

SHSA Playsheet

Size (use biggest D Type until D20)	Cubes Occupied	Typical Dimensions
Any <i>Small</i>	1	1 x 1 x 1
No <i>Small</i> and up to <i>Large</i> D4	2	2 x 1 x 1
<i>Large</i> D6	3	3 x 1 x 1
<i>Large</i> D8	4	4 x 1 x 1
<i>Large</i> D10	16	4 x 2 x 2
<i>Large</i> D12	45	5 x 3 x 3
<i>Large</i> D14	96	6 x 4 x 4
<i>Large</i> D16	175	7 x 5 x 5
<i>Large</i> D18	288	8 x 6 x 6
<i>Large</i> D20	441	9 x 7 x 7

Targeted Action Phase
Use any ability.
Attack a Trap
Throw an object.
Cover
Make any Task roll
Pick up an object which is adjacent to an opponent.
Tactics Action
Leadership Action
Personal Action Phases
Use an ability which has the target 'Personal'.
Pick up an object which is not adjacent to an opponent.
Deactivate an 'Until Cancelled' ability.
Stand Up
Escape
Comeback
Swap one <i>Held Item</i> in hand for another carried <i>Held Item</i> .

Situation	Defence Modifier
Defender has no sense vs attacker	-1 vs Direct
Defender has no sense vs attack	-1 vs all but Mental
Defender lying down	-2 vs all but Mental and Direct from R5+
Target partially trapped vs Direct or Indirect	-2 vs Direct, Indirect
Grappled	-2 vs Touch, Hand to Hand or Short
Cover: ¼	D4
Cover: ½	D6
Cover: ¾	D8
Situation	Attack Modifier
Grappled	Touch or Hand to Hand -1, Held Item -2 in addition

Areas to Hit	Val
<i>Cone</i>	D6
Line, Burst or Barrage Range 0	No hit roll. Automatic.
Line, Burst or Barrage Range 1-5	D4
Line, Burst or Barrage Range 6-10	D6
Line, Burst or Barrage Range 11-20	D8
Line, Burst or Barrage Range 21-50	D10
Line, Burst or Barrage Range 51+	D12

Evade (Attacker)	Val
<i>Area (Line)</i>	D8
<i>Other Areas</i>	D6
<i>Move to 0-2 or Area is Attached</i>	DX , <i>Speed</i> , <i>Move</i>
Distance required to evade	0-1: D4, each + 1: +1

Evade (Defender)	Val
Standard	<i>Speed</i> , <i>Move</i>
Opponent <i>Move to 0-2 or Area is Attached</i>	DX
Can't sense the attacker	-1
Can't sense the attack	-2
Currently lying down and using any move but tunnelling or teleport	-2

Distance Moved With No Sense	Difficulty
1 Square	D4
2 Squares	D6
3-5 Squares	D8
6-10 Squares	D10
11-15 Squares	D12
16-20 Squares	D14
21-25 Squares	D16
31-35 Squares	D18
36-40 Squares	D20
41+ Squares	D30

Distance Fallen	Damage Val
1 Square	D4
2-5 Squares	D6
6-10 Squares	D8
11-15 Squares	D10
16-20 Squares	D12
21-25 Squares	D14
31-35 Squares	D16
36-40 Squares	D18
41-45 Squares	D20
46+ Squares	D30

D8	Innocent Bystander Action
1	Stand Still
2	Move away from the least popular character.
3	Move toward the least popular character and attack if possible.
4	Move toward the most popular character.
5	Lie down.
6-7	Try to move off the map.
8	Try to take cover.

Tactics Actions	Leadership Action
Minor success: character or leader and followers get either: <ul style="list-style-type: none"> +1D next action to hit and the result. +1D to resist the next action both to hit and to the result. Major success: also 1 Targeted Action Phase immediately.	Resisted by each of his/her followers' Ego. Effects next resistance, attempt to escape a trap or comeback. <ul style="list-style-type: none"> Major Failure: - 2 Minor Failure: -1 Minor success +1D Major success +2D

Times Out of Action	Comeback
1	D4
2	D6
3	D8
4	D10
5	D12
Each +1	+1
Modifiers	
Side started with 5+ powered character equivalent	+1
After turn 5 if side started with 5+ powered characters judged as above. An additional	+1

Turn Number	1 Character	2+ Characters	5+ Characters
1-3	1D		2D
4-6	1D	2D	3D
7-9	2D	3D	4D
10-12	3D	4D	5D
13+	No recoveries as fight auto ends.		

End of Combat each character with TO 0	
Out of Action – Killing Attack	-3
Out of Action – bullet or sharp weapon	-2
D10	Status
1 or less	Dying
2-3	Hurt
4+	Shaken

Pursuing Move										
Escaping Move	Climbing	Flight	Running	Leaping	Limited Flight	Swinging	Swimming	Teleport	Tunnelling	Wall-crawl
Climb	0	0	-2	0	0	0	No	-1	-3	0
Flight	-2	0	-3	-1	-1	-1	No	-2	No	-2
Run	0	0	0	0	0	0	No	0	0	0
Leap	-1	0	-1	0	-1	-1	No	-1	-1	-1
Limited Flight	-1	0	-2	0	0	0	No	-1	No	-1
Swim	No	0	No	No	0	-1	0	-3	No	No
Swing	-1	0	-3	-2	-1	0	No	-2	-2	-1
Teleport	-3	-3	-3	-3	-3	-3	No	0	-3	-3
Tunnelling	No	No	No	No	No	No	No	-3	0	No
Wall-crawl	-2	0	-3	-1	-1	-1	No	-2	-3	0

Standard Buildings	Resistance
Interior wall or door	2D4
Exterior wall or floor, tough door	2D6
Reinforced wall or floor, armoured door	2D8
Heavy wall such as a concrete wall or bunker or a vault door	2D10

Environment	Effects
Air	Move (Flight) only.
Cold	Endurance. Minor: TO, DX -1. Major: 1 action per turn.
Darkness	Sense (Vision) resist first time used. Minor: R1-4, -1 to hit, R5-10 -2, R11-20 -3, R21-40 -4, R41-80 -5. Major: max range 5 squares, Move -1.
Enclosed	No Swinging, Driving, Flight. No Large over D4.
Heat, Radiation	Endurance. Minor: TO, ST -1. Major: 1 action per turn.
Microgravity	Only Flight, Limited Flight, Teleport when combined with Open. Otherwise also Leaping, Wallcrawl, Tunnelling, Swinging. Knockback continuous. Unanchored attacker splits knockback with target.
Open	Swinging can't be used.
Poison	Endurance. Minor: -1 TO. Major: -2 TO.
Space	Endurance. Minor: TO -1. Major: 1 action per turn.
Storm	Survival. Minor: Move (except Tunnelling) at -2, Flight), Swinging, Limited Flight -4. Major: 1 action per turn.
Underwater	Survival. Minor: TO -1, Major: 1 action per turn. Only Move (Teleport) and Move (Swimming). Max Knockback 1 square. Concealment vs Sense (Vision) of D4 at 10-15, D6 at 11-20, D8 at 21-25, D10 at 26-30 and so on, vs Sense (Enhanced Vision) the penalty is reduced by 1. Hand to Hand Damage (Solid) -1 min D4. Standard weapons with ranges over Short don't work. Bullet -1 Val per square range over 1. Direct Damage (Energy) -1 Val at ranges 11-20, -2 at 21-30 and so on.
Water	Only Flight, Limited Flight, Teleport, Swimming.