

Strong Runner: Running +6m (18m total) 1

Strong Swimmer: Swimming +4m (8m total) 1

Strong Leaper: Leaping +24m (28m total)

SuperSquad America Communicard

Martial Arts

Martial Arts: Brick Tricks

| Maneuver | Phase | OCV | DCV | Effects |
|------------|-------|-----|-----|--|
| Bearhug I | ½ | +0 | +0 | 18d6 Crush, Must Follow Grab |
| Bearhug II | ½ | -2 | +0 | Grab Two Limbs, 9d6 NND |
| Big Push | ½ | +0 | +0 | 85 STR to Shove |
| Break Free | ½ | +0 | +0 | 85 STR vs. Grabs |
| Grab | ½ | +0 | -1 | Grab Two Limbs, 80 STR To hold on |
| Punch | ½ | +0 | +2 | 16d6 Strike |
| Slam | ½ | -1 | -1 | 16d6 Strike; Grab Two Limbs; Target Falls |
| Tackle | ½ | +0 | -1 | 14d6 +v/10 Strike; You Fall, Target Falls; FMove |
| Toughness | ½ | +2 | +2 | Block, Abort |

Combat Maneuvers

| Maneuver | Phase | OCV | DCV | Effects |
|-----------------|-------|-------|-----|---|
| Block | ½ | +0 | +0 | Block HTH Attacks; Abort |
| Brace | 0 | +2 | ½ | +2 OCV only to offset Range Modifier |
| Disarm | ½ | -2 | +0 | Disarm target, req.STR vs. STR Roll |
| Dodge | ½ | -- | +3 | Dodge all attacks; Abort |
| Grab | ½ | -1 | -2 | Grab two limbs, can Squeeze, Slam, or Throw |
| Grab By | ½ | -3 | -4 | Move and Grab object, +(v/10) to STR |
| Haymaker | ½ | +0 | -5 | +4 DC |
| Move By | ½ | -2 | -2 | ((STR/2)+(v/10))d6, take 1/3 damage |
| Move Through | ½ | -v/10 | -3 | (STR +(v/6))d6, take ½ damage |
| Multiple Attack | 1 | var | x½ | Attack 1 or more targets multiple times |
| Set | 1 | +1 | +0 | Take extra time to aim a Ranged attack |
| Shove | ½ | -1 | -1 | Push target back 1m per 5 STR used |
| Strike | ½ | +0 | +0 | STR damage or by weapon type |
| Throw | ½ | +0 | +0 | Throw object or character, does STR damage |
| Trip | ½ | -1 | -2 | Knock target to ground |
| Other Attacks | ½ | +0 | +0 | |

| Maneuver | Phase | OCV | DCV | Effect |
|-------------------|-------|--------|-----|---|
| Club Weapon | ½ | +0 | +0 | Killing weapon does Normal damage |
| Choke | ½ | -2 | -2 | NND 1d6, Grab one limb |
| Cover | ½ | -2 | +0 | Target held at "gunpoint" |
| Dive for Cover | ½ | +0 | +0 | Character avoids attack; Abort |
| Hipshot | ½ | -1 | +0 | +1 DEX only for initiative |
| Pulling A Punch | ½ | -1/5d6 | +0 | Strike, normal STUN, ½ BODY |
| Roll With A Punch | ½ | -2 | -2 | "Block" after being hit, ½ damage; Abort |
| Snap Shot | 1 | -1 | +0 | Lets character duck behind cover |
| Strafe | ½ | -v/6 | -2 | Make Ranged attack while moving |
| Suppression Fire | 1 | -2 | +0 | Continuous fire through an area, must be Autofire |

Range Modifiers

| Range | Modifier |
|-------------------|----------|
| Within Reach (1m) | -0 |
| 2 - 8m | -0 |
| 9 - 16m | -2 |
| 17 - 32m | -4 |
| 33 - 64m | -6 |
| 65 - 125m | -8 |
| 126 - 250m | -10 |
| and so forth | |