

SHSA Playsheet

Size	Cubes	E.g. Dimensions
<i>Any Small</i>	1	1 x 1 x 1
No <i>Small</i> and up to <i>Large D4</i>	2	2 x 1 x 1
<i>Large D6</i>	3	3 x 1 x 1
<i>Large D8</i>	4	4 x 1 x 1
<i>Large D10</i>	16	4 x 2 x 2
<i>Large D12</i>	45	5 x 3 x 3
<i>Large D14</i>	96	6 x 4 x 4
<i>Large D16</i>	175	7 x 5 x 5
<i>Large D18</i>	288	8 x 6 x 6
<i>Large D20</i>	441	9 x 7 x 7

Targeted Action Phase
Use any ability. Can include Spotting.
Attack a Trap
Throw an object. Can include Spotting.
Cover Can include Spotting.
Make any Task roll
Pick up an object which is adjacent to an opponent.
Tactics Action
Leadership Action
Hide which can include a Movement ability making no more than a ½ move*.
Spotting
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> .
Hide which can include a Movement ability making no more than a ½ move*.
Point out a Hidden target

*Only on the last phase of the turn.

Concealment
D4 for ¼+ covered
D6 for ½+ covered
D8 for ¾+ covered
Hiding
D8 or 2D6 Concealment Required
Spot
Perception vs Stealth & Concealment
Pointed out add Tactics
All unnamed together at +1D for 2-5 and +2D 6+

Situation	Defence Modifier
Attacker Hidden	-1 vs Direct
Defender has no sense vs attack	-1 vs all but Direct or Indirect attack
Defender lying down	-1 vs Indirect and Direct from R1-4
Target partially trapped vs Direct or Indirect	-2 vs Direct, Indirect
Grappled	-2 vs Touch, Hand to Hand or Short
Concealment	vs Direct

Situation	Attack Modifier
Grappled	Touch or Hand to Hand -1, Held Item -2 in addition

2-5 Unnamed Targets	Modifier
Defence	+1D
Resistance	+D1

Each +4 Attackers Unnamed Attackers	Modifier
Hit Roll and Result	+1D

Areas to Hit	Val
<i>Cone</i>	D6
Line, Burst or Barrage Range 0-1	No hit roll. Automatic.
Line, Burst or Barrage Range 2-5	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
Indirect Area (IN, Prediction)	D8 or D12 if target out of LOS

Evade (Attacker)	Val
<i>Area (Line)</i>	2D8
<i>Other Areas</i>	2D6
<i>Move to 0-2 or Area is Attached</i>	DX, Speed, Move
Evade (Defender)	Val
Standard	Speed, Move
Opponent <i>Move to 0-2 or Area is Attached</i>	DX
Can't sense the attack	-2
Lying down unless Tunnelling or Teleport	-2
Major Result Attacker	Hit, Knockdown or Stun if already down
Minor Result Attacker	Hit, -2 DX and Move till start of next turn
Any Result Defender	Move up to ½ value out of area. No result if out.

Move No Sense vs Terrain and Obstacles	Difficulty
Move Cost	X2
IN vs D8	Deviation Max = Move

Distance Fallen	Damage Val
1 Square	2D4
2-5 Squares	2D6
6-10 Squares	2D8
Each +5	+D1 Max 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.
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 5+ powered character equivalent	+1
Turn 6+ started 5+ powered characters extra	+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

Escaping Move	Pursuing Move									
	Climbing	Flight	Running	Leaping	L. Flight	Swinging	Swimming	Teleport	Tunnelling	W-Crawl
Climb	0	0	-2	0	0	0	N	-1	-3	0
Flight	-2	0	-3	-1	-1	-1	N	-2	N	-2
Run	0	0	0	0	0	0	N	0	0	0
Leap	-1	0	-1	0	-1	-1	N	-1	-1	-1
L. Flight	-1	0	-2	0	0	0	N	-1	N	-1
Swim	N	0	N	N	0	-1	0	-3	N	N
Swing	-1	0	-3	-2	-1	0	N	-2	-2	-1
Teleport	-3	-3	-3	-3	-3	-3	N	0	-3	-3
Tunnelling	N	N	N	N	N	N	N	-3	0	N
W-Crawl	-2	0	-3	-1	-1	-1	N	-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, vault door	2D10

Environment	Effects
Air	Move (Flight) only.

Environment	Effects
Cold	Endurance. Minor: TO, DX -1. Major: 1 action per turn.
Darkness	Stops Sense (Vision). Concealment if Stops Sense.
Enclosed	No Swinging, Driving, Flight. No Large over D4.
Fog	Stops Sense (Vision) when used over 5. Concealment where it Stops (Vision).
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: TO -1. Major: TO -2.
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. Stops Sense (Vision) over 5 and Stops Sense (Enhanced Vision) over 10 and provides concealment when it does. 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.

ST	Carrying Penalty (Person Weight). Penalty up 2 rows if carrying 2 people.
0	Not Allowed
D4	-2 Move, No Targeted Action
D6	-1 Move, No Targeted Action
D8	Lose 1 Action
D10+	None.

D6	Vehicle Breach or Penetration Result
1	Vehicle is immobilised. A flying vehicle crash
2	A weapon out of action.
3	Control skill rolls for the vehicle are at -1.
4	Move -2. Flying 0 Move crash
5	All occupants Damage (Solid) 2D8
6	All occupants Damage (Heat) 2D8

Vehicles in Combat	Details
Resist Direct, Indirect	Control
Resist Area	Move if Moving Otherwise D4
Breach or Penetration (Standard)	Control 2D6: Minor Fail: Out of Control, Major: also Immobilised Occupants Damage (Solid) Move -2
Breach or Penetration (Flying)	Control 2D6: Minor Fail: Out of Control until Succeed, Major: also Drop D20 Occupants Damage (Solid) 2D6
Out of Control	Move deviation D6/D8 in air
Structural Failure	1/3 of squares breached
Mount or Dismount	1 Act
Attacks from moving unarmoured vehicle	Extra D8 Evade, D8 Harder to hit square with Area.
Targets in Unarmoured Vehicle	D6 Cover