COMBAT SUMMARY

ATTACK ROLLS

Here's how to calculate your Attack Roll (your chance to hit on 3d6):

11 + attacker's OCV - defender's DCV

For example, if the attacker is OCV 8 and the defender is DCV 6, the Attack Roll is: 11 + 8 - 6 = 13 or less on 3d6.

A roll of 3 always hits; a roll of 18 always misses.

OCV = DEX/3, plus applicable Combat Skill Levels and modifiers

DCV = DEX/3, plus applicable Combat Skill Levels and modifiers

RANGE MODIFIER

Range	OCV Modifier
0-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33-64"	-8
65-128"	-10
...and so forth	

ACTIONS

In his Phase in combat, a character can:

—Move his full inches of movement (1" = 2 m)

—Move up to half his inches of movement and attack (attack must be last; making an attack ends the Phase)

—Take a Recovery

—Perform some other action, maneuver, or the like.

DOING DAMAGE

Normal Damage Attacks

For Normal Damage (like punches, clubs, Energy Blasts), the total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does 22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

NORMAL DAMAGE

Each die for Normal Attack	BODY done
1	0 (zero)
2-5	1
6	2

Killing Damage Attacks

For Killing Damage (like claws, knives, and bullets), the total on the dice is the amount of BODY the attack does. To determine the STUN done, the character rolls a *STUN Multiplier* — 1d6-1 (minimum of 1) — and multiplies the result by the amount of BODY done. For example, suppose an RKA 3d6 rolls 3 + 4 + 5 = 12. That's 12 BODY damage. Then you roll another die for the STUN Multiplier. If it comes up 5, the Multiplier is (5 - 1 =) 4, so the attack does 48 STUN (4 x 12).

TAKING DAMAGE

There are two types of defenses: *Normal* (which only apply against Normal Damage) and *Resistant* (which apply against Normal and Killing Damage). Normal Defenses include a character's natural PD and ED; Resistant Defenses include Armor, Force Fields, and PD and ED for which a character has bought Damage Resistance. In Heroic campaigns, Resistant Defense usually indicates some form of armor.

The *HERO System* also distinguishes between *physical* damage (such as punches, bullets, swords, falling, clubs, and so forth) and *energy* damage (such as fire, lasers, Energy Blasts, and the like). Defenses usually only protect against one type of damage or the other — for example, a character's Physical Defense (PD) only works against physical attacks, and his Energy Defense (ED) against energy attacks.

1. If the attack does Normal Damage (fists, clubs, Energy Blasts):

a. Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.

b. Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

c. Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

2. If the attack does Killing Damage (claws, blades, guns):

a. Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). Armor, Damage Resistance, Force Field, and Force Wall provide Resistant Defense; so does armor the character wears (chainmail or plate armor, for example).

b. Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

i. A character's Normal Defenses, including his PD and ED (unless modified by Damage Resistance), *do not* reduce the BODY from Killing Damage, even if he has Resistant Defenses.

c. If the character has *no* Resistant Defenses, he takes all the STUN damage done by the attack.

d. If the character has any Resistant Defenses, add all applicable forms of Defense — both Normal and Resistant — together to determine his total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage:

a. If the character has the applicable defense, he takes no damage at all.

b. If the character does not have the applicable defense, he takes all the damage.

Some Advantages, such as *Armor Piercing* or *Hardened,* may affect how damage applies to defenses.

EFFECTS OF DAMAGE

There are four major effects of damage: Stunning; Knockout; Injury; and Death.

Stunning

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is less than his CON, he suffers no additional effect — he just loses the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is greater than his CON, he loses the STUN and is *Stunned.* A Stunned character's DCV instantly drops to to ½. At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character can do nothing until he recovers from being Stunned (though he still gets his free Post-Segment 12 Recovery).

Recovering From Being Stunned

A Stunned character must take a moment to clear his head. This is called *recovering from being Stunned.*

Recovering from being Stunned requires a Full Phase, and is the only thing the character can do during that Phase. A character can recover from being Stunned in the Segment in which he was Stunned if he had a Phase in that Segment and had not yet acted that Phase. When he recovers from being Stunned, the character's DCV returns to normal, but he doesn't gain back any of his lost STUN.

If a character has to recover from being Stunned in his Phase, but takes damage in that Segment prior to when his Phase begins, he cannot recover from being Stunned that Phase. He must try to do so on his next Phase instead.

Knockout

If the amount of STUN damage a character suffers from a single attack or multiple attacks (after subtracting his defenses) is greater than his STUN, he is Knocked Out. A character who is Knocked Out has OCV 0, DCV 0, and ECV 0, and any attack that hits him does 2x STUN. At the end of the Segment, any of his Powers which are not Persistent turn off.

To regain consciousness, a Knocked Out character must take Recoveries (see sidebar) — in fact, that's all he can do until he wakes up (though he cannot take a Recovery in the same Segment when he was Knocked Out, even if he has a Phase). But if he's deeply unconscious, he may not get to take a Recovery every Phase (see accompanying table). When the character's Recoveries make his STUN total positive, he wakes up and can take whatever

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and Post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

Actions he wants to. However, his END total in this situation equals his current STUN total; he's put all of his energy into waking up.

Injury

Characters who take BODY damage suffer appropriate injuries based on the attack being used — cuts, broken bones, wounds, burns, and other such unpleasantries.

Death

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, he has lost twice his original BODY (*i.e.,* when he reaches a negative BODY score equal to his starting positive BODY).

KNOCKBACK

In some types of combat, attacks are so powerful they knock the characters all over the battlefield. To reflect this, characters can do Knockback (KB). Knockback is most appropriate for Superheroic campaigns.

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (+1d6 if the attack is Armor Piercing, does Killing Damage, uses Martial Arts, or the target uses Clinging; -1d6 if the target is in the air or in zero gravity). He subtracts the total rolled from the amount of BODY rolled on the attack dice.

If the result is negative, no Knockback occurs; the defender remains where he was standing before the attack.

If the result is 0, the character is Knocked Down.

If the result is positive, the target is Knocked Back that many inches. If he hits a solid object (like a wall or a tree), he takes a number of dice of Normal Damage equal to the inches of Knockback. If he hits nothing, he lands on the ground and takes half that much Normal Damage.

A character who's Knocked Down or Knocked Back is "prone." While prone he has half DCV. He must spend a Half Phase in his next Phase getting to his feet or reorienting himself, which restores his DCV to normal.

TAKING RECOVERIES

Characters use REC to regain STUN and END. This is known as "Recovering" or "taking a Recovery." When a character Recovers, add his REC to his current STUN and END totals.

Characters get to Recover in two situations. First, after Segment 12 each Turn, all characters (even Stunned ones) get a free *Post-Segment 12 Recovery.* This Recovery occurs automatically (unless the character is holding his breath or deeply unconscious).

Second, a character may choose to take a Recovery as his Action in any of his Phases. Taking a Recovery is a Full Phase Action, reduces the character's DCV by half, and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted).

If a character takes damage from an attack in the Segment in which he takes a Recovery, the Recovery fails; he gets no STUN or END back and has wasted his Phase.

HOLDING AND ABORTING

A character can *Hold* his Phase (or a Half Phase) to act later, or in a later Segment. If two characters want to act at the same time, determine who goes first with competing DEX Rolls.

A character can *Abort* his next Phase to act before he normally would, but only to take a defensive action (like Dodging). He cannot Abort right after making an attack (he must wait until the next Segment).

ENDURANCE IN COMBAT

STR costs 1 END per 10 STR used. Powers cost 1 END per 10 Active Points used.