



SUPERS UNLIMITED

KITBASH

FREE #1



**Supers
Miniature
Gaming**

SUPERS UNLIMITED

Written and edited by Leon Mallett



Miniatures painted by Will Hannah and Leon Mallett, except Doc Cosmos (p. 7) from the collection of Rob Bresnen

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Chapter 1: Getting Started

Supers Unlimited is designed to be a fast-paced game of superhero and supervillain showdowns. Using your miniatures you will choose Actions at decisive times, hoping the dice favor you!

Play the Game, Play Fair

What You Will Need: miniatures for your Supers and any Henchmen working with them; some suitable terrain and a playing area (at least 2' by 2'); tape measure; a set of ten-sided dice (at least 6 per player is ideal); Markers for Objectives in advanced play; and some suitable Tokens for Effects.

The Simplicity Rule: where a rule does not make sense, change it as agreed by all players – aim for simplicity.



Supers Unlimited Dice

In Supers Unlimited, primarily ten-sided dice are used, also known as D10s (e.g., 1D10 is one single die).

Some rolls may call for a D5 to be rolled; simply halve the d10 result and round up (e.g. 1 or 2 is '1'. 3 or 4 is '2' and so on)

A Trait Roll is any roll based on one of the 5 die-based Traits: Fight, Aim, Mind, Magic and Recovery.

Trait Rolls

Trait Rolls are die-rolls made with a number of dice equal to a Trait value. There are two types of Trait Roll: Combat Rolls (used for Attacks) or Action Rolls (any non-Combat die rolls). Combat Rolls must equal or exceed the Target's Power value, while Action Rolls must equal or exceed a designated Target Number (TN).

Bonuses to Trait Rolls (including Combat Bonuses added to Combat Rolls) are added or subtracted as applicable to each die in the roll. Combat Bonuses only apply to Combat Rolls (Attacks).

A roll scores one Success for each die result (plus modifiers) which equals or exceeds the value required. If one or more Successes are achieved the roll is Successful, otherwise the roll is a Failure

A Trait Roll die result of '10' is always a Success (and see below for extra benefits as these are also POW results), while any result of '1' is an automatic Fail.

For Trait Rolls, Effects are based on the number of Successes rolled.

Occasionally other rolls will be required which are not Trait rolls; these will be expressed as XD10 rolls, where X is the number of dice rolled.

POW Results

Rolling a '10' on a Trait Roll die is a POW result; each POW is an automatic Success.

Furthermore, some Effects are triggered on POW results; these Effects are applied in addition to achieving an automatic Success and rolling an extra die.



Rerolls

Rerolls apply to any, or all, of the indicated dice; if multiple sources of reroll apply, the reroll can only be taken once per source per roll unless specifically stipulated.

Models

Models are table-top representations of your Supers and Henchmen combatants, and the Battlezone features they can interact with; therefore, models can represent many things.

Characters - Supers and Henchmen: These are each mounted on a designated base size and are the playing pieces of your Team. Supers are your superhuman Heroes or Villains; Henchmen are rank and file underlings or special companions who aid them.

Objects: These are items that are part of the Battlezone and that can be picked up and either used as weapons or Plot objectives. Things like streetlights, trees, cars etc.

Buildings: Immovable Terrain that can be interacted with and even destroyed with enough effort; for example, stores, warehouses, apartment blocks etc.

Areas: Sometimes scenery cannot be Damaged but will have an impact on an Encounter such as presenting its own threat; such Area Terrain is covered in the sections describing Difficult and Dangerous Terrain.



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Markers: A Marker is a special Objective or Action item that is usually considered Small or Standard Size (Size 1 or 2). They typically cannot be Damaged and cannot be moved unless otherwise stated.

Tokens: These are used to denote things like Effects and other key game-states. They may be placed on the table for clarity, but do not affect play directly.

Size & Character Bases

Size is the representation of general mass and volume between differing Characters.

Most Characters are Size 2, while a few are smaller or larger; the lower the value, the smaller the Character.

- ★ Tiny: Size 0 (25mm base)
- ★ Small: Size 1 (30mm base)
- ★ Standard: Size 2 (30mm base)
- ★ Large: Size 3 (30mm base)
- ★ Huge: Size 4 (40mm base)
- ★ Gargantuan: Size 5 (50mm base)
- ★ Colossal: Size 6 (60 mm base)



Granite above is an example of a Size 3 Character.

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Note: if your Standard sized (Size 2) models are alternatively based on 25mm bases, the same base size should be used for Size 1 and Size 3, with Size 4 on 30mm bases, Size 5 on 40mm and Size 6 on 60 mm bases.

Character Volume, Base to Base (BtB) & Contact

Characters on round bases are assumed to fully occupy a cylindrical Volume equal to the perimeter of their base to the top of the model's head.

Volume is used to determine if models are in BtB (see below) when models are on differing heights of terrain.

Models are in Base to Base (also known as BtB) if the imagined cylindrical Volume they occupy touches that of another model. Consequently, models can be on differing heights of terrain but still in BtB.

Characters whose base is touching a Terrain piece are in Contact with that Terrain.



Measuring & LoS

Measurements (except base size) in Supers Unlimited are in inches. For measurement to or from Characters and Objectives mounted on bases, measurement should be to and from the Volume. Measurements to or from Terrain are to any part of the terrain (do not assume cylindrical Volume for Terrain).

Players can pre-measure distances at any time.

Line of Sight (LOS)

Most Attacks require Line of Sight (LOS), as noted in Combat chapter. If you can draw a line from the Attacking model to any part of the Target's Volume, then you have Line of Sight. If Terrain partially obscures the model, then it benefits from Cover (see Combat Bonuses). If the Attacking model cannot trace a line to any part of the Target model as explained above, there is no LOS.

Characters

Characters are the models which a player uses to play the game, representing his or her Team. A player must have one or more Characters, either Supers or Henchmen or a mix of both, organized into a Team (see Team Selection later in this Chapter).

Each Character is primarily defined by its **Level**, **Alignment** (Hero, Villain or Anti-Hero), and **Class** (which governs the type of things that the Character is good at).

In addition, key values for Characters during games are: **Size**, **Move** (how far the model can Move in inches), **Power**, **HP** (Health Points), **Action Traits** and **Abilities**. Character also have Power Points which is a pool of points used to 'pay' for Actions; this pool is equal to the model's Power at the start of the game.





Primary Traits

Primary Traits reflect the core aspects of a Character; they are not used to determine die rolls but interact with various rules in the game.

- ★ **Power:** how powerful a Character is; limits how much it can do
- ★ **Size:** how large a Character is (see above)
- ★ **Move:** how fast a Character moves in inches
- ★ **HP (Health Points):** how much damage a model can suffer before being Incapacitated (Characters) or Destroyed (Buildings and Objects)

Power Points

Note that Characters begin each game with Power Points equal to their Power value. Lost Power Points are regained in the Refresh Power Phase when it is the owning player's Turn. Power Points cannot exceed a Character's current Power value.

Action Traits

There are four Action Traits have an associated Resistance, as well as Recovery which doesn't have a Resistance value; the first number is the number of dice rolled for that Trait, and the second number is the Resistance value which is added to the Character's Power value when Attacked by the corresponding Trait.

- ★ **Fight**
- ★ **Shoot**
- ★ **Mind**
- ★ **Magic**
- ★ **Recovery** (which doesn't have an associated Resistance value)

Health Points (HP)

When a Character takes Damage, it loses the same number of HP from its HP track. Each Character's HP track is split into white boxes and red boxes – mark white boxes first, moving left to right. Red HP boxes denote the Character's Red Zone. The Red Zone is usually equal to half (rounded down) of the Character's total HP boxes.

If a Character suffers Damage taking it into the Red Zone, or takes further Damage while in its Red Zone, it must immediately make a KO Recovery Roll; if this KO Recovery Roll is not Successful, the Character is KO'ed.

Characters that lose all of their HP are automatically Incapacitated; Incapacitated models are immediately removed from play.

Keywords

Keywords help define each Character and their capabilities, and act as triggers to interactions with other rules.

There are several types of Keywords: **Type**, **Origin**, **Element** and **Specialties**.

