MA	Oth.	WS	HH	LP	HP/EA
WS (Shield)	6	6	5	4	6	4	5	8
WS (Other)	7	7	6	5	7	5	6	X
Melee	MA3	9	8	7	6	9	7	8
	MA	10	9	8	7	10	8	9
	Other	14	14	13	9	15	13	14
WS (shield)	X	X	X	X	7	5	6	7
WS (other)	X	X	X	X	7	5	6	X
Missile	HH	X	X	X	X	11	9	10
	LP	X	X	X	X	11	9	10
	HP/EA	X	X	X	X	8	6	7

Parry Table

This will be a rare occurrence. Otherwise, the parry is resolved in the same manner as for Parry of Missile Attack by Melee Mode.

If the successful parry of a Missile Attack is made by using a Melee mode, then the damage is usually reduced as described for Parry of Melee Attack.

There are a number of exceptions to this:-

If the attacker had hurled an object (for example, the corner of a building) and the target successfully parries, and in doing so does more HTK than the entire hurled object can take, then it shatters and does no damage whatsoever.

ii) if the character parried with a fist attack form, they can elect to have caught the hurled object so long as their Strength is sufficient to throw the object (see Combat Options: Throwing) and the "damage" done by the parry exceeds the damage done by the attack.

iii) If the Missile Attack is a large, hand-hurled missile, the target may attempt to parry only the section that would hit them by using the HTK of parry to destroy that section. Depending on circumstances, they may avoid any damage whatsoever. The size of the hole that they blast is determined by the HTK inflicted by the parry according to the destroy column on the Pushing, Lifting, Throwing & Tearing Off/Destroy Table (see Combat Options). The parrier blasts a hole in the object, such that the hole lands on them. They may still then have to spend time extricating themselves from the object. Also, depending on the size of the hole, they may be able to protect others nearby.

A missile attack form cannot be used to parry a melee attack.

Energy Attacks (and similar) and Heavy Projectiles can only be parried by an Energy Attack (or similar) or Weapon Skill with a Shield in either Defence Mode or as a missile.

Parrying with an object.

If the character chooses to put an object (such as a paving slab) between themselves and any attack, including Energy Attacks, and the parry succeeds (use the Light Projectile attack mode column for Energy Attacks in this case), the object will provide a degree of cover depending upon its size. This will produce a strike modifier - as given in the table above - which will retroactively affect the strike roll. If this causes the attack to miss, the object counts as cover (see Damage below). The object being used for the parry will absorb a certain amount of HTK damage before it is destroyed. (See Objects). The character will sustain any remainder of the attack's damage.

Standing firm

Only characters with **superstrength** (or similar) can adopt this option which is used to prevent the likelihood of any pushback (see Damage: Push-backs).

After a strike has been scored on the character, but before damage dice are rolled, the character may elect to stand firm. This then increases their Push-back Threshold by +5 per Grade of Superstrength that the character has. Thus if they were Grade 2, they could raise their Push-back Threshold by +10 when standing firm.

Standing firm takes no time and therefore uses up none of character's future Frames.

Judo Throw

Only characters with Martial Arts who elected to take the Judo Throw option may use this Combat Response.

The Judo Throw may be accomplished if the character attempting it has just been attacked in melee whether the attack succeeded or not.

Judo Throw Table:

Total Rolled	Effect On Opponent
3	Throw fails
4	Throw fails
5	Thrown and lose their next Frame
6	Thrown and lose their next Frame
7	Thrown and lose their next Frame
8	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
9	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
10+	Thrown, lose next two Frames and take 2d6HTC and 1-3HTK

To attempt the Judo Throw, they must declare their intentions and then roll to grab their opponent (see **Resolving Grabs**). If the grab is successful, then the actual Judo Throw may be attempted: the thrower rolls **1d6** and adds **TWICE their Martial Arts grade** and adds or subtracts any **Strike Modifier** due to Dexterity (see **Character Generation: Basic Attributes**). To determine the result, check the total on the Judo Throw Table.

If both the grab and the throw succeed, the Martial Artist takes no damage from the attack. If either the grab or the throw fails, they take full damage.

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

Any characters who are thrown lose the frames noted above and must

Type	Damage	Examples	Weapon Damage
One-handed Concussive	2d6HTC; 1d6-6HTK	Fist/Foot, Cosh/Club/Blackjack, Shield, Weapon Haft, Gun/Rifle Butt, Bull-whip (Range4m; -2 to strike; can grapple)	
Two-handed Concussive	2d6+6HTC; 1d6HTK	Sledgehammer, Quarterstaff, and Baseball Bat, Large Object used as Club	
Hand-Hurled Concussive	2d6+3HTC; 1d6HTK	Any Object, Billy Club, Shield, Discus, Boomerang; Special Notes: All hand-hurled missiles do the above damage: Damage Modifiers (for Strength, etc) only apply to those weighing 1 kg or more.	
One-Handed Penetrative	1d6HTC; 2d6HTK	Knife/Dagger, Claws, Fangs, Ice-Pick, Hand-Axe, Broken Bottle	
Two-handed Penetrative	1d6HTC; 2d6+3HTK	Sword, Large Axe, Pickaxe, and Spear	
Hand-Hurled Penetrative	1d6HTC; 2d6+3HTK	Knife/Dagger, Broken Bottle, Throwing Axe, Spear/Javelin Special Notes: All hand-hurled missiles above damage: Damage Modifier (for Strength, etc) only apply those weighing 1 kg or more.	
Light Projectiles	1d6+3 HTC; 2d6+3 HTK	Pistol, Shotgun/Rifle, Arrow/Crossbow Bolt, SMG/Assault Rifle (Dodge at -1), Laser (WC2, dodge at -2, parry as Energy, -1 to both damage dividers), Blaster (WC2, parry as Energy Attack, -2 to damage dividers, Damage can vary.)	
Heavy Projectiles	2d6+3 HTC; 3d6+3	HTK Bazooka, Rocket, Shell Special Notes: All Heavy Projectile Weapons are dodged at -3; parried as Energy Attack; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.	

spend an additional frame to stand up at some time.

Using Superpowers

Characters can only use their Superpowers as a Combat Response to avoid damage from an attack if they have practised it as a Superpower Refinement in a Campaign (see Campaigns).

This is not a dodge or parry, but the specific use of a character's Superpower in combat to avoid damage.

Avoiding attacks in this manner will usually use up 2 Frames in advance, but this may vary depending on the time for the normal use of the Superpower.

When avoiding an attack in this way, the character must roll **1d6**, add the **IPP Rating** of the Superpower Refinement (see **Campaigns: Refinements of Current Powers**) and then add **1-3** (determined by the Referee depending upon the effectiveness of the response in the circumstances). If the total is 7 or more then the Combat Response was successful.

Most such Combat Responses totally avoid damage.

Other Combat Responses

These will occur in different circumstances. It is up to the Referee to determine how likely the character is to succeed.

If a character is successful in making a Combat Response of this nature, it will usually cost the character 2 future Frames depending on the type of response and the circumstances.

Damage

Whenever a successful strike is made, damage is done to the target. Damage is usually done to both HTK and HTC.

The damage inflicted by the various superpowered attacks is detailed in the Superpowers section. Other attacks, such as grapples and those by a weapon type, are detailed with the damage they inflict in the following sections.

