



MARVEL SUPERHEROES CLASSIC RPG

QUICK FIGHTING REFERENCE TABLE

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0 Shift	Fe Feeble	Pr Poor	Ty Typical	Gd Good	Ex Excellent	Rm Remarkable	In Incredible	Am Amazing	Mn Monstrous	Un Unearthly	X Shift X	Y Shift Y	Z Shift Z
0	2	4	6	10	20	30	40	50	75	100	150	200	500

1000	3000	5000
Class	Class	Class
1000	3000	5000

Battle Effects

Fighting	Blunt Attacks	BA	Ability/Power + Weapon + Talents + Result 2d10
	Edged Attacks	EA	Ability/Power + Weapon + Talents + Result 2d10

Evading	Ev	Ability/Power + Talent + Result 2d10
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Agility	Shooting	Sh	Ability/Power + Weapon + Talents + Result 2d10
	Throwing Edged	TE	Ability/Power + Weapon + Talents + Result 2d10
	Throwing Blunt	TB	Ability/Power + Weapon + Talents + Result 2d10
	Energy	En	Ability/Power + Weapon + Talents + Result 2d10
	Force	Fo	Ability/Power + Weapon + Talents + Result 2d10

Dodging	Do	Ability/Power + Talent + Result 2d10
Catching	Ca	Ability/Power + Talent + Result 2d10

Strength	Grappling	Gp	Ability/Power + Weapon + Talents + Result 2d10
	Grabbing	Gb	Ability/Power + Weapon + Talents + Result 2d10
	Escaping	Es	Ability/Power + Weapon + Talents + Result 2d10

Blocking	Bl	Ability/Power + Talent + Result 2d10
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Endurance	Charging	Ch	Ability/Power + Weapon + Talents + Result 2d10
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Material Strengths of Common Objects	
Rank	Object
FE	Cloth, paper, brush, glass
PR	Plastic, crystal, wood
TY	Rubber, soft metal, ice, interior walls
GD	Brick, aluminium, asphalt, light machinery, high-strength plastic
EX	Concrete, iron, bullet-proof glass or clothing, exterior walls
RM	Steel, reinforced concrete
IN	Stone, vibranium, volcanic rock
AM	High strength steel, granite
MN	Diamonds, super-heavy alloys
UN	Adamantium, some mystic elements
1000	Virtually indestructible materials (Thor's Hammer, Cap. America's Shield.)

Vehicles Table

	Control	(Air) Speed	Body	Price
Bicycle	EX	TY	GD	TY
Sedan	TY	GD	GD	RM
Luxury car	PR	GD	EX	IN
Motorcycle	TY	EX	PR	EX
Police Car	GD	EX	TY	RM
Armoured Car	TY	TY	IN	IN
Tank	EX	TY	IN	AM
Corporate Jet	TY	AM	PR	AM
Military Jet	EX	Shift X	TY	MN
Flying Car	EX	PR	GD	IN
Quinjet	RM	Shift Y	EX	AM
Fantasticar	EX	IN	GD	IN
Skycycle	EX	IN	EX	RM
Rowboat	GD	TY	FE	TY
Motorboat	EX	EX	TY	GD
Speedboat	GD	IN	TY	RM
Ocean Liner	GD	TY	RM	MN

Weapons chart

Weapon	Range	Damage	Material	Price
Handgun	PR	TY	EX	PR
Rifle	TY	GD	GD	TY
Assault Rifle	EX	GD	GD	GD
Shotgun	TY	EX	GD	TY
Bow	TY	TY	PR	PR
Stun Rifle	EX	GD	PR	EX
Laser	GD	GD	PR	RM
Knife	0	GD	EX	FE
Sword	0	GD	GD	GD
Masterwork Sword	0	EX	EX	EX

Damage

	Attacker	Defender
Dealing Damage	Damage roll = 2d10 + Powers + Talents	Subtract 'lifesavers' = Damage roll - Armour/Powers

Stun, Slam or Kill?