- ★ **Type** Keywords define what kind of lifeform a Character is: Emissary, Living, Robotic, and Undead.
- ★ **Origin** Keywords define the source of a character's amazing powers: Alien, Mutate, Occult, Science, and Skill
- ★ **Element** Keywords represent certain fundamental forces: Air, Chemical, Cold, Darkness, Earth, Electricity, Fire, Light, Magnetism, Radiation, Vibration or Water.
- ★ **Specialties** work in conjunction with some Objectives (see chapter 9): Athletics, Knowledge, Might, and Mystic.

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Keywords are not specific rules in of themselves, instead they trigger other rules and may extra bonuses to certain die rolls, often Combat Rolls, of may limit how an Effect or Ability operates.

Weakness: If an Attacker has a Keyword against which a Target has a listed Weakness, then that adds a Combat Bonus to the Attack (see chapter 5).

A special type of Weakness is a Vulnerability; Vulnerabilities apply 1D5 Stun and 1D5 Weaken to the affected Character when they are triggered.

Plasma X Vulnerability: Triggered if Plasma X is resolved with 6 inches.

Character Cards

Pre-generated Supers Unlimited Characters have their own Character card. These cards depict a Character's Traits, Keywords, Abilities, Talents, Gear or Spells (if any), and Attacks.

1. Character high concept, Level, Alignment and Class(es)
2. Primary Traits: Power, Move and Size
3. HP track (red boxes denote the Character's Red Zone)
4. Attack Action Traits: Fight, Aim, Mind and Magic; the first number after the trait is the number of dice

Ace

① Two-fisted vigilante
Level 4 Hero
Trained

② Power 4 ② Move 5

② Size 2 ③ HP [] [] [] [] [] [] [] [] [] []

④ Fight 3 R1 ④ Aim 2 R1 ④ Mind 3 R0 ④ Magic 2 R0 ⑤ Recovery 3

⑧ Talents
Gear (Armored Costume, Grapple Gun),
Luck, Martial Arts, Teamwork

Abilities
None

Attacks
Bash
Fight / Close / Damage

⑥ Keywords
Living, Skill

⑦ Weakness
None

⑨ [Shield Icon]

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rolled, the second number (preceded by R) is the associated Resistance

5. Recovery Trait; unlike the Attack Traits, this doesn't have an associated Resistance value
6. Keywords for Type and Origin, plus Elements and/or Specialties for some Characters
7. Weakness(es), if any
8. Talents, Abilities and Attack profiles
9. Faction symbol
10. Alignment symbol

Immune

Any model which has Immune/ X in its rules is unaffected by X. If X is an Effect or situation, that Immunity applies to all parts of the affected rule. For example, a model which is Immune/Fall is not affected by Damage or Stun from Falls but is affected by Damage or Stun from other sources.

Team Selection

Supers are Characters of Levels 3 to 10, while Henchmen are Levels 1 or 2.

A Team may include Characters with total combined Levels equal to or less than the value agreed for the Scenario to be played.

In each Team, the highest-Level Character with the Leadership Ability is the Team Leader; if no Characters have Leadership, then it is the highest-Level Character. Where two or more models qualify as Team Leader, the owning player chooses which Character is Team Leader.

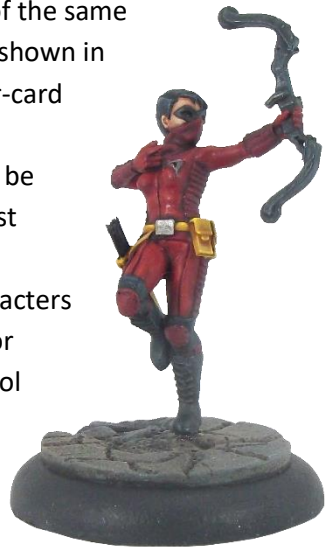
Teams are chosen according to one of the following formation guidelines:

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- ★ **Super Force:** No Henchmen allowed, but any combination of Levels of Supers may be included;
- ★ **Combined Team:** There must at least be twice as many Levels of Supers as Henchmen and only one Super may be Level 7 or above, other Supers must be Level 6 or lower;
- ★ **Goon Squad:** There must be at least twice as many Levels of Henchmen as Supers, and the Team may only include one Super Character per 50 Levels.

In addition, Teams must either be a Faction Team or an Alignment Team.

- ★ **Faction Team:** All Characters must be of the same Faction, with the same Faction symbol shown in the bottom left corner of the Character-card front, with the exception that up to 1 Character from a different Faction may be included per 25 Levels (they are a 'Guest Star').
- ★ **Alignment Team:** At least half the Characters must be of the same Alignment (Hero or Villain), with the same Alignment symbol shown in the bottom right corner of the Character-card front; up to half the Characters (but not more than half) may be Anti-Heroes.



A small game will typically be 15 Levels; a medium game typically 25 Levels; a large game 35 Levels; and a Secret Crisis Event game typically runs to 50 or more Levels.

Chapter 2: Playing the Game (Turns)

Supers Unlimited is played in Turns, where players alternate their turns, usually Activating one Character (sometimes more) during their Turn. Unlike many skirmish games there is no round governing how long a game lasts, instead this is covered through Endgame (which is described in greater detail in chapter 9).

Each Turn follows the order of Phases (Turn Sequence) below:

1. **Check Endgame**
2. **Choose Character**
3. **Refresh**
4. **Upkeep**
5. **Recovery**
6. **Activation**
7. **Turn End**

Check Endgame

Review if the Scenario's Endgame conditions have been met; if they have the game moves to Endgame status which affects how other Phases are played.

After Endgame is triggered, each Super may play one more Turn - if a player passes playing any of these Turns he cannot make any further Activations.





Henchmen cannot be chosen as the Active Model after Endgame is triggered.

Choose Character

Choose one Character to be the Active Model for the Turn. This may be a KO'ed model.

Refresh Power

All Friendly Characters regain 1 Power Point up to their maximum Power.

Upkeep

Any Friendly Abilities which can be maintained from Turn to Turn are paid for in this phase. Upkeep applies to all relevant Friendly Characters in play, not just the Active Model.

Recovery

Make any Recovery Rolls for the Active Model; Recovery Rolls are TN 6 unless otherwise stated, and the TN is at +1 when a Character is in the Red Zone.

The owning player decides the order of Recovery Rolls.

Character may use the Power Up Reaction for each Recovery Roll they make (unless the Character is KO'ed).

Recovery rolls are made for:

- ★ Lost HP (each Success restores 1 lost HP; moving out of the Red Zone does not automatically Recover from KO'ed)
- ★ Each Effect currently suffered (see the Effects chapter)
- ★ Being KO'ed (the Character is no longer KO'ed)

If the Active Model is KO'ed and does not Recover from KO'ed, skip the following Activation Phase, and proceed to Turn End.

Activation

Activate the Active Model; other models may Activate during the Action Phase if rules allow (such as through Reactions or Abilities). The Active Model can use Actions, but no Action can be used more than twice per Activation. The Action Phase is described in extra detail below.

Turn End

The player whose Turn it is may Hold the Initiative (once per Turn; see chapter 3) or passes play to their opponent who begins a new Turn sequence.



Chapter 3: Actions



Characters take Actions during their Activation Phase. In addition, certain triggering events will allow Characters to use a Reaction if they choose (see later in this chapter).

Actions are defined below. There is also a subset Actions called Movement Actions; these are considered Actions but have additional requirements.

Each Action can only be used up to twice per Activation Phase; therefore, it is important to choose wisely. In addition, Characters can only use 2 Movement Actions per

Activation Phase (Charge, Move and Run are all Movement Actions) regardless of the Movement Actions uses.

Each Action or Reaction costs 1 Power Point which must be paid when the Action/Reaction is declared. Players only need to declare the next Action to be used in sequence, they do not have to declare all Actions at the start of their Turn.

KO'ed models cannot use Actions or Reactions.

Most Actions and Reactions are relevant to Combat and need to be taken in context of the Combat rules described in the next chapter.

- ★ Called Shot ✕
- ★ Attack
- ★ Block ✕
- ★ Charge ✕ *
- ★ Fallen Ally ✕
- ★ Hold the Initiative ✕
- ★ Manipulate ✕
- ★ Move *
- ★ Power Up ✕
- ★ Reaction ✕
- ★ Recover ✕
- ★ Run ✕ *
- ★ Use Ability ✕



✕ - Actions/Reactions marked ✕ cannot be used by Stunned Characters.

* - Movement Actions (marked *) are a special case for some Abilities and only 2 Movement Actions may be used per Activation.