Damage from Attacks

Only those superpowered characters whose Superpowers specified a weapon may have one. Most heroes attack using bare hands or superpowers

Any character may hurl an object during combat so long as their Strength is sufficient.

(See **Combat Options: Throwing**).

Attacks and weapons are divided into different categories. There are primarily **Concussive**, **Penetrative** and **Projectile** Attacks.

The Concussive and Penetrative groups are further divided into **One-handed**, **Two-handed** and **Hand-hurled**.

Projectile Weapons are all mechanically fired and are subdivided into **Light** and **Heavy**. Each grouping does standard damage for that type, but individual weapons may carry a dodge penalty, be parried differently or affect Damage Dividers. The categories are listed below with the standard damage for each type, along with different examples of each type and any notes on dodging, parrying or Damage Dividers.

Attack Notes

One-Handed Weapons take 1 Frame to strike. All other weapon types take 1 Action.

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

Shields

Shields are weapons, which can be used in defence. Thus they can be used in three modes: melee, missile, and defence.

Shields can be either one-handed or two-handed concussive weapons depending upon the type chosen when the character is created.

If a character has Weapon Skill with a shield in defence mode any attacker strikes with a Modifier of -2 so long as the shield can reasonably be said to be in the way. (For example, shield would not logically be in the way if the attack were from behind.)

Type	Example	Range	Notes	Weapon Ranges
Hand-hurled missile weapons which are also balanced for Melee Combat	Billy-clubs or shield	10 m.		
Hand-hurled missile weapons which are designed only to be thrown	Boomerangs, javelins	20 m.	For each full 5 points of Strength that the thrower has above 15, (or, for objects size 4 or greater, for each full 5 points of Strength above what is required to Throw them), 2 metres may be added to the normal range.	
Light projectile Weapons	Guns	100 m.	No Damage Modifier of the firer (for Strength, etc)	
Hand-drawn weapons	Bow and arrow	40m	For each 5 points of Strength the firer has above 15, the normal range is increased by 2 metres.	
Heavy projectile Weapons	Howitzers	Huge	Most are explosive types. On Impact they will detonate as an Energy Attack with area pattern (i) (a square measuring 6m by 6m.)	

This Modifier is automatic regardless of whether character elects to parry the attack or not. However, it is also easier to parry when using a shield with Weaponskill. The Shield parries an amount of damage equal to the damage it would do if used as an offensive weapon (ie. One or Two-handed concussive damage).

Damage Modifiers

Characters may have Damage Modifiers as stated in their Superpower and Attribute descriptions.

All Damage Modifiers are cumulative and may normally be added to either HTC or HTK damage or divided between the two in any way at the discretion of the person controlling the character inflicting the damage.

A Bonus (but not a Penalty) can be only partly used or, even, not added on at all if the person playing the character wants the character to 'pull their punches'.

Damage Dividers

Some Superpowers and the better Defence Classes give a Damage Divider. This reduces the damage received as follows.

First, the HTC and HTK damage the character or object should take is determined, including any Damage Modifiers. The total HTC damage is

then divided by the target's HTC Divider.

Similarly, the HTK damage is divided by the target's HTK Divider. All fractions are rounded down. The result is the damage actually taken in each area.

A damage divider only works if it is a total of 2 or greater. If the Damage Divider is 1 or 0, then it has no effect.

Some attack forms reduce the target's Damage Dividers, for example,

an Energy Attack (or similar) reduces both the target's HTC and HTK Damage Dividers by 2. These are detailed in the description of the particular Superpower or weapon type (see Weapons).

Note: Low Defence Classes give immunity to damage from certain types of attacks. See the individual Superpower descriptions for details.

Push-backs

The basic Push-back Threshold for superpowered character is 20HTC. Some characters have a higher Threshold due to a Superpower (e.g. Growth and Larger). Any attack, other than grapple, which strikes the character and does more HTC damage than the character's Push-Back Threshold will drive the victim backwards. This still occurs even if the attack has been successfully parried (by a melee mode) or affected by Damage Dividers or a Force Field.

For every 5HTC, or part thereof, above the character's Pushback Threshold done by the attack, the victim is driven back 2 metres. If the victim is driven back into a solid obstruction such as a wall, then they take a further damage. Also the push-back will continue through an object, such as a door wall, as follows: for every 4HTK of the object, subtract 2 metres from any remaining push-back: if there is still any distance remaining, then the victim has ploughed through obstruction and will continue for that remaining distance. The character takes 1d6 HTc for each 2m. subtracted from the pushback.

When a character has suffered a push-back, they must roll 1d20 with a Modifier of +1 for every 2 metres of the

push-back. If the result is higher than the character's Dexterity, then character has fallen over as a result of the push-back and must take 1 Frame to get up.

An attack that causes push-back can cause characters to fail in feats that they can normally perform with no chance of failure. For example, characters with Agility, Gymnastic Skills, Wallcrawling, etc, can be knocked from their perch by a push-back. For the purposes of falling over as a result of a push-back, characters with Superpowers of this nature are assumed have a Dexterity of 21.

Falls

The damage suffered by a character who falls from a height is 1d6HTC and 1d6HTK for each complete 5 metres of the fall to a maximum of 20d6HTC and 20d6HTK (terminal velocity).

This is for an uncontrolled fall. All superpowered characters can safely jump down 5 metres without injury. For greater heights, they take damage as above for anything in excess of a 5 metre jump.

Characters with Superpowers such as Leaping can safely jump down a distance equal to the maximum height to which they can leap.

Characters with a Defence Class of 1 or 2 can survive planetfall and thus have their Damage Dividers tripled in this situation. Characters with a Defence Class of 3 have their Damage Dividers doubled.

Only special Combat Responses can be made in this situation. Damage Divider Modifiers can be given, depending on the surface that will be impacted. For example, the character might land in water, a snowbank or a mass of hay.

Injuries

Characters are injured if they lose any HTC or HTK points. Loss of HTC points is less serious as they are recovered faster than HTK.

HTC Injuries

Characters recover lost HTC points at the rate of 1d6 (plus or minus any Recovery Rare Modifier for their Vigour) per Round of total inaction. (Characters can recover HTC while unconscious, but not whilst they are being moved or sustaining any further damage etc).

A character reduced to **one fifth** of their normal HTC is **staggered**. Staggered characters have all their forms of Movement halved and suffer a Strike Modifier of -2 until they have recovered.

A character reduced to **one tenth** of their normal HTC is **stunned**. Stunned characters cannot move. Any attacks they attempt suffer a Strike Modifier of -5 and they have only 2 Frames per round until they have recovered.

A character reduced to 0HTC is unconscious and remains so until they have recovered more than one twentieth their normal HTC.

When a character is reduced to less than 0 HTC, the negative HTC are recorded. They recover normally until their total reaches 0. The controller of the character must then roll 1d20 each round. If they roll less than the character's Vigour, the character can then continue to recover normally. Otherwise, the character remains unconscious on 0HTC until the roll is made successfully.

Characters reduced below 0HTC can only absorb further HTC damage equal in total to their Vigour. Any above and beyond this becomes HTK damage and is deducted from the character's HTK.

The use of smelling salts, a tot of brandy, immersion in cold water, etc can increase recovery of HTC. Such aids restore 2d6HTC immediately but may only be used once per recovery.

