

# 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](#)