Paralyzed Characters: Characters affected by Paralysis cannot use any Actions or Reactions except Mind or Magic-based Attacks.

Using Reactions

Reactions trigger according to different circumstances. Only one Reaction may be used per triggering circumstance. For example, a Character using a Pulse Attack against multiple models – each Attack against each Target is a separate triggering circumstance; alternatively, a Friendly model being KO'ed is a single triggering circumstance.

Reactions only apply against the triggering situation.

KO'ed, Paralyzed, and Stunned models cannot use Reactions.



Actions and Reactions

Called Shot *

The Character adds +1 as a Combat Bonus to the next Attack it makes in the current Turn, or +2 against a larger Size Target. Aim can be combined with Charge.

Attack

Make one Attack using one of the Character's Attack Profile against one model within range. See the Combat section for further details.

Block (Reaction) *

Block is used as a Reaction if declared as Target of an Attack. Apply a -1 Combat Bonus to the Attacker's roll.

Charge (Movement Action) **

Make a Move (see below) which must be in a straight line and ending at a point that is within LOS at the start of the Move; then if this Character is within range to use a Close Attack, it may make the Attack at no Power Point cost, applying the Charge Combat Bonus (adding +1). Charge cannot be used if there is an Enemy model within 1 inch when the Action is declared.

Fallen Ally (Reaction) *

Fallen Ally may be used as a Reaction to a Friendly Character being KO'ed or Incapacitated within 8 inches.

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For Heroes, this Character makes a single Move in a direct line towards the triggering model, moving the full distance and stopping only to avoid a Fall or Dangerous Terrain.

For Villains, this Character makes a single Move in a direct line away from the triggering model, moving the full distance and stopping only to avoid a Fall or Dangerous Terrain.

For Anti-Heroes they can move as either a Hero or a Villain above, but this Reaction can only be triggered by a Friendly Character being KO'ed or Incapacitated within 4 inches.

Hold the Initiative (Reaction) *

After a model has been Activated, play normally passes to the next player. However, in the Turn End, the player whose model has just Activated may choose a Character to use a Hold the Initiative Reaction.

After triggering Hold the Initiative immediately go to the Activation Phase with the Character using this Reaction (and therefore skip over the Choose Character, Refresh, Upkeep, and Recovery Phases). Only one Hold the Initiative Reaction may be triggered per Turn Sequence.

Move (Movement Action) *

The Character may be moved up to its Move value, subject to the rules in the Movement chapter.

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Manipulate *

Use this Action to try to Resolve an Objective. Each Objective type has its own requirements to be Successfully Resolved. Manipulate is also used to Reload some items of Gear

Power Up (Reaction) *

When a Super (not Henchmen) is due to make a Trait Roll, it may choose to Power Up as a Reaction. Power Up adds +1D10 to the roll.

Reaction (other) *

Some Abilities require a Reaction to be used; the individually Ability description defines the triggering circumstances.

Recover *

The Character may make 1 Recovery Roll (the owning player chooses which Effect or KO'ed to roll for).

Run (Movement Action) **

The Character may be moved up to twice its Move value, but the movement must be in a straight line with no changes of direction. Characters cannot use Run if they are in BtB with an Enemy model.

Use Ability **

This Character may use the benefits of one Power requiring the use of this Action.

Chapter 4: Movement

Each Character has a Move value indicating how far the model can be moved.

When moving models, measure from the leading edge of the model's base at the start of the movement to where the leading edge will be at the end, ensuring the Move value is not exceeded (although certain Movement Actions and Abilities may modify basic Move value).

Except for Sprint and Glide, a model can move any amount vertically allowed by its Move value.

Finally, remember that Characters are limited to using a maximum of 2 Movement Actions per Activation, regardless of which Action Types are used.



Movement Type

Movement Type describes how a model may move. The Movement Types are: Sprint, Flight, Gliding, Jump, Line-swing, Teleport, Wall-crawling and Winged Flight - they are fully explained below.

If a model's Move value is reduced to 0 or less, the model may not use Movement Actions until it increases to 1 or more. Characters noted as Immobile cannot use Move Actions for any reason.

Models cannot normally move through other models, Objects, or Structures. Teleport is an exception to this.



Altitude Tokens

Models using the Flight, Glide and Winged Flight Movement Types can gain or discard Altitude Tokens. Altitude Tokens are a representation of relative height above the Battlezone. Models without Altitude Tokens have Altitude 0.

The maximum number of Altitude Tokens a model may have is equal to basic Move value (e.g. a model with Move 6 can have up to 6 Altitude Tokens).

Combat with Altitude Tokens

When a model with Altitude Tokens makes an Attack or is Targeted by an Attack, the following rules apply:

Close: Each model adds Altitude Tokens to its Size; if the difference exceeds the Target's Size, no Attack can be made.

Projectile: Reduce the effective range of the Attack by the difference between the Attacker's and Target's number of Altitude Tokens.

Beam: Each model adds Altitude Tokens to its Size; if the difference exceeds the Target's Size, the Target is unaffected.

Pulse: Reduce the effective range of the Attack by the difference between the Attacker's and Target's number of Altitude Tokens.

Spray: Each model adds Altitude Tokens to its Size; if the difference exceeds the Target's Size, the Target is unaffected.

Sprint

Vertical distance change during a Sprint Movement Action cannot exceed 2 inches. The model is subject to Difficult and Dangerous Terrain when using a Move Action.

Flight

Models using Flight can increase or decrease Altitude during Movement Actions at a cost of 1 inch of base Move per Altitude Token. In addition, when using a Movement Action, a model using Flight can discard Altitude Tokens to add 1 inch per discarded Token to basic Move value for any Movement Action.

Models with the Flight Movement Type are Immune/Fall. They ignore Difficult and Dangerous Terrain if they have 1 or more Altitude Tokens. They ignore Impassable Terrain if their total movement is sufficient to pass over or if players have agreed the Impassable Terrain has a fixed height.

Models with the Flight Movement Type are always considered to benefit from the High Ground Combat Modifier.

In addition, models with Flight have access to the following additional Move Action:

Climb High

Climb High is a special Move Action available to models with Flight and Winged Flight. Climb High cannot be used if there is an Enemy model within 1 inch. When a model uses Climb High it is temporarily removed from the Battlezone; the model is returned at the start of the Refresh Power phase (regaining Power) when the owning player wishes it to return, counting as a Move Action. The returned model is placed anywhere on the Battlezone at least 1 inch away from other





Characters. If a model uses Climb High and does not return before the Encounter ends it is considered Incapacitated.

Glide

Models using Glide can increase or decrease Altitude during Movement Actions at a cost of 2 inches base Move per Altitude Token.

Glide cannot be used inside Buildings.

Models with the Glide Movement Type are Immune/Fall. They ignore Difficult and Dangerous Terrain if they have 1 or more Altitude Tokens. They ignore Impassable Terrain if their total movement is sufficient to pass over or it if players have agreed the Impassable Terrain has a fixed height.

Models with the Glide Movement Type are always considered to benefit from the High Ground Combat Modifier.

Jump

Models with the Jump Movement Type are Immune/Fall. They ignore Difficult and Dangerous Terrain if their total movement is sufficient to pass through it.

A model with Leaping adds an extra +1 Combat Bonus when they benefit from Charge. Jump cannot be used inside Buildings.

Line-swing

Models with the Line-swing Movement Type are Immune/Fall. They ignore Difficult and Dangerous Terrain if their total movement is sufficient to pass over it. Line-swing cannot be used inside Buildings.

Targets do not benefit from Combat Bonuses against Attacks made by a Line-swinging model if the Attacker has already moved with Line-swing in the current Activation.

Teleport

Models using Teleport may move through other models/Terrain if the model has sufficient movement distance to do so. Models with Teleport may reduce the distance of a Fall or Slam by their basic Move value as a Reaction.

They always ignore Difficult, Dangerous and Impassable Terrain if their total movement is sufficient to pass through it.

Wall-crawl

Wall-crawl movement may be concluded to end on a vertical surface – players may need to agree to remember between themselves where a Wall-crawling Move has ended.

Models with Wall-crawl Movement Type are Immune/Fall.

A model with Wall-crawl that is in BtB with a Building may use the High Ground Combat Modifier, which automatically applies within Enclosed Structures.