HTK Injuries

Characters recover HTK points lost at the rate of 1d6 (plus or minus any Recovery Rate Modifier for their Vigour) per hour of inaction.

Characters reduced to less than **one tenth** of their normal HTK must be **hospitalised** in order to recover.

Once in hospital, the character recovers 1HTK per day until they reach one tenth of their normal total after which they recover at the normal rate.

Characters reduced to exactly **0HTK** are **technically dead**. They may be revived by a kiss of life, electric shock treatment, etc, if it is administered immediately.

Characters reduced below 0HTK are dead (barring comic book storylines...)

Prompt first aid will immediately cure 1d6 of HTK damage for any character injured, hospitalised, or technically dead. Someone familiar with First Aid, for example a doctor, nurse or character with Skills as a Surgeon, must administer this.

Combat Options

Apart from deciding which attack form to use (fist, foot, weapon, Energy Attack etc) or moving, there are other options open to both Heroes and Villains.

Pushing Lifting and Throwing

The table below gives the Strength required to push, lift and throw various objects. The objects are graded by Size.

Pushing

This is simply pushing an object to one side. The Strength given applies to immobile objects in that Size group. If object is mobile (e.g. a stationary car without the brakes on) then the Strength required to push it to one side is half of that normally required.

If the character has Strength enough only to push the object, it can only be shoved to one side. If the character has Strength enough to lift it, then it can be pushed along at half the character's Movement rate. If the character is strong enough to throw the object, then it can be pushed along at the character's full Movement rate

The initial push to move an object takes 1 Frame.

Lifting

The table gives the Strength required to lift an object or being clear of the ground.

If the character has Strength only to lift the object, they carry it at half their normal Movement rate.

If the character has Strength enough to throw the object, they can carry it at their normal Movement rate.

Lifting an inanimate object takes 1 Frame.

Lifting an unwilling sentient creature takes 1 Action made up of 1 Frame to grab for which a successful strike must be made (see Grabs), and 1 Frame to lift.

Throwing

Lifting and throwing an object or being that is unable to resist (e.g. it is surprised, bound, unconscious, willing etc) which the character has the Strength to throw takes 1 Action (1 Frame to lift and 1 Frame to throw). No strike roll is required to grab the object or being. With larger objects, the thrown object may strike more than one target. This depends on the Size of the object.

Grabbing and throwing a being able to resist takes 4 Frames. 1 Frame to grab, for which a successful strike must be made (see Grabs) 1 Frame to lift and 1 action, since the being is presumed to be struggling, to throw. The victim grabbed may immediately respond (see below). If they do so by successfully grabbing their attacker, the throw cannot be made.

Destroying/Damaging objects

The table below also provides the information for destroying/disabling and tearing off parts of inanimate objects.

(Note: The living creatures on the table are given as examples for lifting and throwing. The Destroy/Tear Off column does NOT apply to living creatures.)

To destroy/disable the whole object, the HTK shown must be inflicted. The HTK for smaller objects also indicates the HTK that must be delivered to a larger object to tear off or destroy/disable a part of the larger object that corresponds in size to the smaller object.

NOTE: Some objects, such as a tank, will have a Defence Class and the corresponding Damage Dividers. The damage inflicted for Destroying/Disabling and, Tearing Apart must be sufficient after these have been taken into account.

PUSHING, LIFTING THROWING & TEARING APART TABLE

SIZE	WEIGHT RANGE	EXAMPLE	DESTROY/ TEAROFF	MIN STRENGTH TO		
				Push	Lift	Throw
0	Less than 1kg	Stone, paperweight	2HTK	1	1	2
1	1-4kg	Brick, rock, chair	4HTK	1	2	4
2	5-25kg	Typewriter, bicycle, TV set, table	8HTK	2	4	6
3	26-80 kg	Cooker, fridge, moped, (average person)	12HTK	4	6	11
4	81-195kg	Motorbike, safe washing machine, upright piano	16HTK	6	11	16
5	196-445 kg	Speedboat, caravan	20HTK	11	16	21
6	446-1000kg	Sports car, small helicopter satellite	24HTK	16	21	26
7	1001-2150 kg	Saloon car, light aircraft	28HTK	21	26	31
8	2151-4650 kg	Limousine, van space capsule	32HTK	26	31	36
9	4.651-10tonnes	Interceptor fighter, truck, rescue helicopter, (elephant)	36HTK	31	36	41
10	10.1-21.5ton	Strikefighter, lorry, bulldozer	40HTK	36	41	46
11	21.6-46.5ton	Passenger jet, heavy lorry, railway carriage, dumper truck	44HTK	41	46	51
12	46.6-100ton	Tank, diesel locomotive, bomber	50HTK	46	51	56
13	101-215ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)	56HTK	51	56	61
14	216-465ton	Jumbo jet, coaster	62HTK	56	61	66
15	466-1000ton	Minesweeper	68HTK	61	66	71
16	1001-2150ton	Frigate, submarine	74HTK	66	71	76
17	2151-4650ton	Destroyer, rocket	80HTK	71	76	81
18	4651-10000 ton	Cruiser, cargo vessel	90HTK	76	81	86
19	10001-21500 ton	Heavy cruiser, cargo liner	100HTK	81	86	91
20	21501-46500 ton	Battleship, passenger liner	110HTK	86	91	96
21	46501-100000ton	Aircraft carrier, oil rig, spaceship	120HTK	91	96	101
22+	+ 100,000 ton/ /Size	Supertanker, starship	+10/Size	+5/S	+5/S	+5/S

Cover

The table can also be used to determine the effects of cover.

If the target of an attack is hiding behind cover, they gain a strike modifier depending upon the amount of cover. If the attack misses just because of this modifier, the HTK value of the attack is rolled and this is applied to the object being hidden behind. This will usually result in part of the object being blasted away, reducing the amount of cover.

Grabs

A grab is an attempt to grasp the target with one hand. Some Combat Options and Responses require a grab, for example a grapple, or Judo Throw.

Grabs take 1 Frame.

Grabbing sentient beings able to resist requires a successful strike. Grabbing objects or beings unable to resist can usually be done without making any strike roll. However, in some circumstances, for instance if the object is moving, or the character is attempting to grab a window ledge while falling, a successful strike must be made.

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

Grabs are the Weapon Class of the character's normal fist attack, usually WC2 for superpowered characters, and WC0 for non-superpowered characters. Strike Modifiers apply to the grab.

A successful grab simply means that the character has grasped whatever was being grabbed. If they were grabbing something held by another character, they would still have to wrench it from their grasp. Usually the method for Resisting a Grapple (see below) would also apply to this.

Any appropriate response can be made to a grab. Although grabs inflict no damage, if they are parried, then a hypothetical figure of 1d6 plus any Damage Modifier for Strength is used to determine the "strength" of the grab which can be used to find out whether the parry prevents the grab or not.

Response to being Lifted

Characters that are being lifted and thrown may respond immediately, either by using a normal attack form on their

assailant or by attempting to grab them.

If the character attempts to grab the assailant, they must make a successful grab as detailed in Resolving Grabs. A successful grab prevents the throw taking place.

The grab takes 1 Frame, which is used up in advance and deducted from the character's future frames.

