

Simple Super Hero Tabletop Rules

INTRODUCTION

These rules are designed for quick Super Hero games. I use the Heroclix figures but any figures will do. They are based on the Hi/Lo Heroes RPG by Jeff Moore available at <http://www.1km1kt.com>

The Core mechanic of these rules are the player rolls 2 six sided dice actions. The same dice are then used for 1 or 2 tests. Depending on the figures traits you will either use the score of the HIGH dice or the score of the LOW dice.

Conflicts take place on a tabletop using either a gridded map or using inches for measurement.

THE RULE OF DOUBLES

The only exception to taking the score of the HIGH or LOW dice is when a DOUBLE is rolled. It is considered both a HIGH roll and a LOW roll simultaneously. When a DOUBLE is rolled add the scores of the two dice together for the total score. This is the only time you add the scores.

CHARACTER CREATION

Each Super Hero has 3 traits and within those trait a choice of 2 characteristics. Choose which characteristic you want of the two.

BODY: Choose either FAST or STRONG

MIND: Choose Instinct or Reason

DEXTERITY: Choose STEADY or AGILE

Depending on what characteristic you chose above determines which Dice are used for the Super Hero.

Skill	HIGH	LOW
1. Movement	Fast	Strong
2. Accuracy	Steady	Agile
3. Evade	Agile	Steady
4. Damage	Strong	Fast
5. Normal Block	Instinct	Reason
6. Super Block	Reason	Instinct

Each Super Hero has a number of HEALTH POINTS (HP) depending on their BODY.

Fast : 10HP Strong: 15HP

When HP= 0 they are knocked out when HP=-20 they are dead.

POWERS

Each Super Hero starts with 2 powers from the 6 skills above. You may choose a power. You can only have 1 power in a skill area. That power gives +1 to all rolls within that skill. You can name these powers for your Super Hero to give the them more flavour, some examples follow.

MOVEMENT	Flight, Super leap, Super Speed, Climbing.
ACCURACY	Martial arts, trick shot, rapid fire, Sneak attack.
EVADE	Acrobatics, danger sense, stealth, invisibility, dodge.
DAMAGE	Weapon, super strength, lightning attack, heat/cold attack, poison attack.
NORMAL BLOCK	Armour, Shield, tough skin
SUPER BLOCK	Energy form, stretching, invulnerable

WEAKNESSES

Additionally each Super Hero must have 1 weakness. Roll 1D6 to allocate the weakness to a skill on the previous table. That skill has a -1 modifier.

EXAMPLE SUPERHEROES

Rock Man

Body: STRONG Mind: Reason
Dexterity: STEADY
Movement: LOW Accuracy: HIGH
Evade: LOW Damage: HIGH
N. Block: LOW SH Block: HIGH

Powers

+1 Damage. *Super strength*
+1 Normal Block. *Rock skin*
-1 Evade (weakness). *Clumsy*

Stretch Girl

Body: FAST Mind: Instinct
Dexterity: STEADY
Movement: HIGH Accuracy: HIGH
Evade: LOW Damage: LOW
N. Block: HIGH SH Block: LOW

Powers

+1 Evade *Stretching*
+1 Normal Block *Agile*
-1 Movement (weakness) *deformed foot*

COMBAT RULES

Combat can either be against other Super Hero's or Humans. Combat is split into rounds and each round contains a series of actions.

INITIATIVE AND MOVEMENT

Each figure rolls 2 dice. The same dice are used for initiative and movement. For initiative Select HIGH or LOW movement dice (ties are broken by a roll off).

Highest number moves first lowest number moves last.

The number of actions a Super Hero can conduct depends on the combined score of the two dice together:

1-5 = 1 action;

6-11 = 2 actions

12 = 3 actions.

1 action is either full movement or move up to half and 1 attack.

Move the number of square/inches on the HIGH/LOW dice +/- move modifiers. You can alternatively move half distance and attack.

COMBAT ATTACKS

Roll 2 dice and select the HIGH/LOW Accuracy dice.

The same roll is used for ATTACK and DAMAGE do not re-roll the dice.

Ranged combat is up to 12". All ranged attacks have a -1 modifier.

Attacks are either NORMAL or SUPER.

Attacks that are NORMAL are from this world (e.g. gunshot, fire blast, fist strike etc).

SUPER attacks are not from this world (e.g. Cosmic Blast, disintegrator gun).

The attacker takes the dice and this is their score +/- modifiers.

The defender rolls 2 dice which will be used both for their EVADE and BLOCK. Take the HIGH/LOW dice +/- modifiers. If it is equal or

more than attackers dice you have evaded attack.

If the attack is not evaded the attacker causes DAMAGE equal to the appropriate dice +/- modifiers.

Super Hero always add +1 to DAMAGE because of their super powers.

The defender BLOCKS damage from the attacker (either NORMAL or SUPER depending on the attack type). For each point of DAMAGE not BLOCKED lose 1 HP. For every HP above 4 lost from a single attack the defender is pushed back 2 squares/inches.

If firing into a combat and you miss your target the other figure must roll against the same dice to see if they evade.

HUMANS

Non heroes always roll 2 dice and take the lowest number. They do not use the rule of DOUBLES.. Humans all have 3 HP each. They become unconscious on 0HP and die on -10HP. Humans do not add +1 to their damage.

EXPERIENCE

Every time a Super Hero rolls a DOUBLE record it. They can gain more powers for the experience of rolling doubles.

Third power = 30 doubles

Fourth Power = 40 doubles

They may also increase their bonus score for an existing power:

Improve +1 bonus to +2 = 20 doubles

Improve +2 bonus to +3 = 30 doubles

Improve +3 bonus to +4 = 40 doubles

EXAMPLE COMBAT

Rock Man is adjacent to Stretch Girl. His accuracy is HIGH so he rolls 2 dice: 5,1 so takes the 5.

Stretch Girls Evade is LOW she rolls 5,3. She takes the 3 and has +1 Evade giving her a score of 4. Rock man scores higher than her so hits.

Rock Man's damage is HIGH so he takes the 5 again +1 for super strength +1 for Super Hero damage giving a score of 7. Stretch Girl has Normal Block of HIGH so this time takes the score of 5. She has prevented 5 of Rock Mans damage so only 2 damage goes through and she reduces her HP by 2.

A human sidekick of Stretch Girl attacks Rock Man who he is adjacent to. He rolls 6,4. Humans always use the LOW dice so scores 4. Rock Man rolls DOUBLE 3. Add the scores together and his LOW evade is now 6 -1 for his weakness for a total of 5. The attack misses.

Next turn Rock Man moves half a move away from the sidekick. He picks up a car with his Super Strength and throws it at the sidekick. He rolls 2 dice and rolls 4,2. As is is a ranged attack his modifier is -1 giving a total of 3. The sidekick defends rolling 2,1. He uses the LOW dice for his evade which is 1. The attack hits.

Rock Man causes HIGH damage which is 4 +1 for super strength, +1 for being a Super Hero. The sidekicks blocks 1 damages o his HP is reduced by 5 putting him on -2 so he is unconscious.