Winged Flight

Winged Flight is used like Flight (including access to Climb High) except it cannot be used inside Buildings, or if an Enemy model is in BtB, unless this Character already has Altitude Tokens. This Character cannot use Movement Actions if it is affected by Entangle.

Movement if Stunned

Models that are Stunned can only use the Sprint Movement Type.

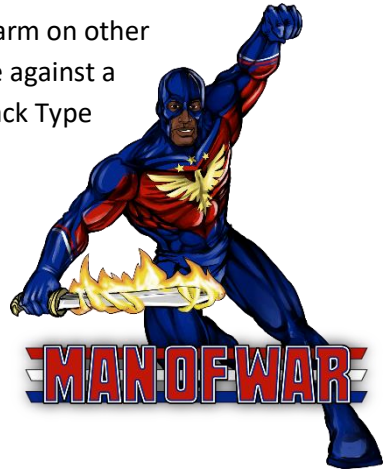
Stunned models lose the benefits of their listed Movement Type until the Stunned Effect is removed (Recovered).

Chapter 5: Combat

Characters (Attackers) use Attacks to inflict harm on other models (Targets). An Attack can only be made against a Target if the Target is within range of the Attack Type (see below for Attack Types).

Attacks follow this sequence of steps:

1. Declare Attack
2. Resolve Reactions (if any)
3. Make Attack roll
4. Resolve Effects (if any)



Declare Attack

To make an Attack, the Target first declares that the action will be used and who the Target will be or Targets if it is an Area of Effect (AoE) Attack or not; measure to check range and place templates at this stage if required. This then allows any Reactions (including Block) to be resolved.

Resolve Reactions

Following the Attack Declaration Targets may declare and resolve Reactions if required.

Make Attack Roll

A Combat Roll uses the relevant Trait dice with Combat Bonuses and successful results are those equal to or exceeding the Target's Power value plus any relevant Resistance bonus (not current Power Points). Some models



such as Buildings and Summoned models have a Resistance value which is used in place of Power against Attacks.

Combat Bonuses are applied to each of the Combat Roll dice against other Characters.

Against Buildings, Attacks Rolls are made against the Building's Resistance value, however Combat Bonuses never apply against Buildings.

If an Attack is Successful (score one Success for each die roll plus/minus applicable Combat Bonuses which exceeds the Target Power plus Resistance, or Building Resistance), then determine Effects based on the number of Successes achieved.

Remember that each POW result is an automatic Success in addition to any other Effects it may trigger.

Resolve Effects

Attack Effects depend the number of Successful rolls. All Effects must be applied unless otherwise noted. If multiple Effects apply from an Attack, the Attacking player determines the order in which they are applied if relevant. Effects are discussed later in these rules.

Attack Types

There are five Attack Types (Close, Projectile, Beam, and Pulse) which are detailed below. Each Attack Type functions against Targets in a different way.

Line of Sight (LoS): All Attacks require Line of Sight to Targets, although this varies by Type. Each Attack Type profile indicates what LoS is required.

Range: The maximum distance at which the Attack can affect a Target, listed as X, where X is a number (range in inches). Close Attacks are limited to



Reach distance for range. For most Characters Reach is in BtB, however some larger Characters have longer Reach and can Attack models within that distance.

Area of Effect (AoE): Attack Types without Range are AoE. All models partially or wholly under an AoE are all affected unless otherwise noted; each Target is treated as a separate Attack for Reactions. If it becomes necessary to determine the height of an AoE it the same as the Attacker.

Close

LoS: To Target

Range: BtB

Projectile X

LoS: To Target

Range: X distance in inches (X distance is indicated in the Attack Profile) from the Attacker's Volume; there cannot be any Enemy models within 1 inch when a Character uses a Projectile Attack

Beam X

LoS: To at least one Target

AoE: An area a full X inches long with a width equal to the base diameter of the Attacker.

Pulse X

LoS: To at least one Target



AoE: X distance in inches (X distance is indicated in the Attack Profile) from the Attacker's Volume

Attack Profiles

Attacks are defined by the Trait used, the Attack Type, and any Effects inflicted if Successful.

Some Attack Profiles feature a different Resistance than the Attacking Trait, for example Mind against Aim Resistance; this is noted with the Attacking Trait listed first, then the relevant Trait Resistance bonus (which is applied to Power) – if no Resistance Trait is noted the Attack is applied against its corresponding Resistance.

Some Attacks include either bonus dice added to the Trait pool (noted as +XD10) and/or an intrinsic Combat Bonus (e.g. +1) which is applied normally.

In an Attack Profile, each part is separated by a forward slash (/), Trait, then Type, then Effects. Attack Type is described above while Effects are described in the next chapter.

Bash & Throw Attacks

All Characters may use the Bash Attack. Characters with Super Strength, Psychokinesis, or ThaumatoKinesis Abilities may use the Throw Attack. The relevant profiles are below:

Bash

Fight / Close / Damage

Throw

To use Throw the Attacker must be in BtB with an Object or must have contacted an Object during its own Move within the same Activation that Throw is used. Throw Actions benefit from Smash It Up.

Fight* vs Aim / Projectile [Trait]+2** / Damage and Knockback

* Psychokinesis uses Mind, Telekinesis uses Aim, and Thaumatokinesis uses Magic; all are vis Aim

** Projectile range is the Trait die pool value +2.

Combat Bonuses

Combat Bonuses are applied to each die used in a Combat Roll. Favorable situations for the Attacker add a bonus to the Attacker's roll, while unfavorable situations subtract from it.

★ Aim	+1, or +2 vs. larger
★ Block	-1
★ Blinded	+2 or -2
★ Charge	+1
★ Cover	-1
★ High Ground	+1 or -1
★ KO'ed/Stunned Target	+2/+1
★ Outnumber	+1 or -1
★ Size Matters	+1
★ Shoot into Melee	-2
★ Smash it Up	+X (X is Object Rank)

Aim

The Character adds +1 as a Combat Bonus to the next Attack it makes in the current Turn, or +2 against a larger Size Target.

Block

Apply a -1 Combat Bonus to the Attacker's roll.

Charge

If this Character uses a Charge Action to make an Attack it applies +1.

Blinded

Attacking a Blind target adds +1. Attacks by a Blind Attacker apply -1.

Cover

To benefit from Cover a Target must be behind intervening Terrain; unless otherwise noted, other Characters do not count as Cover.

Characters may make Close Attacks at up to 1-inch across intervening Cover if they have LOS to at least part of the Target's Volume

High Ground

If the base of your model is at least 1 inch or more above the opposing model's base, then your model gains the High Ground bonus; Attacker's with High Ground apply +1, Target's with High Ground apply -1.



KO'ed/Stunned Target

Attackers gain this bonus against models affected by KO'ed (+2) or Stunned (+1).

Outnumber

If the Attacker has more Friendly models within LOS than the Target has Friendly models within LOS, add+1; if the Target has more Friendly models within LOS than the Attacker has Friendly models within LOS, add+1.

Size Matters

If the Attacker is Larger Size than the Target, add +1.

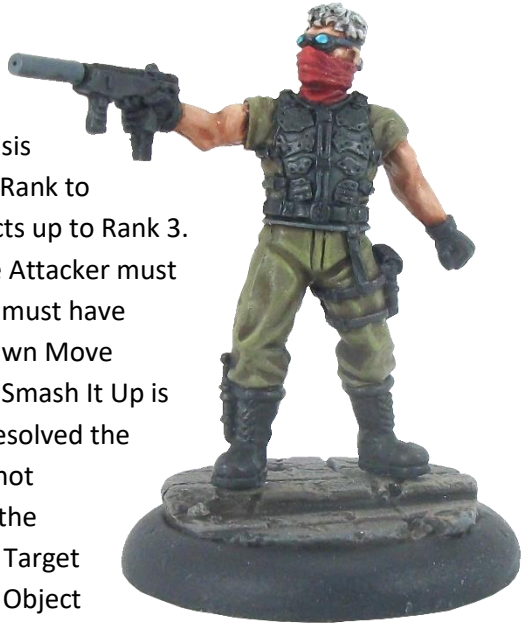
Shoot into Melee

If the Attacker uses a Projectile Attack against a model in BtB with a model Friendly to the Attacker, apply -2.



