heroScape

THE BATTLE OF ALL TIME

DC

BIFF BAM POW!!!!

With great power... Comes the ability to knock other superheroes around the battlefield. But be aware of who is behind them as you don't want injure your own teammates!

KNOCKBACK

Knockback is an optional rules system intended to simulate the mighty power of super strong fighters smashing each other with powerful melee attacks and the resulting backward tumbles and stumbles. Knockback is considered an extension of the Super Strength special power on a figure's Army Card and is affected, as such, by any powers that would nullify or bypass the Super Strength special power.

When a figure with the Super Strength power attacks an adjacent figure with a normal attack and the adjacent figure does not ignore the attack, after damage has been resolved, determine Knockback. To determine Knockback, each skull rolled by the attacking figure counts as one Knockback point (KP). Each skull rolled by the defending figure cancels out one KP rolled by the attacker.

KNOCKBACK: ADJACENT

If the attacking figure has any remaining KPs, move the defending figure directly away from the attacker in a straight line a number of spaces equal to the remaining KPs. When determining a straight line, use the attacker's hex and the defender's hex as the first two points in the line. These first two points are not counted as part of the Knockback. If multiple straight lines can be determined due to figures with double spaced bases, the attacking figure chooses which to use.

KNOCKBACK: MOVEMENT

When moving the figure, count changes in elevation normally and ignore all abilities that affect the figure's movement such as Flying, Climbing and etc. Ignore all special terrain rules except when it would wound or destroy the figure. The defending figure may not move through any figure when being moved by knockback.

If you are unable to move the defending figure due to another figure, special power, glyph, destructible object, an obstacle, or change in elevation, roll for Knockback Damage (KD). If a Knockback would cause a figure to move off of the map, place the figure on the last space it could legally move onto before it would move off the edge of the map and do not roll for KD. Figures will not receive leaving engagement attacks during Knockback and are susceptible to falling damage. Determine falling damage after Knockback has been resolved.

KNOCKBACK DAMAGE

Roll one attack die for Knockback Damage. A skull rolled counts as an unblockable hit to both the defending figure and any figure or destructible object that prevented its movement.

EXAMPLE 1: An Attack

Hawkgirl is engaged with Solomon Grundy and attacks him with a normal attack. Hawkgirl rolls 6 combat dice.

Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 combat dice.

Hawkgirl rolls two skulls, three shields and one blank.

Solomon Grundy rolls one shield and two skulls. Solomon Grundy adds one automatic shield from his Tough special power.

Hawkgirl

Two skulls
= two Knockback points

Solomon Grundy

Two skulls
= two Knockback points

Solomon Grundy's total of two shields blocks the two hits from Hawkgirl's two skulls and he receives no wounds.

We now determine Knockback. Since Solomon Grundy has the same number of Knockback points as the attacking Hawkgirl, Solomon Grundy avoids all Knockback.

EXAMPLE 2: Knockback

Hawkgirl is engaged with Solomon Grundy and attacks him with a normal attack. Hawkgirl rolls 6 combat dice.

Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 combat dice.

In this example Hawkgirl rolls three skulls, two shields and one blank.

Solomon Grundy rolls one shield and two skulls. Solomon Grundy adds one automatic shield from his Tough special power.

Hawkgirl

Three skulls
= three Knockback points

Solomon Grundy

Two skulls
= two Knockback points

Solomon Grundy's total of two shields is not enough to block the three hits from Hawkgirl's three skulls and he receives one wound. For this example Solomon does not have any other wounds so this does not destroy him.

Now when we determine Knockback this time, Hawkgirl has three Knockback points while Solomon Grundy only has two. Solomon Grundy prevents two Knockback points leaving a difference of one Knockback point. Solomon Grundy therefore is moved one space directly away from Hawkgirl in a straight line.

EXAMPLE 3: Knockback Damage

Hawkgirl is engaged with Solomon Grundy and attacks him with a normal attack. Hawkgirl rolls 6 combat dice.

Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 combat dice.

In this example Hawkgirl rolls five skulls and one blank.

Solomon Grundy rolls three shields. Solomon Grundy adds one automatic shield from his Tough special power.

Hawkgirl

Five skulls
= five Knockback points

Solomon Grundy

No skulls
= zero Knockback points

Solomon Grundy's total of four shields is not enough to block the five hits from Hawkgirl's five skulls and he receives one wound. For this example Solomon does not have any other wounds so this does not destroy him.

Now when we determine Knockback this time, Hawkgirl has five Knockback points while Solomon Grundy has none therefore the difference this time is five Knockback points. Since Knockback movement mimics normal movement, we can only move Solomon Grundy back two spaces as it would require an additional four Knockback points to move him to the higher ground. Since Solomon Grundy cannot move his entire Knockback movement number, we must leave him on the last space he could move to legally and roll one unblockable attack die against him for Knockback Damage.

EXAMPLE 4: Knockback Damage Other Figures

Hawkgirl is engaged with Solomon Grundy and attacks him with a normal attack. Hawkgirl rolls 6 combat dice.

Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 combat dice.

In this example Hawkgirl rolls five skulls and one blank.

Solomon Grundy rolls three shields. Solomon Grundy adds one automatic shield from his Tough special power.

Hawkgirl

Four skulls
= four Knockback points

Solomon Grundy

No skulls
= zero Knockback points

Solomon Grundy's total of four shields blocks the four hits from Hawkgirl's four skulls and he receives no wounds.

When we determine Knockback this time, Hawkgirl has four Knockback points while Solomon Grundy has none therefore the difference this time is four Knockback points. When we move Solomon Grundy back, we get to a point during the Knockback movement where moving Solomon Grundy would force you to place him directly on the Joker. This cannot occur and thus we need to leave Solomon Grundy on the last space he could legally move to. Since Solomon Grundy did not move his entire Knockback movement number we must roll one unblockable attack die against Solomon Grundy and Joker for Knockback Damage.