If the character responds by using an attack form of their own, they only prevent the throw if their attack stuns, staggers, hospitalises or kills the assailant or knocks them unconscious.

Grappling

This is an attempt to grab and restrain the target in a bear hug.

Grappling takes 1 Action, constituting a grab by both hands simultaneously. For the grapple to succeed, a successful grab must be made for each hand separately (see Grabs). Both strike rolls must be completed, regardless of whether the first misses. If both succeed, the grapple is successful. If only one hand succeeds the grapple fails but the victim has been grabbed. The grapple could be completed by a successful grab with the other hand in the attacker's next Frame, or some other option requiring a grab could be completed instead.

Any appropriate response can be made to the initial grapple attempt. If a die roll is needed for the response, only one roll is made even though the grapple comprised two grabs.

If a parry is attempted and there is any surplus damage, the grapple still succeeds.

A successful grapple can be maintained each Action by rolling a d20 and getting any result other than a Critical Miss.

Grappling can inflict either real or hypothetical damage at the grappler's choice when the grapple is first made. Real damage will inflict HTC on the victim. Hypothetical damage reduces the victim's chances of striking and performing other actions.

The type of damage remains the same for as long as that particular grapple is maintained. If the grappler wishes at some stage to change from real to hypothetical damage, or vice

versa, this involves a change of hold, and a new grapple must be successfully made.

If the grappler decides to inflict **real damage**, the victim suffers 1d6HTC and 1d6-6HTK plus any Damage Modifier for Strength. This is inflicted for the first strike and for each Action that the grapple is successfully maintained.

The victim does not suffer the penalties below.

If the grappler chooses to inflict **'hypothetical' damage**, the HTC damage is determined as above for the initial strike and for each Action that the grapple is maintained. The victim, however, loses no HTC but suffers the effects below. This enables a grappler to hold a victim so that they are helpless but without inflicting any damage on them.

The victim suffers the following effects from a grapple inflicting hypothetical damage:

A Strike and Parry Modifier of -1 for each point of hypothetical HTC sustained that Action from the grapple. Some attack forms will not be affected, usually those performed by mental activity such as Field Manipulation, etc.

For each 2 points of hypothetical HTC inflicted by the grapple that Action, the victim has all forms of Movement reduced by 1 metre

A Dodge Modifier of -1 for every 10 hypothetical HTC points inflicted by the grapple that Action.

These effects only apply as long as the grapple doing hypothetical damage is maintained. Once the grapple is broken or the grappler switches holds to change from inflicting hypothetical to real damage, the victim's Movement, dodge and parry return to normal.

Once a character has been successfully grappled, they can only attempt to dodge, resist or use a Superpower response that is not affected by the grapple for each Action that the grapple is maintained.

A successful dodge breaks the grapple.

A character that resists must roll 1d6 and add any Damage Modifier for Strength only. This is subtracted from the damage (real or hypothetical - see

Damage: Grapples) inflicted by the grapple that Action and the character resisting suffers any surplus. If this negates the grapple damage, then the grapple is broken. Resisting takes 1 Action, used up in advance.

Thus a grapple is broken if the victim successfully dodges, the grapple inflicts no damage or the grappler rolls a Critical Miss.

A character that has been grappled but can Fly or Move carrying the weight of the grappler may still do so.

A character that has been grappled can still attempt to respond in other ways to other attacks and make attacks of their own, but their chances of doing so are reduced by a grapple inflicting hypothetical damage.

Grappling with a Weapon

Some weapons can grapple, for example, a bullwhip.

A grapple by a weapon takes 1 Action constituting a simultaneous strike and grab by the weapon. Both must be successful for the grapple to succeed. First a normal strike for the weapon must be made. If this succeeds, then a roll for the grab by the weapon can be made for a normal grab but at the usual Weapon Class for the character's attack with that weapon.

Characters who have been grappled by a weapon can attempt to resist the grapple and attempts to drag them over or rip something from their grasp in the same manner as described above.

Grapples by a weapon can only inflict hypothetical damage and will reduce the victim's chances of striking and performing other actions as detailed in above.

Grapples by a weapon do the normal weapon damage and 1d6 grapple damage on the initial strike.

If this type of grapple is maintained, it can only do hypothetical damage of 1d6HTC each Action with the above effects. No Damage Modifiers apply.

If the grappler attempts to pull the victim over, or rip something from their grasp, then the Damage Modifier for Strength can be counted. This does not add to the hypothetical damage, but gives the figure that must be resisted by the victim to avoid being pulled over.

The grapple can be maintained, as described above.

Charges

Any superpowered character may charge into combat. This gains a +1 Damage Modifier only for the initial attack following on from the charge.

Alternatively, certain Superpowers permit a character to dive, swing, leap, or somersault into combat for a Damage Modifier as detailed under the relevant Superpower.

All charges, swings, dives, etc, into combat require a Move of at least 4 metres in the preceding Frame or Action and the bonus acquired only applies to the first attack.

At the culmination of a charge, leap, swing, etc, into combat, a fist or foot attack can be made doing 1d6HTK plus 2d6+6HTC damage plus any Damage Modifiers (e.g. for Strength, the charge (etc) into combat, etc). This blow can be struck in 1 Frame, but the next Frame must be spent recovering.

Coup-de-grace

Once a character is unconscious or stunned (see Combat: Damage) and helpless, it is possible to administer a Coup-de-grace from which the victim will not recover for several hours enabling the perpetrator to pursue the rest of the gang, or escape, etc.

Players must state that their character intends to administer a Coup-de-Grace. The Coup-de-Grace takes 1 Action to deliver.

Magic Attacks

These are only made by characters with the Superpower Magic and only when the particular Spell requires it.

When a Magic Attack is made, the controller of the character making the attack must roll 1d20 and add the character's Ego value to the result. The controller of the target also rolls 1d20 and adds that character's Ego. If the attacker's total is greater, then the Magic Attack is successful.

Mental Attacks

These can only be made by a character attempting to use a Superpower, which requires a successful Mental Attack as detailed in the description of that power.

Mental Attacks are also used to resolve any attempts by villains to brainwash a subject, or hypnotise them (non-magically), etc.

A Mental Attack is made in exactly the same way as a Magic Attack (above), except that the target may resist. This must be stated before the dice are rolled. When resisting, the target gains +5 on their die roll but must use up their next 2 Frames in advance because of the concentration involved.

Bindings

All bindings are treated as a grapple that is inflicting 'hypothetical' damage (see Combat Options: Grapples). Thus bindings can be dodged or resisted in the same manner as a grapple. The Weapon Class of the grapple inflicted by the bindings is normally WC2 if they were done by a superpowered character, and WC0 if by a non-superpowered character.

The hypothetical damage inflicted by the bindings is 1d6 plus 15 plus the HTK of the bindings (i.e. 1d6 plus the Strength required to snap the bindings). This remains constant (the 1d6 is not re-rolled each Action) and determines what is suffered according to the rules on Grapple Damage.

To can determine the HTK damage necessary to destroy the bindings considered as an object on the Pushing, Lifting, Throwing, & Tearing Apart table (see Combat Options). Thus, leather thongs or cord, would require 2 HTK to be inflicted before they are torn apart. Then multiply this value by any HTK Damage Divider that the bindings might have for their Defence Class.