Smash it Up

All Characters using Bash Attacks may benefit from this Combat Bonus with Rank 1 Objects. Characters with Super Strength, Psychokinesis, or Thaumatokinesis Abilities may add +1 per Object Rank to Bash or Throw Attacks for Objects up to Rank 3. To benefit when using Bash, the Attacker must also be in BtB with an Object or must have contacted an Object during its own Move within the same Activation that Smash It Up is used. After the Combat Roll is resolved the Object suffers Damage 1 and if not Destroyed it must be placed by the Attacking player in BtB with the Target or as near as possible. Only one Object per Attack may be used with Smash It Up.



Weakness

If the Attacker has any Keywords which the Target has a Weakness to, apply +3.

Chapter 6: Effects

Effects usually result from successful Attacks, or occasionally non-Attack Abilities, as well as situations such as Slams and Falls.

When multiple different Effects are generated, the Attacking player chooses the order of application, resolving each in sequence.

Most Effects can be partially or wholly removed with a Successful roll during the Active Model's Recovery phase; each Effect must be removed with a separate roll, and the controlling player chooses in which order to roll to remove multiple applicable Effects.

Effects which can be removed through a Recovery roll are noted in their description, while some Effects are removed automatically during the Active Model's Recovery Phase or in Friendly Upkeep Phases, as noted in the Effect description.

Finally, all Effects which are subject to a Recovery roll automatically remove 1 point of the Effect each Recovery phase.

Attack Boost

The affected Character add +1 to its Combat Rolls while benefiting from this Effect. 1 point of Attack Boost is removed automatically in each Friendly Upkeep Phase.

Blind

This Attack inflicts Blind 1 per Success; the affected Character is Blinded. Characters suffering Blind make a Recovery roll in the Recovery Phase; each Success reduces the Blind Effect they are suffering by 1 point of Blind. Inanimate models are Immune/Blind.

Control (X)

Attack inflicts Control 1 per Success, but only against the indicated Keyword Type X (where X is Emissary, Living, Robotic, or Undead); if X is 'All' then this affects any Type; Each point of Control is equivalent to 1 Power to immediately perform Actions the Character is eligible to perform; as soon as those Actions have been performed the affected Character is no longer affected by Control until Successfully Attacked again with Control.

A Character affected by Control is Friendly to the Attacker who caused Control and the Attacker's Team. Inanimate models are Immune/Control.

Countdown

A successful Ability use or Attack adds 1 Countdown Token to the Character per Success gained against the Target, specific to the Ability used. Countdown Tokens are not removed through Recovery Rolls, instead remove 1 Countdown Token (for each Ability/Attack source) each Friendly Upkeep Phase.

Damage

This Attack inflict 1 Damage per Success. Mark off boxes on the HP track as a model suffers Damage.

Defense Boost

The affected Character add +1 to its Resistance values while benefiting from this Effect. 1 point of Defense Boost is removed automatically in each Friendly Upkeep Phase.

Entangle

This Attack inflicts Entangle 1 per point of Success. Entangled Characters cannot use Movement Actions except with Flight (not Winged Flight) or Teleport. Entangled Characters cannot use other Actions except Attacks until they are no longer Entangled. If an Entangled Character uses a Fight or Aim Attack it is directed only at the Entangle; if they use a Mind or Magic Attack it can be directed at other models as usual. Only Fight and Aim Attacks, or Attacks against Fight or and Aim Resistances, affect Entangles (other models may Attack an Entangle; treat the Entangle as a separate model for other Characters using AoE Attacks). Attacks against an entangle are against Resistance 5 and each point of Damage removes 1 point of Entangle.

HP Drain

A successful Attack removes up to 1 HP per Success from the Target, which the Attacker then gains (up to their maximum HP). Inanimate models are Immune/HP Drain.

Knockback

Each Attack inflicts Knockback 1 per Success; reduce the total Knockback achieved per Attack by the Target's Size - each remaining point of Knockback moves the affected model 1 inch directly away from the Attacker. If the model suffering Knockback contacts another Character, Object or Building it triggers a Slam, and its Knockback ends immediately. A model suffering Knockback which takes it off a Building or Object may suffer a Fall.

Nullify

Each Attack inflicts Nullify 1 per Success. While a Character is affected by Nullify it cannot use any Abilities or benefit from any bonuses from Abilities.

Paralysis

A successful Attack inflicts Paralysis 1 per Success. Multiple Paralysis Attacks do not stack, instead the Target is affected by the Paralysis value of the current paralysis they suffer or the latest attack, whichever is higher. Characters affected by Paralysis cannot use any Actions or Reactions except for Mind or Magic Attacks. Characters suffering Paralysis make a Recovery Roll in the Recovery Phase; each Success reduces the Paralysis Effect they are suffering by 1 point of Paralysis. Inanimate models are Immune/Paralysis.

Poison

Attack inflicts Poison 1 per Success. Characters affected by Poison add +1 to the TN for all their Recovery Rolls Characters suffering Poison make a Recovery roll in the Recovery Phase; each Success reduces the Poison Effect they are suffering by 1 point of Poison, and they suffer 1 Damage per point of Poison remaining after all Recovery rolls are completed. Inanimate models are Immune/Poison.

POW Double Knockback

Each POW from this Attack automatically inflicts Knockback 2 (see above for Knockback) regardless of Successes achieved.

POW Double Stun

Each POW from this Attack automatically inflicts Stun 2 (see below for Stun) regardless of Successes achieved.

Power Down

A successful Attack removes up to 1 Power Point per Success from the Target.

Power Drain

A successful Attack removes up to 1 Power Point per Success from the Target, which is transferred to the Attacker (up to the Attacker's maximum Power). Inanimate models are Immune/Power Drain.

Stun

Attack inflicts Stun 1 per Success; models with any Stun are Stunned. Stunned models are limited to only using Attacks and Move Actions (but not other Movement Actions). Stunned Characters do not benefit from Combat Bonuses, and Attacks against Stunned Characters gain a Combat Bonus.

Characters suffering Stun make a Recovery roll in the Recovery Phase; each Success reduces the Stun Effect they are suffering by 1 point of Stun.

Inanimate models are Immune/Stun. Stun is immediately removed if the affected Character is KO'ed.

Weaken

Attacks inflicts Weaken 1 per Success; each point of Weaken is a +1 Combat Bonus to Attacks against the affected Character, and a -1 Combat Bonus to Attacks made by the affected Character.

Characters suffering Weaken make a Recovery roll in the Recovery Phase; each Success reduces the Weaken Effect they are suffering by 1 point of Weaken. Inanimate models are Immune/Weaken.

Chapter 7: Gimmicks (Optional)

Gimmicks represent special cinematic moment in games, where pivotal moments changes to flow of battle.

Gimmicks are optional rules and only used if all players agree.

Each player selects a Gimmick Pool, according to these rules:

- ★ Each Class that each Super Character (not Henchmen) has contributes one choice of Gimmick to the Pool – therefore a dual-Class Super contributes two choices;
- ★ Each Gimmick may be included only once per Gimmick Pool.

Gimmicks which specify a Class (not 'Any') can only be used by Characters which are neither KO'ed nor Incapacitated.

Once used, a Gimmick is discarded from the Pool and cannot be used again unless another Ability, Talent or Gimmick recycles it.

Tag Team

Class: Any

Use this Gimmick when a Super Character completes its Activation; another Friendly Super Character may immediately be Activated during the same Phase.

We Go Again!

Class: Any

Use this Gimmick when a Gimmick is used and has been resolved; that Gimmick is returned to the Gimmick Pool.

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Double-Blast

Class: Blaster

Use this Gimmick when a Friendly Blaster declares an Attack; make 2 Attack Rolls which may be against different Targets but apply -1 Combat Bonus to each Attack Roll (resolve the first before carrying out the second).

Mega-Pulse

Class: Blaster

Use this Gimmick when a Friendly Blaster declares a Projectile or Beam Attack; resolve the Attack as a Pulse with AoE equal to the usual range of the declared Attack.

Mastery

Class: Controller

Use this Gimmick when a Friendly Controller has made a Trait Roll other than an Attack; any or all dice may be rerolled

Synergism

Class: Controller

Use this Gimmick when a Friendly Controller completes an Action; the Controller immediately regains 1 Power Point for each Super (Friendly or Enemy) of the same Type (Emissary, Living, Robotic, or Undead) as the Controller that is within 6 inches.



Sunday Punch

Class: Fighter

Use this Gimmick when a Friendly Fighter declares a Bash Attack; add +2D10 to the roll, and POW Double Stun to the Attack Effects.

