

# MARVEL SUPER HEROES

## Delta's House Rules v. 1.0.6

### House Rules

**Blindness:** Being blinded gives a -4CS to all FEAT rolls. <sup>1</sup>

**Charging:** When charging, each doubling of speed shifts Endurance right one rank; this is used for both attack roll and damage. E.g.: Someone moving 8 spaces gets +3CS. <sup>2</sup>

**Dodging:** When hit, a character can avoid an attack with a green Agility feat. They lose their next action unless the result is yellow or red. Multiple dodges are possible at -2CS per attack (until action lost). Defensive powers (e.g., shields, force field) can be used in place of Agility. <sup>3</sup>

**Escaping:** Escaping is an opposed Strength feat against the opponent's Strength. An extra color level upwards allows a reverse hold. (Allow check vs. any higher Strength opponent.) <sup>4</sup>

**Falling:** Damage is 5 points per story (25 points per area; maximum 150). One falls about 100 floors per round (20 areas). <sup>5</sup>

**Force Fields:** If breached, the user must make an Endurance feat or fall unconscious 1-10 rounds. <sup>6</sup>

**Hit Reduction:** We don't use the standard rule for lowering hits by paying Karma. Emphasize the custom Dodging rule (above). <sup>7</sup>

**Hack & Slash:** Sharp attacks bypass Body Armor up to their material strength (e.g., Wolverine's claws, Hawkeye's arrows, Nick Fury's needle gun). <sup>8</sup>

**Initiative:** We don't require pre-declarations. Roll for initiative once at the start of combat and cycle around table for actions. <sup>9</sup>

**Kill Effects:** Kill results are avoided with a yellow Endurance feat roll. <sup>10</sup>

**Martial Arts:** Types are A (slam or stun regardless of Str/End), B (+1CS unarmed Fighting), C (+1CS to grappling, escaping, dodging), D (ignore body armor for slam/stun purposes), E (+1 initiative unarmed). <sup>11</sup>

**Massive Damage:** If one is hit for a multiple of damage over their maximum Health, lose Endurance ranks equal to each increment over the first. <sup>12</sup>

**Multiple Attacks:** Make an Agility roll: a yellow result gives 2 attacks, red 3 attacks in a round. Some powers may use the rank in place of Agility. In any event, attacks are at -1CS. <sup>13</sup>

**Prone Position:** Characters that are slammed or held can only use Body Control or Touch Attack powers, or spend a round getting up.

**Resources:** Resources are adjudicated by means of FEAT rolls. Costs more than one rank below the character's resources are automatic, more than one rank above are impossible (see table below). <sup>14</sup>

**Team Karma:** Awards for group actions are divided by the number of participating heroes. <sup>15</sup>

**Time & Distance:** We assume 1 round = 12 seconds, and 1 area outdoors = 30 yards (about 100 feet, 1/3 of a city street block). Vertically, one area is about 5 stories on a building. <sup>16</sup>

## Resource FEATs <sup>17</sup>

Item	Rank	Item	Rank
Good Meal	Poor	Lawyer Fees	Excellent
Car Rental, per day	Poor	Salary 10 Workers/week	Excellent
Cab Fare	Poor	Designer Originals	Excellent
Clean Clothes	Poor	Sedan	Excellent
Modest Hotel (night)	Poor	Luxury Car	Remarkable
Stylish Clothes	Typical	Salary 100 Workers/week	Remarkable
Good Hotel Room (night)	Typical	Private Plane	Remarkable
Plane Tickets, in US	Typical	Penthouse Suite	Incredible
Night on the Town	Typical	Archaic or Mystic Texts	Incredible
Mechanic's Salary	Typical	Rare Art	Incredible
Plane Tickets, Overseas	Good	Mansion	Incredible
Computer Specialist Salary	Good	Flying Car	Incredible
Bodyguard Salary	Good	Old Masters	Amazing
Broadway Tickets	Good	Palatial Mansion	Monstrous
Mortgage, Small House	Good	Military Jet	Unearthly
On-staff Lawyer	Good	Major Corporation	Unearthly
Doctor Fees	Good	Space Ship	Unearthly
Rent, 1 BR Apartment (NY)	Good	Mega-Corporation	Shift Y
Mortgage, Large House	Good		
Personal Physician	Good		

