

## S2 2nd ed. FAQ and Errata

The following pages address clarifications, errors, and omissions in the first printing of the SuperSystem 2<sup>nd</sup> ed. rulebook. Some of these issues may be corrected in future printings.  
Last updated: 8/2/2006

### Errata

#### Page 11 – Knockback – Refers to the Measured Strike maneuver. Where is this?

This maneuver was left out due to space considerations and the reference was mistakenly left in.

#### Page 20 – Cowardly – How does this power interact with the Limited Mobility power? Does the LM model have to charge even though it cannot?

The text for Cowardly needs to be adjusted a bit. Replace the third sentence of the Cowardly power with the following text: This retreat must occur at the model's best possible movement rate, and any remaining AP's not used for movement are lost.

#### Page 26 – Fear – I heard Fear was removed from the power set and replaced with a new power that combines its effects with some mind control abilities. Is this true?

Yes. Fear appears in the first printing of the second edition, but has been removed in favor of the Dominate power. You can download the text for Dominate from the Downloads section of the SuperSystem web site.

#### Page 28 – Growth – The example references the Mind Control power. Where is it?

This is an orphaned reference. Mind Control was removed from the set and replaced with Dominate. See the answer to the Fear power above for more details.

#### Page 32 – Omni-Power – States it cannot be used to purchase the Duplicate power. Is this the Extra Forms or some other power being referenced?

It should say Extra Forms. That's an orphan reference.

#### Page 34 – Super-Energy – How much does this power cost per level?

6 pts per level. Earlier versions of the PDF rules had this power at 10 pts/level, but 6 pts/level is the correct cost.

#### Page 40 – Only Versus – Refers to the Deflection power. Should this be the Reflection power?

Yes.

### FAQ

#### Can you use two powers that must be activated as the first action (such as darkness and density increase) if they are activated before all other actions?

Yes. Where applicable you may do this.

#### How do Henchmen suffer Knockback? Especially if in combat with more than one enemy.

This is consistent with the Throw henchmen section, the whole group is knocked back and equal amount directly away from the attack. Even split henchmen groups fighting multiple foes are all knocked back together. Remember, in most cases, henchmen are an abstraction.

#### For powers with a radius around the model (darkness, ranged attack with range 0 and blast, terrifying aura, etc.), how does this work for henchmen who possess the power?

The centermost member is where the effect originates from, and if he goes away then the next model who best fills this condition is chosen.

#### Page 12 – Concentrated Fire – Do only Henchmen with line of sight to the target count for the concentrated fire?

No. In most cases henchmen are an abstraction. Always calculate bonuses for CF based on total number of members in the group.

#### Page 13 – Are soliloquy attacks a close combat attack?

No. They may be ranged as well. But they still must be role-played.

### POWER QUESTIONS

#### Alternate Form

If I have an alternate form that uses "X" AP's in a turn and then I change form to another form with a different AP total does the new

**form get "its" new total of AP's to use or the lesser of the two forms?**

It would get whatever AP it has minus anything you had spent that turn.

So, for example, you spend 4 AP, then switch to a form that has 9 AP, you would have 5 AP remaining to spend that turn.

#### **Bodyguard**

**Can a guarding character use this power if in base contact with an enemy model? If so, does the enemy model receive a free attack for the guarding model breaking form close combat?**

Yes it can, and if it has to move it would suffer a free attack.

**Page 22 – The Difference – Is each level only useable once per game?**

Yes.

**Page 23 – Elasticity – Stretch Attack – What exactly does it mean that stretch attacks beyond 6" count as ranged attacks? Do they not add Melee Attack power to damage? Do they cost a base cost of 4 AP (so a total of 6AP with the +2 listed in the power description)?**

SA's over 6" cost extra AP and are subject to the rules for Ranged attacks.

**Page 25 – Extra Forms – What is the benefit of being able to banish your duplicates?**

Partially thematic, but also a Renewable form may be Banished and re-summoned at full power, while robbing a foe of a KO XP point.

**Page 26 – Extra/lessened Vitality – Is this power available to Henchmen groups and how would it work?**

No. Henchmen do not possess normal Vitality ratings. You can make a Henchman group more durable by buying the Veterans power for them.

**Page 27 – Force Field – Does the super extra apply to someone protected by a dome?**

Yes, but only a maximum of 2 re-rolls.

**Page 28 – Hyper Movement – Speed Burst – Should this be a maximum number of levels or just limited by the dice cap?**

Speed Burst does not have dice cap or level limitations.

**Do I have to buy hyper-move to get the Warp special effect or can I just buy Warp?**

No, you must buy Hyper-Move first.

**Page 30 – Kinetic Absorption – Sponge – The Sponge effect specifies Resolve checks (though the power says the player can choose to use either Resolve or Mind). Does this mean Sponge cannot be used with Mind rolls?**

It can. Both Mind and Resolve rolls are eligible.

**Page 31 – Limited Mobility – Does this mean a model could only spend up to half of its AP on movement (leaving half of its AP for other actions) or that each AP spent only moves the model half an inch?**

The former. As the text states a model may only spend up to half its AP on movement. So a Model with 9 AP could move a maximum of 5" in one turn.

**Page 31 – Melee Attack – Soul Fire – Is Density Decrease considered a physical defense? (and if so then wouldn't a soul fire ranged attack also affect a density decreased model even though the description under range attack only specifies increases to Strength)?**

Soul Fire attacks affect DD models.

**If I have an Omni pool and buy it with 10 points of power can I use Dominate more than once in a game? Or is it assumed that you if buy Dominate you buy it up to the total power available to you in a game (I.E. Level 3, effectively means your buying "3" charges of dominate ability at 30 points?**

No. You could do so with a 20 or 30 pt. power pool. A 20 pt. pool would get you two uses and a 30 pt. pool would get you three.

**If I have an Omni pool and Dominate someone and then change the power to something else if the other person still dominated?**

Yes. The power effect will remain with the normal duration.

**If so, does it also apply to flares as well as entangles, drains, boosts, suppress, and copy powers? Powers that have a lingering effect?**

Yes for most, but if you copy someone's power, then switch away from Copy Power to another power, you won't have the copied power any more.

**Page 35 – Telekinesis – Can a model that successfully traps a foe using TK Grab also use Manipulate Object to drop his trapped foe from a great height, like the edge of the building in the Rooftop Rumble scenario?**

Yes. Provided the model makes his TK Grab then scores enough goals on the Manipulate Object goal roll to move the enemy beyond the edge, this can be done. However, the dropped model gets a chance to grab the edge or some other outcropping, just as in the High Anxiety rules of the RR scenario.

**Page 38 – Power Mods – Can you apply a power mod to only a special effect or does it have to apply to the whole power? For instance applying Unreliable to a Soul Fire effect of a Melee Attack to represent a blade flickering in and out between the physical and the spirit world – sometimes it cuts flesh, sometime the soul.**

Yes, you can do this. Good example, BTW.

**Page 39 – Always On – What's the downside of Damaging Aura being always on? Damaging Aura states it affects a model striking the character in close combat. Does this also affect models touching the model with Damaging Aura (such as to heal or pick up for flight or hyper move)?**

Although it should be more explicitly stated, models with DA (Always On) cannot handle scenario objectives, guard VIP's, rescue hostages, etc. If they throw or carry a friendly model that model must roll to resist the DA.

**Page 39 – Area Effect – For ranged attacks with a range 0, can the attack scatter?**

No.

**Page 39 – Area Effect – Do dice converted to increments count against the dice cap?**

Yes.