The Old One-Two

Class: Fighter

Use this Gimmick when a Friendly Fighter declares a Bash Attack; make 2 Attack Rolls against the same Target (resolve the first before carrying out the second).

Elusive

Class: Infiltrator

Use this Gimmick when an Attack is declared against a Friendly Infiltrator; this Character then adds +1 to all its Resistance values until its next Activation Phase.

Evasion

Class: Infiltrator

Use this Gimmick when an Attack against a Friendly Infiltrator has been resolved and any Effects applied; the Infiltrator then makes a Move Action at no Power Point cost.

Arcane Node

Class: Mage

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Use this Gimmick when a Friendly Mage completes an Action; the Mage immediately regains 1 Power Point for each Super (Friendly or Enemy) with the Occult Keyword that is within 6 inches.

Arcane Scholar

Class: Mage

Use this Gimmick when a Friendly Mage starts its Activation Phase before any Actions are resolved; the Mage may immediately cast any Spell (even a Spell it does not have) at -1 to the Casting Roll - this does not use an Action to Cast.

Second Wind

Class: Mythic

Use this Gimmick when a Friendly Mythic completes a Recovery Phase, it then immediately carries out a second Recovery Phase before resuming the normal Turn Sequence.

Mastermind

Class: Psychic

Use this Gimmick when a Friendly Psychic completes an Action; the Psychic immediately regains 1 Power Point for each Friendly Super within 6 inches.

Restoration

Class: Shifter

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Use this Gimmick when a Friendly Shifter commences a Recovery Phase but before any dice are rolled; the Shifter adds +1D10 and +1 to each Recovery Roll.

Ultimate Adaptation

Class: Shifter

Use this Gimmick when a Friendly Shifter completes an Action; the Shifter immediately regains 1 Power Point for each Enemy Super within 6 inches.

Burst of Speed

Class: Speedster

Use this Gimmick when a Friendly Speedster declares a Movement Action; add the Speedster's Power value to its Move value to determine how far it can move.

Ride Along

Class: Speedster

Use this Gimmick when a Friendly Speedster declares a Movement Action; one Friendly Character of equal or smaller Size that is within 2 inches before the Movement Action is used is placed within 2 inches of the Speedster at the end of the Movement Action. When this Gimmick is used, the Character using it can discard 1 Power Point per additional Friendly Character it wishes to affect, up to a total number of Characters equal to or less than its own Size value.



Exponential Growth

Class: Summoner

Use this Gimmick when a Friendly Summoner is due to make a non-Attack Trait Roll; the Summoner adds +1D10 per Friendly Super within 6 inches.

Enduring

Class: Tank

Use this Gimmick when an Attack is declared against a Friendly Tank; the Tank adds +3 to its Resistance(s) against the Attack.

Shake It Off

Class: Tank

Use this Gimmick when an Attack has been resolved against a Friendly Tank; the Tank immediately carries out a Recovery Phase before resuming the normal Turn Sequence.

Find Weakness

Class: Trained

Use this Gimmick when a Friendly Trained declares an Attack; add +3 Combat Bonus to the Attack Roll.

Precision

Class: Trained

Use this Gimmick when a Friendly Trained has made an Attack Roll; any or all dice may be rerolled

Chapter 8: Battlezones

The Battlezone is where your Encounters will take place. This is not just a nice setting for your miniatures, in Supers Unlimited the streets are full of lethal weapons and every building might be brought down as the conflict escalates.

As you play a Scenario, almost every piece of scenery you place on the table may either be Destroyed or used against you or your foes.

Falls & Slams

Models moved off Buildings suffer a Fall. Models which suffer Knockback which moves them into Contact with a Character, Object or Building suffer a Slam, as does the relevant Character, Object or Building (resolve each separately). Models inside a structure when it is Destroyed also suffer a Slam.

Falls and Slams have the potential to inflict Damage based on the relevant distance (see below). Slams affect both models involved (for example, a Character suffering Knockback into a Building suffers a Slam as does the Building).

Roll 1D10 per full 2 inches Fallen or Slammed against the Character's Power; each Success inflicts 1 Damage; each POW result also inflicts 1 Stun.

Terrain

Terrain represents Battlezone features which Characters can interact with in different ways. Buildings are things like buildings etc., immobile Terrain which can be Damaged and even Destroyed. Objects are things which can be picked up and used as weapons. Areas are parts of the Battlezone which offer threat (Cover) or threat (Dangerous Terrain) but cannot be Damaged or moved.



Inanimate

All Terrain is considered Inanimate. Anything that is Inanimate uses its Resistance Trait against Attacks and is Immune/Effects except Damage and is Immune/Damage from Attacks against Mind or Magic Resistance.

Terrain Classifications

Areas: Scenery that cannot be moved or Damaged but that affects the game are Areas.

Objects: These are things that can be picked up and used for extra hitting power (using Throw Actions or Smash It Up); Objects can be Damaged.

Buildings: Buildings etc. which can be Damaged.

Buildings

Buildings are defined by whether they are Open or Enclosed, and their Material (what they are made of) and Volume (how big the Building is).

Open Buildings include ruins, ancient stone circles and so on. Enclosed Buildings represent intact buildings etc. Unless your scenery is especially detailed inside, requiring alternative agreement between players, models may move inside Enclosed Buildings if their Move Action will allow them to move a distance into the Building – assume walls are smashed aside if no entrance is readily available.

Models inside an Enclosed Building may not use Attacks requiring LOS against Targets outside the same Building. Position can be tracked by placing the model on the roof if needed.

Buildings & Movement

Models move through Open Buildings as normal.

Enclosed Buildings adjust how some Movement Types work within them:

- ★ **Glide, Jump, Line-swing and Winged Flight:** These Movement Type cannot be used in an Enclosed Building (models revert to the Sprint Movement Type while in an Enclosed Building).
- ★ **Wall-crawl:** Models with Wall-crawl are in BtB with a Building when inside an Enclosed Building, so will benefit from High Ground.

Material

Material determines the Resistance value of an individual Building and should be self-explanatory from a simple glance at the scenery item; most Buildings will be Solid. Buildings Resistance is used when Attacks are made against the Building to see if it is affected.

- ★ Flimsy (Resistance 4): For example, wood or corrugated iron.
- ★ Solid (Resistance 6): For example, rock, stone, brick, concrete or steel; most urban buildings are in this category, as well as temples deep within jungles or arctic lairs.
- ★ Reinforced (Resistance 8): For example, bank vaults, high-tech super-alloys such as invulnerablum, bomb-proofed bunkers etc.

Building Volume

Players should agree before the beginning of the Encounter what Volume each Building is, and the type of Material they are composed of.

Alternatively, if players cannot agree on size, then as a rule of thumb add up the height, length, and width in inches as 'total size', rounded up to the

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nearest whole 10 inches. Each Building Volume gives a Destroyed Limit value which if equaled in Damage means the Building is Destroyed and removed from the table (models on the Building when it is removed may be subject to Fall which is at the full height of the Building's roof).

- ★ Small (10 inches total): Destroyed 4
- ★ Medium (20 inches total): Destroyed 6
- ★ Large (30 inches total): Destroyed 8
- ★ Huge (40 inches total): Destroyed 10
- ★ Gargantuan (50+ inches total): Destroyed 12

Models inside a Destroyed Building are subjected to Slam with a distance equal to the Building's greatest dimension.

Example: A Typical Medium Building is Destroyed with a model inside and another on the roof. The Building is 6 inches high, 8 inches wide and 6 inches deep. The model on the roof will suffer a Fall with a height of 6 inches. The model inside will suffer a Fall with height of 8 inches.

Difficult Terrain

Some rare areas of the Battlezone and some Effects will subject Characters to Difficult Terrain. Difficult Terrain Areas should be used sparingly, representing truly challenging environments such as quicksand, truly treacherous rubble, near-frictionless surfaces and so on.

Each half inch of movement within Difficult Terrain is considered one inch for Move purposes.



Dangerous Terrain

Some regions of the Battlezone may be considered Dangerous Terrain, representing things like toxic chemical pools, lava flows, electrical discharges or other threats from the environment.

Areas of Dangerous Terrain should be defined and agreed upon by the players before the game begins.

Supers and Henchmen may voluntarily move into Dangerous Terrain.