# Endnotes

1. Compare to module MH-6, *Thunder Over Jotunheim*, in descriptions of the Invisibility spell (cover table), the Candle of Darkness (p. 16), and creature abilities in encounters 79 and 147.
2. This modifies the basic Charging rule on Battle Book [BB] p. 11. The Advanced Player's Book [APB] p. 27 gives a +3CS max to adjustment, switches damage from Strength to Endurance, and also makes the damage bonus +2 points per space moved. We did some analysis of characters who commonly charge (Cannonball, Wolverine, Rhino, Juggernaut), and also some rough physics assessments (e.g., falling), and the results seem vaguely reasonable. We assume the attacker makes contact with some hard body part (fist, forearm, foot, shoulder, helmet) vs. a soft spot on the defender. We also considered and discarded the attacker taking half-damage as a standard rule.
3. This is a custom house rule. It may slow down combat a bit but has been well-received. Compare to the Dodging rule in BB p. 11 (give up all attacks for possible -2CS, -4CS, or -6CS to opponent attacks), or APB p. 27 (same, but permits attacking at -2CS). Compare also to the rule allowing Agility feats vs. large thrown objects (BB p. 12). We considered requiring a yellow FEAT vs. Grappling (to balance that attack), but it seemed fiddly. Villains still cannot spend more than 20 Karma on this roll (see BB p. 7), or else fights may become simply a Karma-contest.
4. Note the "Impossible FEATs" rule in APB p. 15 is only optional, and only strictly enforced for Resource feats.
5. This modifies BB p. 9 which gives 10 stories/round and 10 points damage/story (area); real speed from [keisan Online Calculator](#) (1500 feet in 12 seconds). Note in reality falling 50 feet (3.5 stories) gives LD50, 50/50 chance to live; here the one-area fall knocks out a typical human and forces a 50% death save. Damage per unit would somewhat drop off at greater heights due to air resistance, e.g., 4 pts/floor from 10-20, etc. Terminal velocity is reached after the 12 second fall; max damage computed at 160 points, set to 150 for our game system.
6. This is as per the basic Campaign Book [CB] p. 43. Revised in APB p. 83 to switch from Endurance to Psyche feat.
7. See BB p. 7 for the rule that paying 40 Karma will reduce a hit by one color. This confuses things with our Dodging rule (two separate options at the moment of being hit). Our rule takes the same or less Karma on average, and is desirable in that it avoids the hit entirely.
8. This avoids the awkward case of Wolverine often being unable to do damage to anyone with significant Body Armor.
9. The official turn sequence is to pre-declare actions, then roll initiative, every round, per BB p. 10.

10. No save is allowed in BB (note p. 13). The APB introduced the rule seen here (p. 29, and last column on the revised battle effects table).
11. As per APB p. 89. This is mostly for when PC sheets from the Gamer's Handbook series are in use.
12. This extrapolates the rule on BB p. 13 for "Getting Hit When You're Down" (lose an Endurance rank per hit). Note this does not necessarily imply the character is in the death-cycle state.
13. This is a modification of the rule in APB p. 30 (which specifies 2 attacks as Rm Fighting feat, 3 attacks at Am, all at -1CS).
14. The idea of Resource FEAT rolls is from APB p. 18-19 (a very large change from the Basic points-accrual method in CB p. 8 and elsewhere).
15. As per APB p. 33-34. This modifies the rule in CB p. 25 ("If a group of heroes worked together to defeat the villain, each hero gets the full bonus") and repeated in Karma awards throughout published adventures, which are clearly overgenerous.
16. We're following the Basic rules here, and the scale is vaguely reasonable. CB p. 5 connotes 5 rounds = 1 minute; the game maps show 3 areas from one block intersection to the next (which matches real NYC streets pretty well). NYC streets are laid out 20 blocks to the mile ([StreetEasy.com](http://StreetEasy.com)). Normal running speed of 2 areas/round is about right. Contrast with specifications in Advanced rules that 1 round is 6 seconds (APB p. 14), and one area is a half-block (p. 20), which result in unrealistic running speeds. The vertical distance is adjusted to match horizontal distance (contrast with BB p. 9, where one area = one story height); skyscraper stories average 14 feet in height (say 15 for simplicity). We round the floors/area to 5 for easy calculations in-game.
17. Based on chart from the Revised Basic Set Rule Book, p. 41 (modified by author). Shift 0 represents \$1, and each higher rank represents a multiplier of approximately  $\times 6$  (i.e., rank =  $1.2 \times \log(\$)$ ). Two PCs pooling resources does not improve the rank (but 6 would). U.S. federal revenue (2020) is  $\$3.7t/yr = \$70b/week = \text{rank index } 13$  (Shift Z) on this scale.