Section 5 Ratings

Ratings are values which can be directly influenced by the way the characters act during the game and which have a number of uses in future games. A Squadron UK games session will normally end with the Referee reviewing the characters' ratings.

There are three ratings:-

Public Status

A measure of how popular/respected the character is.

Detective Points

How well they spot clues and solve crimes.

Personal Status

The way in which the character's personal feelings affect their success in the world around them.

The character's Ratings are recorded on their character sheet.

Public Status

This is a measure of how popular the character is with the general public, how likely the authorities are to co-operate with the character, etc.

The character is rated in five different areas, which are then totalled to find the character's Public Status Rating.

Backing

Description	
1	Wanted by the Police.
2	No known backing.
3	Known to get on with police, etc
4	Full backing of police, government department or large and respected commercial organisation
5	Known to work for the authorities or with complete government approval

If the character is known to have the backing of the government or some large and respected commercial organisation, they are more likely to be accepted and trusted by the populace.

Each character will usually start with a rating in this area of 2.

Heroism

This is a measure of how close the character comes to the 'heroic' ideal.

Description	
1	Anti-hero
2	Vigilante
3	Slightly suspect
4	Regular Hero
5	A real goody two shoes

Most characters will usually start with a Heroism rating of 3.

Identification

This represents to what degree the public identify with the character.

Description	
1	Obviously not human (alien, mutant or android)
2	'Different'
3	Average
4	'One of the gang'
5	The person-next-door

The character will start with a rating of 1, 2 or 3 depending upon how "human" they look.

Public Relations

This reflects the effort the character puts into making the public feel at ease.

Description	
1	Hates the public and makes it obvious
2	Ignores the public altogether
3	Stand offish
4	Shows general concern for the public
5	Bends over backwards to give the right impression

Virtually all characters start with a Public Relations Rating of 2.

Practice

This is the most important aspect of Public Status. Every adventure must have a Practice value from 1 to 10 assigned to it. The Practice value reflects the difficulty of that adventure but can reflect how likely the public would be to hear about it depending on exactly how the scenario went.

Description	
10	Saving the world
9	Saving the nation
8	Saving the city
7	Confrontation with a major Villain and supporting team of Villains
6	Confrontation with a major Villain or a team of Villains
5	Confrontation with Villain or team of minor Villains
4	Confrontation with a minor Villain or team of organised terrorists or mercenaries
3	Riot, fire or other major disaster or a confrontation with a Thug-like Villain
2	Minor crime or confrontation with Thugs
1	The hero makes an appearance

It is assumed that the character has already appeared on the streets and tackled a few hoodlums becoming known to the police and public.

Thus all characters start with Practice Rating of 1.

The factors affecting the Practice Rating are whether or not the character succeeds in a particular adventure, and, if they did, whether they were seen to be successful by the public.

If the Practice value of the scenario is **higher** than the character's current Practice Rating and the character is **successful** in that scenario, then the two are added together and halved for the character's new Practice Rating.

If the Practice value is **lower** than the character's current Practice Rating and the character is **unsuccessful** in resolving the scenario, then the two are averaged for the character's new Practice Rating. Always round halves up.

Failure in an adventure with a higher Practice value than the character's rating or success in one with a lower Practice value does not affect the character's Practice Rating.

Public Status Total

Once all five areas have been rated, the five Ratings are added together to give a total ranging from 5-30 for the character's Public Status.

Level	Public Reaction
5-10	Who?
11-15	Disliked/Resented
16-20	Accepted/tolerated
21-25	Popular
26-29	National Figure
30	Legendary

To determine if a particular individual will react favourably or unfavourably to a character's order or advice, **multiply** the character's **Public Status** rating by **3** for the percentage chance of their order/advice being accepted.

Detective Points

These are a measure of how good the character is at investigating crimes, following up on leads, and so on.

The character is rated in five different areas, which are then totalled to find the character's Rating.

Methods

This reflects how the character goes about discovering information and solving crimes during the course of a scenario.

Description
1 Makes no effort in this area
2 Only occasionally looks for clues, questions witnesses, etc
3 Average
4 Conscientiously searches for clues, questions witnesses, etc
5 Does everything possible

All characters should start with a rating of 1 for Methods. This is totally under the control of the player who runs the character. Anyone can get a 5 in this area with a bit of work.

Publicity

This is a reflection of how much attention the media pay to the character. The more the newshounds are following a character, the less able that character is going to be to work secretly in detecting villains.

Description
1 Every action receives a blaze of publicity (Public status 26-30)
2 Regularly reported in the news (Public status 21-25)
3 Average (Public Status 16-20)
4 Only mentioned in exceptional circumstances (Public status 11-15)
5 Totally unknown (Public status 5-10)

Characters start with a rating based on their Public status score.

Approachability

A measure of how likely people are to offer information to the character. The more normal and human the character appears - or the more easy they are to contact - the more likely they are to get information.

Description
1 Shunned by everyone and difficult to contact
2 Occasionally approached by desperate individuals
3 Average
4 Receives fairly steady supply of information
5 Gets hot tips from all over the place and can be easily contacted

This rating it should start at the same level as the character's **Public Identification** Rating, but will vary as the public get to know them and they set up various lines of communication.

Power Use

Does the character have any superpowers that would be useful in detective work? Typically useful powers would be **Disguise** (see **Skills**), **Information** spell (see **Magic**), **Heightened Senses**, **Shapechange**,

etc. Characters with useful powers would have a rating from 3-5 depending on how they use them. Those lacking obviously useful powers would be working hard to get a rating above 3.

Characters with obviously useful powers start with a rating of 3. Those without start with a rating of 1.

Contacts

This is the most important factor in solving crimes. The more Contacts a character has, the more likely they are to get relevant information and to know whom to go to for it. This area is rated from 1-10.

Description
10 Has a total 'in' with either authorities or criminal world
9 Many reliable major contacts within authorities or criminal world
8 Several reliable major sources
7 Complete sources for minor information and several major contacts of varying reliability
6 Sources for almost all minor information and occasional major source
5 Average - Several reliable sources of minor information
4 Few reliable minor sources
3 Few minor contacts of variable degrees of reliability
2 Occasionally gets minor tips from one unreliable source
1 No contacts whatsoever

Some characters will begin with a Contacts Rating of 10 because of an **Advantageous Background**. All others start with a Contacts rating of 3.

Total Detective Points

Level	Standing
5-10	Streets? Waits for villains to come to them
11-15	Above it all. Depends on the media for information
16-20	Average. Follows up the odd lead
21-25	Worldly. Usually know what's going on in the underworld
26-29	Streetwise. Usually one step ahead
30	One of the gang. Knows who's who and what's what in the underworld

The more Detective Points that a character has the more crimes they are likely to uncover whilst "on patrol" and thus their patrols are more likely to benefit them as training.

This is covered in **Patrolling and Character Improvement**.

Whenever there is a chance that characters may spot something or when they are searching for something, their detective points should be used to calculate their relative chances of success.

Depending upon how hard it is to spot the clue or item the Referee could ask for a d20 roll under Detective Points or use a multiplier by the Detective Points total (usually 3) to generate a percentage chance of spotting the clue.

Personal Status

This is a measure of how happy a character is, how well adjusted they are to their role in life; and so on. This has a direct effect upon their success in the world and how "lucky" they are.