Dangerous Terrain causes Damage 1 (or possibly other Effects as stipulated in a Plot/Subplot or as agreed by players) to any model entering it. Models in BtB with an Area of Dangerous Terrain suffer the Effects immediately when they Activate. A model can only suffer the effects of Dangerous Terrain once in a Turn. Dangerous Terrain does not impede movement unless it is also Difficult Terrain.

Impassable Terrain

Although unusual in games of Supers Unlimited, Impassable Terrain may apply to some situations. Impassable Terrain prohibits normal movement; for example, the thick walls of a bunker may need to be destroyed or opened by special means before your Team can move inside.

Players need to agree whether a piece of Impassable Terrain has a defined height and can therefore be moved over subject to the movement rules; certain Movement Types may be useful for getting around Impassable Terrain.

The edges of the Battlezone should be considered Impassable Terrain. Models may not leave the Battlezone voluntarily or because of Enemy Actions or Attacks except where specified.

Objects, Attacking with Objects

Objects are Terrain items which can be picked up by Characters depending on the Object's Rank and the Character's Abilities.

Certain Abilities (such as Super Strength, Psychokinesis, Telekinesis and Thaumatokinesis) allow a model to utilize the Throw Attack, and the Smash It Up Combat Bonus.

Objects are defined by their Rank value (Rank 1 to 3).

Each time an Object is used with an Attack (Smash It Up or Throw), or is Attacked, if the Attack inflicts

Damage equal to or greater than the Object Rank, the Object is Destroyed – unlike Buildings, do not track cumulative Damage, simply determine if the Object is Destroyed in each instance. Objects have Resistance 5.

If it becomes necessary to determine the relative Size of an Object (in comparison to a Character, Rank is doubled to determine Size.

- ★ **Rank 1 - Small:** Street lamps, bicycles, trash cans, street signs, etc.
- ★ **Rank 2 - Medium:** Cars, vans, dumpsters, phone booths, motor bikes, small boats, trees, empty shipping containers, etc.
- ★ **Rank 3 - Large:** Trucks, fighter planes, airliners, flying saucers, giant redwoods, loaded shipping containers, battle tanks, etc.





Chapter 9: Game Set-up & Scenarios

This chapter outlines the rules to set-up a game for Supers Unlimited, including Scenarios and Subplots.

Game Setup

To play a game, proceed with the following steps in this order.

1. Agree on game size (the number of Levels per Team); recruit your Team and choose your Leader
2. (Optional) Make the Terrain Roll, the winner sets up Battlezone; otherwise mutually agree placement of Terrain
3. Determine Deployment Type (Zones or Markers)
4. Determine the Scenario (choose or roll randomly); place any Objective Markers
5. (Optional) Determine any Subplots (roll randomly); place any Objective Markers
6. Place Plasma X Markers (roll 1D10-3 for each player; add +1 to the roll per 10 full Levels of the game being played)
7. Deploy Characters other than Infiltrators
8. Deploy Infiltrators
9. Battle of Wits and proceed with the first Turn

Terrain Roll (Optional)

Each player rolls D10, the highest roller sets up the Terrain for the game; reroll ties.

If this option is not used, players mutually agree placement of Terrain.



Deployment, Zones & Markers

Games either use Deployment Zones or Deployment Markers; the loser of the Terrain roll option (if used) chooses which Type of Deployment is used; otherwise roll 1D10: evens use Deployment Zones, odds use Deployment Markers.

Deployment Zones

These are equal sized areas extending forward into the Battlezone from opposing board edges; the front-most edges of the areas are 18 inches apart. Non-Infiltrator Characters may be Deployed anywhere Fully Within their own Deployment Zone.

Characters except Infiltrators must usually be Deployed their Deployment Zone.

Deployment Markers

Each player places a Deployment Marker somewhere in the Battle Zone – randomly determine which player will place their Marker first unless otherwise stated.

A Deployment Marker must be placed at least 10 inches from the center of the table, at least 1 inch from any table edge, and at least 20 inches from any other Deployment Marker (for two-player games; or 12 inches from other Deployment Markers for games with more than 2 players).

Characters except Infiltrators must usually be Deployed within 3 inches of their Team's Deployment Marker.



Deploying Models

During Deployment phases, the player who will have the first Turn Deploys the first Character, then the next player, alternating between players until all Characters are Deployed.

All non-Infiltration models are Deployed before any Infiltration models are Deployed.

Rules affecting Deployment only apply as a Character is Deployed, and do not affect already-Deployed models unless otherwise stated.

Battle of Wits

Each Team Leader makes a Mind roll, counting Successes. The winner (the players who achieves most Successes) determines the Turn Sequence; the Turn Sequence is the order in which players will Take Turns

Reroll ties for Battle of Wits rolls.

Objectives

Many Scenarios and Subplots include Objectives which must be resolved.

Each attempt to resolve the Objective requires the Character attempting to resolve the Objective to be in BtB with the Objective, and for the Character to take a Manipulate Action. In addition, most Objectives will also require a Trait Roll.

Several Manipulate Actions may be required if multiple Successful Trait Rolls are required to resolve an Objective.



Scenarios

Each Scenario sets up a storyline for Teams to face off against each other and outlines Special rules and Victory Conditions which apply.

You can mutually agree the Scenario to be played or roll 1D10 to determine which is used:

1 or 2 Slugfest

3 or 4 Danger Zone

5 or 6 Enemy Territory

7 or 8 Hold Ground

9 or 10 Super Quest

If players want a game of least complexity, then choosing Slugfest with no Subplots is the ideal way to achieve this.

Scenario Descriptions

All Scenarios have the following features:

Description

Special Rules: Any special circumstances for the Scenario.

Endgame: The circumstances which trigger Endgame.

Victory: Scoring conditions once all post-Endgame Activations are completed.

Victory Points

Victory Points (VP) are totaled up after the final Round is completed for scenarios, or as soon as a Subplot is completed.



Claiming & Contesting

If a Character is in BtB with an Objective, it is Contested. If no Enemy Character is in BtB with the same Objective or the Character in BtB with it, then the Objective is Claimed.

A model whose base is fully within a Table Quarter may Claim that Table Quarter if no Enemy models are in the table Quarter; if an Enemy model is fully within the same Quarter then the Quarter is Contested.

KO'ed models are not counted for Claiming or Contesting.

Slugfest

Eliminate your foes – no quarter given!

Special Rules: None.

Endgame: As soon as one Team's non-KO'ed and non-Incapacitated models are below half its starting total Levels.

Victory: As soon as all Endgame Activations are completed total the Levels of models you have remaining on the Battlefield, halving Levels (rounded up) for KO'ed models. Whichever player has the highest total scores 2 VP. If two or more players tie for highest total they each score 1 VP.

Danger Zone

Dangerous and powerful fragments are lost in the Battlezone!

Special Rules: 6 Power Markers are placed around the Battlezone. Each player rolls 1D10 and the highest roll (reroll ties) places the first Power Marker then placement alternates between players. Power Markers must be placed at least 4 inches from the center of the table, other Power Markers, any table edge and Deployment Markers.

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A Character moving into BtB with a Power Marker or starting its Activation Phase in BtB with a Power Marker suffers a 2D10 Attack against Power (Resistances do not apply), with Damage and POW Double Stun as the Attack Effects.

Resolving a Power Marker requires a Trait Roll using any Trait (player choice) against TN 8.

As soon as a Power Marker is resolved, it can be Claimed.

Endgame: As soon as all Power Markers are Claimed.

Victory: As soon as all Endgame Activations are complete, check which Power Markers are Claimed. Whichever player has the highest total scores 2 VP. If two or more players tie for highest total they each score 1 VP.

Enemy Territory

Capture Enemy territory while holding your own!

Special Rules: Each player places 2 Territory Objective Markers either in their Deployment Zone (at least 12 inches apart and no more than 20 inches from the opposing Deployment Zone) or near their Deployment Marker (6 to 9 inches from their Deployment Marker and at least 12 inches apart).

Endgame: As soon as one player Claims both Enemy Objectives.

Victory: As soon as all Endgame Activations are complete, check which Enemy Objectives are Claimed. Whichever player has the highest total scores 2 VP. If two or more players tie for highest total they each score 1 VP.

Hold Ground

Control the Battlezone!

Special Rules: None.

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Endgame: As soon as one player Claims 3 or more Table Quarters.

