

MARVEL SUPER HEROES

NOTES AND HOUSE RULES

Charging: When charging, make an Endurance check at +1CS per space moved through (maximum +3CS). Damage is equal to Endurance or Body Armor, +2 points per space moved (as per the Advanced/Revised rules).

Dodging: When hit, a hero can declare a dodge (or use a defensive or "shielding" power). Roll an Agility check; if the color at least matches the color of the attack, then it becomes a miss. For defensive powers, an Agility check of at least green successfully activates the power. In any case, the hero loses their next normal action.

Grappling: If held or knocked down, then only allow use of *Body Control* abilities and/or *Touch Attacks* (energy, poison, etc.) until up or escaped.

Hack & Slash: Sharp attacks bypass Body Armor up to their material strength (e.g., Wolverine's claws, Hawkeye's pointed arrows, Nick Fury's needler gun).

Hero HQs: Note that each of modules MH1-3 have a playing map of one of the major hero groups' HQ (respectively, the X-Men, Avengers, and Fantastic Four).

Initiative: Roll initiative via opposed d% rolls and thereafter cycle around the table. (Optionally, add +10 per Intuition difference for the quicker party.)

Karma for Mega-Heroes: For very powerful heroes, reduce villain awards by as many ranks as their best ability exceeds Amazing. For example, if Thor (Unearthly; +2CS) defeats a Remarkable villain, then he gets only 10 Karma points (Good; -2CS).

Karma for Teams: Awards are given to each hero (*not* divided). See "Day of the Octopus" p. 5 and other official adventures.

Mapless Combat: We find that playing *without* map & figures, when possible, works very well.

Opposed Checks: All such checks & intensities are made as per breaking things on p. 8 (Green if lower, Yellow if equal, Red if higher; impossible if more than one rank above for checks of Strength, Resources, etc.).

Resources: Resources are adjudicated by means of FEAT rolls (as per the Advanced/Revised rules). See other documentation for price-of-goods ranks.