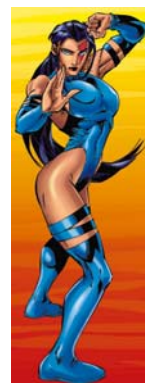
	Damage roll = even #		Damage roll = odd #	
Edged Attack Shooting Energy	St	Stun? Check yes/no with coin toss	KI	Kill? Check yes/no with coin toss
Blunt Attack Force Charging	St	Stun? Check yes/no with coin toss	SI	Slam? Check yes/no with coin toss
Grappling Grabbing	St	Stun? Check yes/no with coin toss	KI	Kill? Check yes/no with coin toss

Speed Table

Rank	Land or Water		Air	
	Areas / turn	MPH	Areas / turn	MPH
Shift 0	0	0	0	0
Feeble	1	15	2	30
Poor	2	30	4	60
Typical	3	45	6	90
Good	4	60	8	120
Excellent	5	75	10	150
Remarkable	6	90	15	225
Incredible	7	105	20	300
Amazing	8	120	25	375
Monstrous	9	135	30	450
Unearthly	10	150	40	600
Shift X	12	180	50	750
Shift Y	14	270	100	1500
Shift Z	16	240	200	3750
Class 1000	32	480	Interplanetary Speed	
Class 3000	50	720	Near Light Speed	
Class 5000	100	1500	Like teleportation	

Range Table

Rank	Slam	Throwing (in areas)
Shift 0	Touch only	0
Feeble	Touch only	1
Poor	1 area	1
Typical	2 areas	1
Good	4 areas	2
Excellent	6 areas	3
Remarkable	8 areas	4
Incredible	11 areas	5
Amazing	20 areas	6
Monstrous	40 areas	7
Unearthly	60 areas	8
Shift X	80 areas	10
Shift Y	160 areas	15
Shift Z	400 areas	20
Class 1000	100 Miles	Line of Sight
Class 3000	10,000 Miles	Line of Sight
Class 5000	1 Million Miles	Line of Sight



Moving Targets	
Up to 5 areas/round	-1CS to hit
6 - 10 areas/round	-2CS to hit
11 - plus areas/round	-4 CS to hit

Hitting Big Objects	
Up to 7 feet tall	No Modifier
Up to 16 feet tall	+1CS
Up to 22 feet tall	+2CS
Over 22 feet tall	+3CS

Moving Targets		
	Against	By
Down to 6 inches	No	No
Down to 1 inch	-1CS	+1CS
Down to ¼ inch	-2CS	+2CS
Smaller than ¼ inch	-3CS	+3CS

Wallcrawling	
Rank	Surface
FE	Concrete or Brickwork
TY	Glass & Steel
GD	Steel Alloy
RM	Oil-coated surface
IN	Non-stick surface
1000	Frictionless

Running Magic	
First time using a spell: make Psyche FEAT (No Karma may be added to roll)	
Gaining a new spell = 500 Karma + 20 Karma per Spell rank number	

Aiming: +1CS to hit
Point-blank range: +3CS to hit
Fighting in the air:
 1. Character in flight can be Slammed regardless of Body Armour
 2. Grand Slam is measured at Air Speed
 3. Charging (dropping down) = +4CS
Fighting in the dark: -2CS to all
Attacking multiple targets:
 Single FEAT roll is made at -4CS
 The result of that FEAT applies to all targets



Talents	
Any talent	+1CS
Marksmanship	+1CS with any ranged weapon requiring line of sight. Normal range penalties not suffered.
Weapons Specialist	+2CS with particular weapon. +1 to initiative when using this weapon and alone.
Martial Arts A	Stun/Slam opponent regardless of Strength or Endurance
Martial Arts B	+1CS Fighting in unarmed combat
Martial Arts C	+1CS to Grappling/Escaping/Dodging
Martial Arts D	Stun or Slam even when no damage was inflicted (as a result of Body Armour)
Martial Arts E	+1 to initiative rolls
Wrestling	+2CS on Grappling attacks, though not damage
Aerial/Underwater Combat	+1CS when able to fly/breathe under water
Acrobatics	+1CS to Dodging, Evading and Escaping
Tumbling	Agility FEAT after ANY fall to land on feet without damage up to a fall of Endurance rank number in stories
Resist Domination	+1CS to all Psyche FEATs against mental attacks.
Escape Artist	+1CS on escape actions plus +1CS to Agility to wiggle out of locks, chains, ropes, etc.
Student	Purchase additional talents at half the Karma price
Leadership	+50 points to Karma Pool if added as a member. Only one leader per pool.