Victory: As soon as all Endgame Activations are complete, check which Table Quarters are Claimed. Whichever player has the highest total scores 2 VP. If two or more players tie for highest total they each score 1 VP.

Super Quest

Special items have been scattered across the Battlezone – opposing forces race to master them all.

Special Rules: 4 Quest Markers are placed around the Battlezone. Each player rolls 1D10 and the highest roll places the first Quest Marker then placement alternates between players. Quest Markers must be placed at least 5 inches from the center of the table, other Quest Markers, any table edge and Deployment Markers. The type of Quest Marker is determined by rolling 1D10:

Super Quest Table

- 1 or 2 **High Value:** No roll required (e.g. stolen loot)
 - 3 or 4 **Athletics:** Aim vs TN 9 (e.g. capture high-tech drones, evade a proximity laser grid)
 - 5 or 6 **Knowledge:** Mind TN 9 (e.g. convince a civilian to join you, understand a cosmic equation)
 - 7 or 8 **Might:** Fight vs TN 9 (e.g. trapped civilian, super-dense rare alloy)
 - 9 or 10 **Mystic:** Magic vs TN 9 (e.g. bind magic artefacts, gather lost crystals)
- As soon as a Quest Marker is resolved, it can be Claimed.

SUPERS UNLIMITED

Endgame: As soon as all Quest Markers are Claimed.

Victory: As soon as all Endgame Activations are complete, check Quest Markers are Claimed. Whichever player has the highest total scores 2 VP. If two or more players tie for highest total they each score 1 VP.

Subplots (optional)

Subplots are 'side missions' that each offer an extra 1 VP to be scored if they are resolved; VP are scored immediately that a Subplot is Resolved. When a Subplot is Resolved remove any relevant Marker from the Battlezone.

Many Subplots require Trait rolls to be resolved; Characters with a Specialty may reroll their Objective Roll for a relevant Subplot.

Each player rolls 1D10 to determine what Subplots will be played:

Subplot Table

- 1 or 2 First Blood!
- 3 or 4 Prize!
- 5 or 6 V.I.P!
- 7 or 8 Take Their Leader!
- 9 or 10 Rolling player chooses the Subplot

The rolling player makes choices where required; if both players roll to choose the Subplot, then reroll.

If First Blood or Take Their leader is rolled twice, then it scores twice for each instance it applies.



Subplot Descriptions

All Subplots have the following features:

Description

Resolved: Scoring condition for the Subplot.

First Blood

Inflict the first casualty and your foe will falter!

Resolved: When the first Super is Incapacitated – the opposing Team scores 1 VP.

Prize!

A mysterious or powerful item has appeared in the Battlezone, and rival Teams fight to capture it.

Special Rules: A McGuffin is represented by a Size 2 Marker. Roll 1D10 to determine the McGuffin type on the table below; this also determines the Traits (and relevant Specialties) used to Resolve the McGuffin:

Prize Table

- | | |
|---------|--|
| 1 or 2 | Rolling player chooses from the list below |
| 3 or 4 | Athletics: Aim vs TN 5 (e.g. out of control electrical unit) |
| 5 or 6 | Knowledge: Mind TN 5 (e.g. understand an alien device, disarm or recover a gravitic bomb) |
| 7 or 8 | Might: Fight vs TN 5 (e.g. lost strong box, caged critter) |
| 9 or 10 | Mystic: Magic vs TN 5 (e.g. magic orbs, portals of power, ancient books) |



The McGuffin cannot be Damaged or affected by any Effects.

Characters moving into BtB to Claim the McGuffin may use a Manipulate Action to attempt to Study it – roll the indicated trait versus Trait Defense value. Successes become Study Points which are accumulated and shared by all Teams.

Resolved: When a Team takes the score to 6 or more Study Points in total they score 1 VP.

V.I.P!

Get the V.I.P on side.

Special Rules: Place a Size 2 model to represent the V.I.P. anywhere on the table, at least 6 inches from any Deployment Zone or 16 inches from any Deployment Marker (or the shortest possible distance if this is not possible).

The V.I.P cannot be Damaged or affected by any Effects other than Knockback/POW Double Knockback (and is Size 2 against these).

Characters moving into BtB to Claim the V.I.P. may use a Manipulate Action to convince the V.I.P to work with them; make a Mind Roll vs TN 4. Successes become Conviction Points; each Team accumulates Conviction Points from their own rolls only.

Resolved: When a Team scores 5 or more Conviction Points in total they score 1 VP.

Take Their Leader!

Take out their Leader and they will be weakened!

Resolved: When the first Leader is Incapacitated – the opposing Team scores 1 VP.

Plasma X

Plasma X (also named McGuffinane after the scientist who discovered its properties - Professor K.M. McGuffin) is a source of strange energy which appears randomly in locations across Earth, but especially in Empire City.

During set-up, each player rolls 1D10-3 to determine how many Plasma X Markers they place, adding +1 to the roll per full 10 Levels Teams being used.

Plasma X Markers are Size 1 and cannot be destroyed or affected by Abilities, Talents, Gear, Spells or Effects in any way.

Super Characters (not Henchmen, NPCs or Summoned models) which move, or are moved, into BtB with a Plasma X Marker immediately roll 1D10 on the Plasma X table to determine and apply the benefit gained by the triggering Character, then remove the Marker:



Plasma X Table

- | | |
|---------|--|
| 1 or 2 | Increases Power value by +1 for the rest of the game |
| 3 or 4 | Recover 1 Power Point and recover 1 HP up to its maximum |
| 5 or 6 | Increase Move by +2 until the end of the game |
| 7 or 8 | Add 1 Success to its Attacks for the rest of the game |
| 9 or 10 | Choose one benefit from the table |

Quick Reference

Game Setup

1. Agree game size (Levels per Team); recruit Team and choose Leader
2. (Optional) Terrain Roll
3. Determine Deployment Type
4. Determine the Scenario
5. (Optional) Determine any Subplots
6. Place Plasma X Markers
7. Deploy Characters other than Infiltration
8. Deploy Infiltration Characters
9. Battle of Wits and proceed with the first Turn

Turn Sequence

1. **Check Endgame:** Review if Endgame met
2. **Choose Character:** Choose Active Model
3. **Refresh:** All Friendly Characters regain 1 Power Point up to their maximum Power
4. **Upkeep:** Pay to maintain Turn to Turn Abilities (Friendly only)
5. **Recovery:** Make any Recovery rolls for the Active Model; TN 6, TN+1 in Red Zone
6. **Activation:** Up to 2 of each Action, no more than 2 Movement Actions
7. **Turn End:** The player may use another model to Hold the Initiative once per Turn

Actions

- ✧ Aim ✧
- ✧ Attack
- ✧ Block ✧
- ✧ Charge ✧ *
- ✧ Fallen Ally ✧
- ✧ Hold the Initiative ✧
- ✧ Manipulate ✧
- ✧ Move *
- ✧ Power Up ✧
- ✧ Reaction ✧
- ✧ Recover ✧
- ✧ Run ✧ *
- ✧ Use Ability ✧

Combat Bonuses

✧ Block	-1
✧ Blinded	+2 or -2
✧ Called Shot	+1, or +2/ larger
✧ Charge	+1
✧ Cover	-1
✧ High Ground	+1 or -1
✧ KO'ed/Stunned Target	+2/+1
✧ Outnumber	+1 or -1
✧ Size Matters	+1
✧ Shoot into Melee	-2
✧ Smash it Up	+X (Object Rank)

Objects

If Damage inflicted exceeds Rank, Object is Destroyed; do not track cumulative Damage. Resistance 6 against Attacks.

- ✧ **Rank 1 – Small:** Street lamps, bicycles, trash cans, street signs, etc.
- ✧ **Rank 2 – Medium:** Cars, dumpsters, phone booths, trees, empty shipping containers
- ✧ **Rank 3 – Large:** Trucks, airliners, giant redwoods, loaded shipping containers, battle tanks,

Structures

Material:

- ✧ **Flimsy** (Resistance 4)
- ✧ **Solid** (Resistance 6)
- ✧ **Reinforced** (Resistance 8)

Size: Total dimensions for size (round up)

- ✧ **Small** (up to 10 inches): Destroyed 4
- ✧ **Medium** (20 inches): Destroyed 6
- ✧ **Large** (30 inches): Destroyed 8
- ✧ **Huge** (40 inches+): Destroyed 10