Personal Status is measured on a scale of 5-30.

The five different areas that must be rated are:

Conscience

Has the character ever done anything of which they are ashamed? Is there anything in their life that they do not want others to know?

Description
1 Real skeleton in the cupboard
2 Minor secret
3 Average
4 Nothing to be ashamed of
5 Pure as the driven snow

Characters will start with a Conscience Rating of 3.

Expression

How good is the character at letting their hair down and getting all their worries off their chest? Do they have any friends or family to confide in? Do they bottle up their feelings? Are they lonely?

Description
1 Total hermit with no friends or relatives
2 Secluded introvert
3 Average
4 Out-going with plenty of close friends and relatives
5 Totally well-adjusted

Most characters will begin with a rating of 3 for Expression.

This rating will increase if the character is loud and vocal during an adventure, if they put any effort (DUPs) into socialising, if they are in a team, if they consult others freely when they need help or are aggrieved etc. The rating will fall if they are quiet, introspective, ignore their friends and relatives, bottle up their feelings and the like.

Success Rate

This is the number of scenarios, out of the last five - that the character took part in - in which they "succeeded". If the character has completed 5 scenarios in a row successfully then their rating will be five. If they "fail" in one or more then their rating will fall until they have completed five in a row successfully.

Public Response

A person is happier if other people like them. Their Public Status score determines this.

Description	
1	Public Status of 5-10: spat on and vilified
2	Public Status of 11-15: mistrusted
3	Public Status of 16-20: average
4	Public Status of 21-25: popular
5	Public Status of 26-30: cheered wildly

Security

This is a reflection of a character's mental state. It is the most important aspect of their Personal Status and is rated from 1-10.

Description	
1	Paranoid/fatalist
2	Extremely nervous and insecure
3	Pessimist
4	Why does everything always happen to me?
5	Average
6	Always looks on the bright side
7	Quiet confidence
8	Optimist
9	Very confident
10	Total self-confidence, no harm can befall them!

Most characters will begin with a rating of 5 for Security.

Total Personal Status

Once all five areas have been rated,

the five ratings are added together to give a total ranging from 4-30 for the character's Personal Status.

The immediate effects, in game terms, of a character's Personal Status are listed in the table below.

Level	State of Mind
4-10	Jinxed - Private life a mess. Loses 2 DUPs per scenario for moping, etc. Resource Level drops. Critical Miss on 1 or 2 (see Combat)
11-15	Uncertain - Private life unstable. Cannot rise in Resource Levels
16-20	Secure - Normal
21-25	Confident - Private life enjoyable. Resource Levels increase. When experiencing a Mental attack adds a bonus to the Ego roll of +1 per Personal Status score above 20 to a maximum of +5
26-29	Total confidence - For every point above 25 the character gets 1 Hero Point
30	Egomaniac

The benefits are cumulative. For example a character with a Personal Status of 28 gains +5 vs. Mental Attacks and the 3 Hero Points.

Characters with a low Personal Status are more likely to suffer a Critical Miss on an unmodified strike roll of 1 or 2, as detailed on the table. This reflects their total lack of confidence in themselves.

Hero Points

These may be added to or subtracted from any die roll that the character or an opponent has just made, at the player's discretion. Each Hero Point may only be used once per scenario.

Thus a character with a Personal Status of 29 and therefore 4 Hero Points could affect four die rolls by +1 or -1; one die roll by +4 or -4; or any combination in between.

This reflects the ability of a true hero to perform heroic acts because of their faith in what they are doing.

In addition to the above, Personal Status should be used to determine who is lucky and who is unlucky in an adventure. Unless a Hero has a **probability manipulation** power, the

Hero with the lowest Personal Status is the one who is most likely to slip on the pool of oil etc.

As before, the Referee can multiply the character's Personal Status by 1, 2, 3 etc. to derive a percentage chance of the good fortune occurring or bad fortune not occurring. Alternatively, a d20 can be rolled under Personal Status to avoid bad fortune.

Section 6 Adventures

Adventures (or Scenarios) can be simple or complex. At the simplest level, one or more criminals are attempting to commit a crime and the Hero characters are attempting to stop them.

Setting

This may include one or more of the following items:-

Buildings

The various components of a building should have HTK and Defence Class dependent on the size of the component and type and structure of the building. This HTK value is the damage required to destroy that component. The Destroy column on the table for Pushing, Lifting, Throwing Object (see Combat Options) should be used as a guideline. The most common elements are the doors and walls for which some general guidelines are given below.

Doors have 1-10HTK according to their size and structure or determined at random by rolling 1d10. Doors should also have a Defence Class. Usually doors of 6-10 HTK will be heavy metal doors with a DC of 5 or even 4 and doors of 1-2HTK would be very light or fragile (e.g. glass) with a DC of 12. Some heavily armoured security doors would exceed these figures. The door's entire HTK must be destroyed before the door is considered to have been battered open.

Walls have from 6-15HTK according to the type of wall or at random by rolling 1d10+5. Generally, walls will have a Defence Class ranging from 6 to 3, depending on their thickness and structure.

Some, like an internal partition will have lower and others, such as specially armoured vaults may have

higher figures than these. The HTK represents a door-sized area of the wall. Thus, the wall's entire HTK must be destroyed before a hole large enough to pass through is made.

Objects

The details for pushing, lifting, throwing and tearing apart objects are given in the Combat Options section. However, some have Defence Classes. For example, a reinforced concrete bunker would be DC3, the best Defence Class a normal type of object could have. Special objects, i.e. those that are an integral part of a character's Superpowers, might have a better DC.

Damage from objects

The damage from an object when thrown as a hand-hurled missile is covered in Weapons.

The damage an object would inflict if it fell on a character is equal to the Strength required to throw the object (see Combat Options: Throwing) with a Modifier of +2 per 5 metres of fall over 5m to a maximum Modifier of 100 and -1 for any fall of less than 5m. The damage inflicted on both HTC and HTK. Thus if a safe were to fall from 20 metres onto a character, it would do 16 plus 6: a total of 22 HTC and 22 HTK. The object must be of a type to drop like the proverbial stone: obviously a feather or Ping-Pong ball would do no damage no matter from what height they fell.

This is treated as a hand-hurled missile attack and the victim can respond as appropriate, except that the victim may also have time to simply move out of the way, depending on the height from the object is falling. (As a guide, objects fall 40m in one Round, a further 140m in the 2nd Round, 220m in the 3rd, and 320m in each subsequent Round.) Thus, in the above example, the safe would take 1 Round to fall meaning that anyone underneath who saw it fall would have ample time to simply move out of the way or dive/charge to knock others from beneath it. In practice, any Combat Response automatically succeeds if the object still has 20m or more to fall at the time of the response

Vehicles

The Acceleration is the distance in metres that the vehicle's Movement can be increased by each Round until Maximum Speed is reached. The vehicle can then move at that Movement each Round. A vehicle is

thus described in the form Acceleration/Maximum Speed.

As a yardstick for vehicles, a sports car would be 20/160. As it can increase its Movement by 20m each round up to a Movement of 160m in one Round.

The speed would be subject to the road and traffic conditions. In normal daytime city traffic, a road vehicle would on able to reach a speed of about 40m per Round. On a motorway it could reach its maximum speed.

