

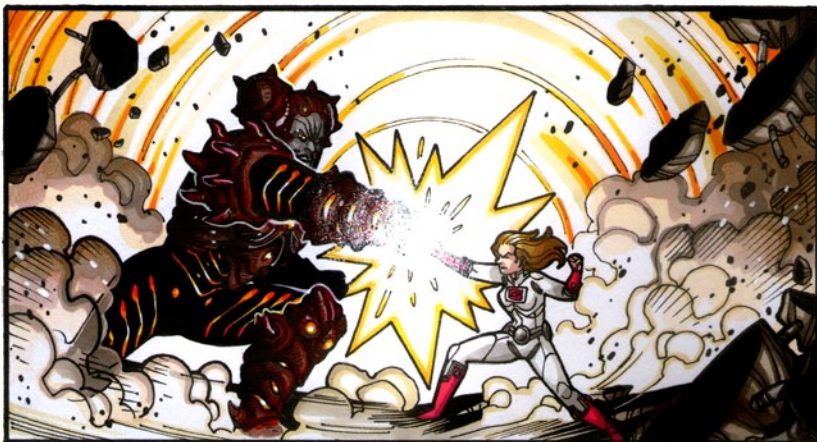
# TINY SUPERS

## THREAT MATRIX

When designing Tiny Supers, we focused on super-powered threats, classic comic book archetypes and villains. However, some guidance and detail was required so we've created this Threat Matrix that utilizes the TinyD6 Enemies Chart, with Tiny Supers modifications.

It's important to note, that the Tiny Supers enemies (like all TinyD6 enemies) are created by the GM. The fast and minimalist nature of the system means that you can quickly assign Traits, Stress Capacity and have an enemy that works. Don't be afraid to play it by feel. Remember that unlike normal TinyD6 games, Tiny Supers has lots of options that increase damage past 1 (up to 2 or even 3!), so damage consideration is more of a factor for foes.

There are really three types of enemies in Tiny Supers: **Super-Villains**, **Mooks**, and **Cosmic Threats**.



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# SUPER-VILLAINS

Super-Villains are made with the standard Hero generation rules that players use in Tiny Supers. A few extra Power Traits or Traits will (especially ones like **Tough**, **Armor**, or **Force Field**) will help Super-Villains to stand against foes. If you're generating a team, keep them on the same level as the player characters.

However, if you are attempting to generate a threat that can stand solo against a super-heroic team, you'll need to dramatically up their SC. A good rule of thumb is 4 Stress Capacity per opposing player.

Heretic (page 202) in the Tiny Supers book is a good example of a solo threat for a group of heroes. The Reign (page 208) is a good example of a super-team threat with a few extra Trait picks to make their fight a bit more difficult (The Reign generally has 2 extra Trait picks over standard level heroes.)



# MOOKS

Mooks are lesser foes, like gangsters, thugs, A.C.T.I.O.N. agents, or other smaller, non-superpowered threats. If Mooks do have superpowers, they're usually given via gadgets (like the Gadgeteer power.) Mooks generally have 3 or less Hit Points and only one or two Traits. They generally don't have a Mastered Weapon but can at the GM's discretion.

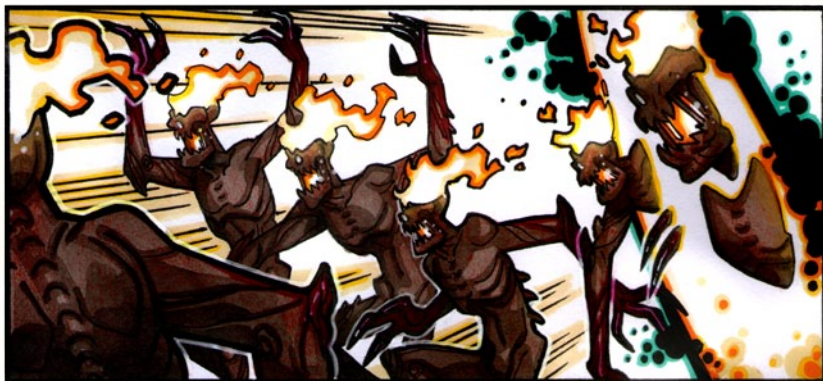
## EXAMPLE MOOK

### AGENT OF A.C.T.I.O.N. • STRESS CAPACITY: 3

#### TRAITS

- None

**Nullification Cuffs:** As an action, an Agent of A.C.T.I.O.N. can make a melee attack at Disadvantage. If successful, the target must make a successful Save Test. If the target fails, they cannot use or benefit from any Power Traits until the cuffs are removed. Removing the cuffs takes an action with no test from an ally, or a successful Save Test from the nullified target as an action on the nullified hero's turn. Some enemies simply can't be nullified (the GM will decide!)





# COSMIC THREATS

Cosmic Threats are massive entities capable of taking on multiple heroic teams. Primus (page 212) is a great example of a Cosmic Threat. Simply give the Cosmic Threat as much Stress Capacity as you feel is required (8 to 10 per opposing hero is a good start) and as many Traits and Power Traits as you need to accurately model the threat. They often have Fodder or Low Threat mooks supporting them. They tend to just be Mastered in all possible attacks (they are just that powerful)!



# ENEMIES CHART

THREAT	SC	DESCRIPTION
Fodder	1	Fodder enemies are people or animals that have virtually no combat ability. They can be used to throw additional enemies into combat for a more epic feel.
Low	2	Low threat enemies may represent wild animals or average criminals.
Medium	3-5	Medium threat enemies can begin to be dangerous in small groups and can represent skilled combatants or predatory creatures.
High	6-8	High threat enemies are just as dangerous as a skilled superhero. They are often leaders of Low threat or Fodder threat enemies. Since they're usually leaders, they often have unique abilities that bolster their minions.
Heroic	9-14	Heroic threat enemies are easily more skilled than your average superhero. Provide two or three unique abilities for Heroic enemies, and several Fodder enemies to protect them.
Solo	15-25	Solo threats are enemies that require an entire party to engage with them. This is the realm of giant monsters, city-leveling war machines, and reality-warping entities. These creatures often have a wide variety of abilities to defend themselves from attackers.
World-Shattering	26-50	World-Shattering threats are enemies that can devastate a world and require multiple super heroic teams to work together to defeat them. This is the realm of cosmic conquerors, insane nihilist warlords, and near-infinite godlike power.
Galactic Threat	51+	A Galactic Threat is an enemy that the heroes can not hope to stop through any level of brawn, being vanquished only through cunning, science, and clever tactics!