

SUPERSYSTEM QUICK REFERENCE SHEET

THE GOAL ROLL

Roll a number of 6-sided dice equal to attribute + Powers + situational Modifiers and count up the number of dice that rolled 4+ (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Dice rolling less than 4 are ignored.

Example: The Blur wishes to strike a foe in Close Combat. He rolls 5 dice and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.

THE POWER OF 6

Rolling a 6 in SuperSystem is special. Whenever a model rolls a 6 on a throw it counts as two goals.

RE-ROLLS

Some powers in SuperSystem grant models re-rolls, allowing them to pick-up dice and re-roll them. If opposing models both possess re-rolls, both players decide how many dice they wish to re-roll after initial attack and defense goal rolls are made. The attacker announces his intended re-rolls first, followed by the defender. Even if a player possesses multiple re-rolls, a single die may only ever be re-rolled one time.

ROUND SEQUENCE

- 1.) The designated leader of each team makes a Mind or Agility goal roll; the highest goal total scored chooses the first activation for that round.
- 2.) After the first model is activated, model from another team goes, and the sequence goes back and forth until all models have acted. Models who activate may spend their AP to move, make attacks, search for scenario objectives, etc.

ACTION	COST
Move	1" per AP
Close Combat Attack	3 AP
Ranged Combat Attack	4 AP
Charge	2" per AP
Stand Up	2 AP
Hide	2 AP
Activate Device/Pick-up Object	2 AP

VITALITY

Vitality measures a model's health, or how many hits the model can take before it goes down. A model's starting Vitality is equal to the sum of its Strength and Resolve. If the Blur had Strength 3 and Resolve 4, he would have a starting Vitality of 7.

DICE POOLS

Models in SuperSystem often add their attribute dice totals to any number of powers and special effects to form larger dice pools. To make combat run more smoothly, the SuperSheet lists blocks for the five most common dice pools used in the game. The five dice pools are:

Attack (ATT)--Agility + Combat Sense or Mind + Combat Sense
Defense (DEF)--Agility + Force-Field
Damage Resistance (DR)--Strength + Armor, or Elasticity
Damage (Dam)--Strength + Melee Attack, or ranged attack pool
Will (WIL)--Resolve + Iron Will