Note that Vehicle Movement is per Round. The distance is subdivided depending on how many Frames per Round the driver has. When a vehicle is Accelerating, the speed that it accelerates to that round is the amount that is subdivided for Frame Movement.

For example, a vehicle is stationary but can accelerate by 12m per Round: in the first Round it will move 12m, so it would Move 3m each Frame if the driver had 4 Frames or 6m each Frame if the driver had 2 Frames. In the second Round it would have accelerated to a speed of 24m. Then if the driver had 4 Frames, it could Move 6m in each Frame if the driver had only 2 Frames, 12m in each Frame.

The details for pushing, lifting, throwing and tearing apart vehicles are given in the Combat Options section. However you must allocate a Defence Class to vehicles, depending their structure (see Defence Class). For example, a tank would Defence Class3, the best Defence Class a normal type of vehicle could have.

The damage a vehicle would inflict if it drove into a character is equal to the Strength required to throw the vehicle (see: Combat Options) with a Modifier of +1 per 2 metres of speed per Round over 20m per Round or -2 per metre of speed under 20m per Round. The damage inflicted is split: one half, with odd halves rounded up, HTC and the remainder HTK. Thus if a heavy lorry doing 40m per Round ran into a character, it would do 51 plus 10 a total of 61. This would be split to 31HTC and 30HTK. This is treated as a normal attack and the victim can Respond as appropriate, but is as a hand-hurled missile attack with regards to parrying.

The victim is unlikely to take all the HTK. The push-back is more than likely to knock them clear. If the HTC causes push-back (see Damage: pushback),

make an automatic dodge roll for the character against a WC2 attack, without any Dodge Modifiers (see Combat Responses).

On any result other than a failure, the victim knocked clear of the vehicle's path and only takes half the HTK damage.

Characters

Apart from the Heroes there will be a number of other characters present controlled by the Referee.

Passersby: have two frames per round, a move of 3m per frame, a DC of 10-12 (normally 12) and will be rendered unconscious by any attack. They have no attacks and act in the last two frames of the Heroes' turn after all the Heroes have acted.

Thugs: have two frames per round, a move of 3m per frame, a DC of 10-12 and will be rendered unconscious by any attack involving a Superpower or with a damage bonus. All other attacks stagger them. (Two "normal" attacks knock them out.) They normally have one-handed concussive or penetrative attacks (fists/clubs/knives) or pistols/shotguns and are WC 0 or 1. They act in the last two frames of the Villains' turn after all the Heroes have acted.

Goons: have two frames per round, a move of 4m per frame, a DC of 7-10 and will be rendered unconscious by any attack involving a Superpower or with a damage bonus. All other attacks stagger them. (Two "normal" attacks knock them out.) They normally have pistols/shotguns and are WC 0 or 1. They act in the last two frames of the Villains' turn after all the Heroes have acted. These tend to appear with a leader or Supervillain, wear uniforms (without name-tags) and act in a disciplined manner.

Cronies: are minor characters, detailed in the same way as the Heroes (Ego, Str, Dex, Vig etc.) but their attributes may be generated by rolling 2d6 or an unmodified 3d6. They may have 3 or 4 Frames per round and may possess a handful of minor Superpowers. They have a DC of 5-8 and act/attack according to the rules which govern the characters.

Villains: are major opponents. They are generated in exactly the same way as the Heroes except that the Referee

may choose to give them a greater or smaller number of Superpower rolls or, even, choose their Superpowers to suit a character design or figure they have in mind.

Megavillains: are the puppet masters and kingpins eventually revealed as being behind all the crimes committed throughout the campaign. These characters are tough enough to take on a group of Heroes on their own. The Referee will select appropriate levels for their attributes and a huge range of Superpowers - usually at the highest grade. In addition to all this, a Megavillain gets three frames per round plus an additional frame for each opponent they are facing. They are not bound by the initiative roll but can use their frames whenever they wish to.

Other characters: are possible. A policeman who is passing by might have 3 frames, be DC8 and WC: 1. Robots only have HTK and take no HTC damage. Animals can be designed with appropriate attributes and giving them appropriate one or two-handed attacks. An alien race could have a particular Superpower as standard. Any combination of attributes and abilities is allowed as long as it can be justified and fits with the Referee's ideas for the adventure.

Ratings

Each adventure must include opportunities for the Heroes to demonstrate and, hence, improve or decrease, several of their ratings.

Starting Adventure

An appropriate starting adventure would involve Supervillains (one Villain for each pair of Heroes) and Thugs (approximately three thugs per Hero) committing a minor obvious crime such as robbing a bank or holding up a security van.

Section 7 Campaigns - Rules

Adventures occupy only brief interludes in the lives of the player-characters, even though they actually occupy most of the time the players spend in playing the game. The characters' lives continue in the time between adventures. In a Campaign, further attributes and characteristics are used.

Campaign Time

Day Utility Phases (DUPs) represent the actual amount of time a character has per day to devote to activities. As with combat Rounds, the exact length of a DUP may vary from day to day.

The scenarios played in each week occupy a certain number DUPs for the characters involved. Any remaining DUPs can be devoted to other pursuits such as training, improving powers developing scientific gadgets, etc.

Once DUPs have been allocated to a character, the player must decide exactly how the character is spending them.

Each player must tell the Referee what their character wants to do and how they intend to do this. The Referee will evaluate the results using the systems in **Character Improvement**.

The best way to start is to have 2-3 scenarios per game week and issue the remaining 4-5 DUPs at the end of the week.

Resource Levels

Resource levels are a quick and easy way to determine what sort of money and equipment a character can call upon when the need arises. There are two types of resource level.

Financial Resource Level

(See table on next page)

This is a measure of how affluent the character is.

A character's Financial Resource Level is rated on a scale of 1-10.

Characters normally start the campaign with a Financial Resource level of 4, unless they have an **Advantageous Background**.

The type of life the character leads depends upon Financial Resource Level. The table on the next page gives the clothes, dwelling place, communications and transportation characters with the appropriate Financial Resource Level naturally have available to them. They represent the things the character already has.

Characters can raise enough funds to operate at a level of one higher than normal - in one of these areas - for a one off transaction, i.e., they cash some bonds, take a part-time job, hock a watch, or work overtime, etc. When doing so the character must devote 1 DUP (see Day Utility Phase) each time.

Characters can hire one-off usage of Material resource levels at two levels lower than their current Financial Resource level (or one level lower if they devote a DUP to raising additional financial resources) if they know how to use the equipment. If they do not know how to use the equipment, they must also hire technical support.

This will reduce the level of Material resources they can afford by one.

Material Resource Level

A character's Material Resource Level represents the facilities that the character already has access to and the characters technical know-how.

Level	Description
1	None
2	A few simple tools (e.g. screwdriver, hammer)
3	Complete basic tool set
4	Specialist (electric drill, electric saw etc.)
5	Basic scientific in one area
6	Basic scientific in several areas
7	Elaborate scientific in one area
8	Elaborate scientific in several areas
9	Institutional resources (e.g. power station)
10	Multinational (e.g. NATO early warning system)

It determines how successful a character is going to be, or the costs involved, in building new special items/equipment to enhance their Superpowers (see **Character Improvement**.)

Material Resource Level is rated on a scale of 1-10.

