**Combat**

Sooner or later, bringing justice to the streets of the city will mean combat. Whether they are low-level thugs, or super-powered menaces, there are tons of bad guys just itching to get at you. When all other means have failed, and it is time to power up your energy blasts, here are the rules.

**Distance Scale**

Combat is played on a map of hexes. Each hex (since the hexes on most maps are one inch, a hex is often called an inch) represents 2 meters. To summarize:

***1 hex = 1” = 2 meters***

### Time Scale

Combat is played in a series of turns called rounds. Each round represents a frame in a comic book, or a short descriptive passage in a novel. For those situations that need a more accurate representation of time, each round is about 3-5 seconds long.

***1 round = 3-5 seconds***

**Tactics**

Certain characters have talents or powers that give Tactics Points. When tactics points are earned, they are put into a pool for the entire team to use. Tactics points can be used as they are needed and can do the following:

* Reroll a failed attack
* Reroll a failed saving throw
* Force your opponent to reroll a successful attack against you
* Reroll a failed task
* Add one or more to an attack roll at the rate of +1/tactics point
* Add one or more to a defense roll at the rate of +1/tactics point

**Initiative**

At the start of battle before the first combat round, each combatant generates their initiative score:

***Initiative Score = 1d12 + Reflex Bonus + Wit Bonus***

Ties are resolved in order of the combatants’ importance, The players are “heroes”, while creatures and NPCs have their importance shown in their monster listing.

* Bosses
* Heroes
* Lieutenants
* Henchmen or Hirelings
* Soldiers
* Minions

Once the initiative order is set, it remains unchanged for the rest of the combat. However, before the start of any combat round, either side may ***call for a new initiative roll*** by spending a tactics point. This will force all combatants to reroll initiative and use the new initiative order for subsequent combat rounds.

**Surprise**

In certain situations, one side in a combat might surprise another. Conditions for surprise are up to the GM and should be based on the situation leading up to the conflict.

The side that surprises its opponents gets a free round of action.

The surprised side cannot act, but can use any appropriate defenses if they can see the attacks coming. Surprised defenders that cannot see the attacks coming can only use their Base Defense.

The surprised side also loses its opportunity to make a tactics roll.

**Actions, Half-Actions, and Free Actions**

When it is your turn to act, you can perform a full action, or two half-actions. Additionally, any number of free actions can be taken during your turn.

A ***full action*** is defined as something you could complete in a round. This might include climbing over a fallen tree, sawing through a thick rope, tying a bootlace, or rummaging in your pack. Anything the GM decides could be done in 3-5 seconds, or a frame in a comic book. Some examples of full actions include:

* Move your full movement allotment
* Use a run action to move 1.5x your movement allotment
* Use a sprint action to move 2x your movement allotment
* Activate a Full activation power
* Rummage through a pack
* Tie/Untie a knot
* Navigate an obstacle
* Open a stuck door
* Lift something really heavy
* Break out of a grapple
* Saw through a thick rope

A ***half-action*** is something that takes only a second or two. A combatant can perform two half-actions each round. Examples of half-actions include:

* Move up to half your movement allotment (rounded up)
* Attack an opponent (ends your turn)
* Activate a Half, or Attack power
* Draw a weapon, or put a weapon away
* Stand up from a prone position
* Open an easy door
* Pick up a light object
* Cut a thin rope (requires a muscle check)

A ***free action*** requires no time and you are free to do them as needed during your turn. Examples include:

* Speaking
* Drop an object on the ground
* Drop prone
* Activate a Free, Conditional or Reaction power

**Holding Your Action**

You do not have to act when it is your turn. Instead, you can ***hold your action*** by either ***delaying*** or ***declaring*** your held action.

When you ***delay an action*** you wait and choose to act later in the initiative order. After each combatant takes their action, you have the option to use your delayed action and take your turn.

If you ***declare your action*** you save your action and then state a specific condition which will trigger your turn. For instance, you could hold your turn and state, “I will attack anyone that comes within reach.” When your declared action is triggered, it happens immediately and preempts everything else.

Once you use your held action, your place in the initiative order changes to the current position in the order. So, if you delay and take your action after the last combatant goes, you are now last in the initiative order for subsequent combat rounds.

**Facing**

Every combatant has a facing. Characters can face any of the six hex sides of the hex they occupy. They cannot face a hex corner. The three hexes in the front of the character are called his front. The hex directly opposite the one the character is facing is his rear. The other two hexes are his flank.

During your turn, changing your facing takes no time. However, once you attack someone, you must turn so as to have your target in one of your front hexes.

When it is not your turn, you can still change facing, but only if you are aware of an attack. If an attacker starts his turn in front of you, you can freely turn to face him. However, if he starts his turn from behind you, you are not permitted to change your facing and your opponent will get a flanking attack.

**Flanking**

If an opponent attacks you from the flanks or the rear, he gets a +2 to his attack roll.

