



+100

+50

+50

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

WEB CASTER STRENGTH TABLE

ENERGY USED			WEB HEXES CREATED				
			1	2	3	4	5
1	2	3	10	5	3	2	2
2	3	4	20	10	6	5	4
3	4	5	30	15	10	7	6
4	5	NA	32	20	13	10	8
5	NA	NA	32	25	16	12	10
1-10	11-20	21-25	RANGE				

WEB ID

WEB ID

Web ID	Power	# Hexes	Strength

70

+100

+50

+50

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0



Field Type	Baseline Speed				
	0	8	16	24	32
DUST	0	1	2	3	4
HEAVY	3	6	12	18	24
Normal=1	0	0	0	0	2
Normal=2	0	0	0	5	7
Normal=3	0	0	3	10	12
Normal=4	0	2	6	15	17
Normal=5	1	6	10	20	22
Normal=6	2	10	15	30	32

SHIELD CRACKER (cost = 2)				
DIE ROLL	RANGE			
	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
MISS	-	6	5-6	4-6
DAMAGE	4	4	4	4

PARTICLE CANNON (Energy to fire 1+1/2; overload = 3)								
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-25
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	4	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WEB BREAKER (Energy cost to fire = 2)										
RANGE	0-1	2	3	4	5	6	7	8	9	10
DIE = 1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

70



WEB FIST (Energy varies)			
DIE ROLL	RANGE		
	1-10	11-20	21-25
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE IF HIT		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6