Some characters will have had their Material Resource Level predetermined by an Advantageous Background. However, most characters should have an initial Material Resource Rating of 3.

Level	Description	Transport	Dwelling	Wardrobe	Communications	Repairs to Gear
1	Starving-always in debt	Foot	Gutter/Doss House	Rags	Grapevine	
2	On the breadline	Public Transport	Hostel	What They Stand Up In	Letters	
3	Marginal	Bicycle	Shared Rented Room	Cheap Working Clothes	All Postal Services	Costume Rips
4	Average	Moped	Own Rented Room	Casual Suits	Telephone	New Costume
5	Comfortable	Motorbike/Second Hand Car	Rented Flat	Off The Peg Suits	Mobile/long distance telephone. Basic Internet.	Ammunition Replacement
6	Well-to-do	Average Car/Taxis	New Private Flat/Small House	Superior Suits	Videophone/conferencing.	Equipment Renovation
7	Eminent	Limousine	Large Private House	Made To Measure Suits	Secure access to private system.	Repairs To Special Vehicle
8	Affluent	Chauffeur Driven Limousine	Large Private Town House	Special Design	Standard With Scrambler	Replace Special Vehicle
9	Wealthy	Private Jet	Mansion	Haute Couture	Private With Scrambler	Repair To Special Building
10	Tycoon	Private Yacht, Helicopter etc.	Private Estate(s)	Personal Designer	Private Satellite System	Replace Special Building

Section 8 Character Improvement

Campaign Ratings & Material Resources

Some ratings can be improved by the character devoting time to various activities that might improve them. Other ratings can only be altered by the character's play in individual scenarios.

Heroism, Practice & Success Ratings

These ratings can only be changed by the character's performance in particular scenarios.

Public Response & Approachability

These ratings are, generally, dependent on the character's Public Status rating and will not usually change unless that does. They may also be influenced by the character's actions depending on the circumstances.

Material Resources

Material Resource Levels can only usually be gained by paying for them,

which requires an increase in Financial Resource level.

Public Status

This can be improved by spending time (DUPS) getting to know the public and people in authority; giving press conferences; concentrating on adhering to the ethics of comic-book heroes; defeating lots of villains in as flashy a way as possible; or otherwise improving in any of the rated areas which comprise Public Status.

Personal Status

This can be improved by means of the character's Success Rating; attempts by the character to become more popular and make friends; and atoning for anything about which the character feels guilty; or otherwise improving in any of the rated areas which comprise Personal Status.

Detective Points

The best way of improving Detective Points is for the character to get out on the streets and make some connections. Questioning Thugs and villains, if possible, after large-scale scenarios would help. Setting up a series of aliases, some of which are

unknown to the criminal population, is also a step in the right direction, as is any other activity likely to improve any of the rated areas, which comprise Detective Points.

Improving Ratings, Attributes & Financial Resources

Improvements in appropriate Ratings, Strength, Dexterity, Ego, Vigour or Financial Resources must be earned.

The player must announce how the character is occupying any DUPS. The Referee then rates the likelihood of the improvement according to the following table.

Level	Improvement	Feasibility
1	Barely feasible	Unlikely to help
2	Feasible	Improvement possible but not easy
3	Very Feasible	Improvement likely
4	Natural progression	Improvement almost certain
5	Easy natural progression	Improvement certain

To gain the improvement, the character must amass **Learning Points**. These are gained at a rate equal to the Feasibility level per DUP devoted to the development. The improvement is gained when the Learning Points total for that improvement is equal to 10 times the current rating of whatever is improved. At this point the attribute or financial level increases by 1.

Maintaining Ratings, Attributes & Financial Resource Levels

Once a character has gained a new Rating, Resource Level or Attribute, some time and effort must be devoted to maintaining it to keep it at the new level. Accordingly, they must devote 1DUP per week for a number of weeks equal to the new rating score and should make use of the new score in play.

If the character fails to devote DUPs and/or make use of the improvement, as stated, for two successive weeks (or scenarios), they will lose their improvement and drop back to their previous rating.

Refinements of Current Powers

This is probably the best way for characters to Improve powers. It covers such things as engaging multiple opponents with an Energy Attack, using Strength to Improve the character's grapple, using Speed to improve Defence Class, improving Dodge Modifiers, Strike Modifiers in parries, Strike Modifiers in combat, and anything else that falls in other category of improvement by using combinations, effects, or refinements of the character's existing powers.

Level	Increase in Power Potential (IPP)	Description
1	Minor	Little offensive value - mostly defence.
2	Fair	New options for power.
3	Significant	Improves or alters power.
4	Large	Great improvement in offensive capacity.
5	Major	Doubles effectiveness of power.

The player should prepare the specifics of the power improvement desired. The Referee must then rate it using the table (above) as a guideline.

To develop a refinement, a character must practice it number of DUPs equal to twice the IPP Rating+1d6+5; Refinements may be developed while on patrol, but the player must specify that the character is doing this.

For every 5 DUPs the character spends training in this way, deduct 1 INCREASE IN POWER POTENTIAL (IPP) TABLE DUP from the total time required for every 5 Detective Points that the character has. (The more Detective Points the character has, the more minor crimes they will meet on patrol, and, hence, the more 'on-the-job' practice they will get.)

A character does not gain the power refinement, and cannot use it in scenarios, until the practice period has been completed.

Since this type of training deals with the powers that a character already has, it is assumed that they already have the equipment needed to train with that power so Power Refinements cost no money to develop.

Once a character has successfully acquired the Power refinement, they must continue to practice it for at least 1 DUP per week for a period equal to the IPP Rating in order to make the improvement automatic. They may use the refinement in scenarios, and this would count as the practice for that week.

If they fail to practice for one of the weeks, they lose the use of it one week during which they must allocate 2DUPs to practice to regain it or else start the entire practice period again.

Note: There are other ways of acquiring/developing powers through building devices etc. detailed rules for these are included in the full **Squadron UK** rules.

Patrolling

Sooner or later, most characters will devote some of their spare time (DUPs) to patrolling the streets in search of crime. Because of the variety of different challenges that exist on the streets and the number of different situations a character can encounter each DUP devoted to patrolling counts as three to be allocated, by the Referee, between:

- 1) Improving or maintaining improved Attributes or ratings
- 2) Practicing Power Refinements

Although each DUP spent patrolling in effect counts as 3 DUPs, no more than one can be counted towards any one specific thing.

DUPs spent patrolling can also benefit any number of the characters ratings for Public Status, Personal Status and Detective Points. Approachability is an obvious example. The Referee will determine which of the characters ratings will benefit from regular patrols - but this will normally mean simply raising low scores into average ones. High ratings are usually obtained through specific events or actions that take place in Scenarios.



Character:							
Alias:				Player:			
Sex		Height		Weight		Handed	
Ego		Strength		Dexterity		Vigour	
HTK:							
Divider		Recovery Rate		Hospitalised			
HTC:							
Divider		Recovery Rate		Staggered		Stunned	

Move	Defence Class	Dodge modifier	Damage Modifier	Frames per round	Strike Modifier	Pushback Threshold	Energy-Magic-PSI																																										
SUPERPOWERS					Equipment																																												
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Attacks	WC	HTK	HTC	Mod.	Time	Notes																																											
Fist/Foot																																																	
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