

Combat

These posts contain expanded and changed rules for superheroic combat and movement as well as some optional fighting systems.

Combat

These rules are the most extensive, and contain a number of new combat manoeuvres as well as ways of handling powers in combat.

- [A Few Words About Violence](#)
- New/Altered Combat Rules
 - [Action Points](#)
 - [Building Damage](#)
 - [Throwing and Improvised Weapons](#)
 - [Massive and Non-Lethal Damage](#)
 - [Object HPs and Hardness](#)
 - [Super Attacks and Super Strength](#)
- **Combat Manoeuvres**
 - [Combat Aid](#)
 - [Grapple](#)
 - [Knockback](#)
 - [Mercy Blow](#)
 - [Sunder and Disarm](#)
 - [Staple](#)
 - [Swinging Attacks](#)
 - [Throw Person](#)
 - [Trip](#)
 - [Two-Weapon Fighting](#)
 - [Zero-G Combat](#)

Movement

This section is shorter, but it has specific rules for types of movement that are specific to superhero stories.

- [Size Categories](#)
- [Falling Speed](#)
- [Flight Skill](#)
- [Races and Chases](#)
- [Super Speed](#)
- [Swinging as Movement](#)
- [Zero-G Movement](#)

Optional Rules

This section is a laboratory of ways to alter combat and other encounters in order to speed them up or make them more realistic.

- [The Continuous Clock](#)
- [Full Flurry System](#)
- [Variable Negative Hit Points](#)
- [Constitution Damage](#)