**Defense Modes**

A defense mode is simply the way in which a character is defending against a specific attack. Typically, you will block or dodge attacks. However, if things get dire, you might need to rely on your base defense.

**Block**

When faced with melee attackers, you can use your block skill to defend. You can also use your block skill to block missile attacks if you have the correct power or talent.

**Dodge**

Every character has a dodge skill, and every attack can be dodged, even missiles and blasts.

**Zap**

Zap is used to defend against mental attacks and certain magical assaults.

**Multiple Attacks**

A character may defend as many times in a single round as is necessary. Each time he can pick whatever defense mode is most advantageous. Thus, a character being attacked by two thugs might block the first attack and dodge the second. However, each time after the first he uses the same defense skill in a round, he takes a cumulative –3 penalty to his score in that defense skill.

If you face three attacks in a combat round and choose to block all three of them, you will block the first at your skill level. The second you block at –3. The third you block at –6. The penalties continue to accrue until you reach your base defense. You can never defend at a score lower than your base defense unless you are unable to move.

At the end of the combat round, these penalties reset.

Zap is the exception to this rule. Unlike block and dodge, your zap defense actually gets better as it is used. Each time you are hit with a zap attack, you get a +2 to future zap defenses. This bonus does not reset each round, but instead lasts until the end of the current battle.

**Hitting Your Opponent**

Hitting your opponent takes a skill test pitting the attacker’s weapon skill against the defense mode of the defender. If you do hit your opponent, you need to roll damage.

**Damage**

Each power does an amount of damage which is usually listed as one or more dice, plus a stat die. For most melee powers, this stat die is your Muscle die, for most ranged powers, the stat die is your Skill die, and for mental powers, the stat die is Power. However, each power is different and you should read the power’s effects to understand how much damage it does.

The damage done is equal to the damage rolled on the damage dice, minus the amount of relevant armor the target has. Damage is either physical, energy or psychic, and armor has different effects against each type of damage.

**Effects of Damage**

When you are hit, you subtract the final damage taken (after armor) from your hit point total. There are several possible effects of damage which are described below.

**Knock**

Each damage die has the property of Knock. By default, damage dice all have Knock(2), but certain powers modify this value.

Knock(2) means that if the die comes up with either of the two highest values (i.e. a 7 or 8 on a d8), then it knocks the target. Each damage die can knock, so if an attack does 3d8 damage, you can knock your target up to 3 times.

**Extra Knock**

Certain powers have extra knock. That means that after damage is rolled and calculated, you can roll extra dice which do no damage, but possibly knock the target. Extra knock dice are the same type of dice as the base power (not your stat die), and have the same knock chance.

**Knockback and Knockback Damage**

For each point of knock, roll 1d4. Your victim will be knocked back that many hexes in a straight line away from you. If they are knocked into a clear hex, they prone and take 1 point of physical damage per hex knocked.

If they are knocked into an object or another character, then both your victim and the object/character take 1d4 physical damage for each hex traveled. This damage cannot exceed the damage of the original attack + 3/die of extra knock in the power.

**Impact**

If a single attack does ¼ or more of your hit points, you take a random impact effect based on the roll of a d12.

|  |  |
| --- | --- |
| Roll d12 | Impact Effect |
| 1-2 | Graze – No effect |
| 3 | Winded(2) until recovery |
| 4 | Bleed(1) until recovery |
| 5 | Slow(2) until recovery |
| 6 | Cripple until recovery |
| 7 | Impair(1) until recovery |
| 8 | Impair(2) until recovery |
| 9 | Daze next action |
| 10 | Stagger next action |
| 11 | Stun next action |
| 12 | Wound(x) (and roll again) |

Any effect that lasts through the character’s next action is removed once the character suffers a round with the affliction. Effects that last until recovery end when the character succeeds in a burn roll and regains a point of energy.

**Defeat**

If you are reduced to zero hit points, you are on the ***Brink of Defeat***. If there is no one with the ability to revive you, then you are defeated and at the mercy of your foes. However, if someone has the ability to revive you, then they can try to do so. If they succeed, you return to battle. If they fail, you are defeated and no further revival attempts will have any effect.

Another way you can be defeated is to need to spend an energy when you have none. Once this happens, you are immediately reduced to -10 hit points, and are defeated.

**Revival**

To revive a character on the brink of defeat, you must have a power that specifically allows you to heal someone below zero hit points. Activating that power, allows you to roll the heal. If the heal brings your target to positive hits, then he is revived and can return to the fight. If the heal does not bring your target to positive hits, the revive attempt fails and the character is defeated.

Characters revived in this fashion retain the energy they had when they were defeated, or one energy, whichever is greater.

A character with a medical proficiency may attempt to revive a character on the brink of defeat by spending a round adjacent to the victim, and one energy. They then make a skill test against DL 20. If they are successful, they revive the unconscious combatant with 2d4 hit points and 1 energy.