

FASERIP Tactics

A tactical super hero miniatures game based on TSRs Marvel Superheroes RPG

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Introduction

FASERIP Tactics is a tactical miniatures rule set designed to use existing miniatures and maps. FASERIP Tactics rules are informed and inspired by the Marvel Super Heroes RPG and use the *Universal Table* to resolve game rules. Like many games FASERIP Tactics is **exception** based, meaning the rules provide a framework and individual figures, plots and other game pieces will have exceptions to the rules. If text on a game piece contradicts these rules, the game piece wins. A familiarity with other miniature games will help a great deal in understanding FASERIP Tactics.

Our design goals for FASERIP Tactics are as follows

- Retain the spirit of the Marvel Super Heroes RPG rules
- Be faithful to the source material and encourage gameplay that feels like a Marvel comic
- Create a *deep* tactical game that uses one core repeatable mechanic
- Enable multiple ways to win the game

What you need to play

To play an Issue of FASERIP Tactics you'll need a few things.

- Several ten-sided dice of different colors
- Different tokens to mark Figures with various conditions
- A print out of your Figure's Folios, your Plots and your Tokens (available from the FASERIP Tactics website at <http://faseriptactics.azurewebsites.net/index.html>)
- Miniatures to represent your Figures (28-32mm ones work best)
- A map with a grid to play on (1' squares work best)
- A couple of copies of the Universal Table (available from the FASERIP Tactics website)
- A copy of these rules
- A copy of the Condition Card is helpful (available from the FASERIP Tactics website)

A string or wire can also be useful to determine line of sight between Figures. If you have a favorite team you can put the print out in a clear plastic page and use dry erase marker to mark the Folios and continually reuse the same piece of paper.

The Core Mechanic, the FEAT

In FASERIP Tactics almost everything that happens during a match involves a combination of chance and fixed statistics called a FEAT. A FEAT consists of a **Rank**, and a roll of percentile dice (typically two, ten sided dice with one die representing the 10 digit). This will produce a number between 1 and 100, with double zeros representing 100.

Tip:

Make it clear to your opponent which d10 is the tens if both your d10s have only a single digit.

Ranks

A Rank is a measurement of the power level of something, for example: fighting ability, the amount of electricity in Electro's lightning, or the keen senses of Daredevil trying to locate an opponent.

0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z
Shift 0	Feeble 0	Poor 0	Typical 1	Good 1	Excel- lent 2	Remark- able 3	Incred- ible 4	Amaz- ing 5	Mon- strous 7	Unearth- ly 10	Shift 13	Shift 16	Shift 20

A rank will fall somewhere on the range above. Shift 0 being almost non-existent, and Shift Z being god like. The ranks are found on the Universal Table. Each Rank has a flavorful name, like 'Amazing' and a numerical value. As ranks scale, they get less and less linear, representing the power level of the Marvel universe. The inspirational RPG attached adjectives to what would normally be just numbers to evoke a comic book feeling when announcing an effect. Tactics retains this while scaling down the numbers from the RPG to be more book keeping friendly.

Tip:

If you are coming from the Marvel Super Heroes RPG you'll recognize the colorful adjectives. This tactics interpretation simplifies the math and reduces the larger RPG numbers like 10, 75 and 150 to the values above.

The FEAT roll and the Universal Table

When attempting a FEAT a player finds the Rank being tested, and rolls the percentile dice. This will produce a value from 1 to 100. The player then consults the Universal Table to determine how successful the FEAT was. The intersection of the roll and the rank will produce a colored result of White, Green, Yellow or Red.

	0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z
	Shift 0	Feeble 0	Poor 0	Typical 1	Good 1	Excel- lent 2	Remark- able 3	Incred- ible 4	Amaz- ing 5	Mon- strous 7	Unearth- ly 10	Shift 13	Shift 16	Shift 20
01														
02-03														
04-06														
07-10														
11-15														
16-20														
21-25														
26-30														
31-35														
36-40														
41-45														
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51-55														
56-60														
61-65														
66-70														
71-75														
76-80														
81-85														
86-90														
91-94														
95-97														
98-99														
100														










The result of a FEAT will be White, Green, Yellow, or Red. Red represents the most successful result, White typically means failure. Specific kinds of FEATs will be discussed later, but all follow this simple core mechanic. The color of the result is checked against the results column to tell us what happened. Some FEATs will have additional in game effects based on the color of the result. A FEAT with a White result is said to have Failed and any other color is said to have Succeeded.

Tip:

Print a table for each player, you'll be using it quite a bit!

The Results Columns

Each FEAT requires a results column which will help us understand the result of our FEAT. Sometimes a punch is a glancing blow, other times it's a square shot to the jaw that will send a figure reeling! The results columns tell us what happens depending on the success of our FEAT.

		Edged			Blunt	Other
						
White	Miss	Miss	Miss	Miss	Miss	Miss
Green	Hit	Hit	Partial	Hit	Hit	Hit
Yellow	Slam	Stun	Held	Stun	Bullseye	Bullseye
Red	Stun	Kill	Stuck	Kill	Stun	Kill

The above are the results columns which will determine success or failure for each FEAT we attempt. Different types of FEATs use different results columns, and which ones to use will be explained in detail in the combat section. Symbols will help you determine which column to use. The results column to use will match the symbol of the type of Attack and the damage being dealt. For example, a Brawling FEAT that deals Blunt damage will use the Brawling results column. A Brawling FEAT that deals Edged damage will use the Edged Brawling results column. A Shooting attack that deals Fire damage will use the Energy Shooting results column. The results column will let you know whether your attack hits or not, or if you've hit so well that you create extra results. The extra results will be explained further in the combat rules.

Tip:

The various attack types and damage types will be explained in a bit. In summary you need to know the attack type (easily identified with a symbol) and whether the damage is blunt, edged or energy to find the Results Column to use. Damage types will be covered extensively but for now understand that now every attack feels the same.

The Column Shift (CS)

Often an effect or rule will apply a Column Shift (CS for short) to a Rank or a FEAT. This is a negative or positive modifier to the Rank or FEAT being modified. For example, -1CS to a FEAT using a Remarkable Rank would be reduced to Excellent. +1CS to Strength would mean the Figures Strength would shift one column to the right, say from Incredible to Amazing. Column Shifts can apply to an attribute (FASERIP), or affect a FEAT (providing a modifier to whatever rank is being used to attempt the FEAT).

Tip:

In Marvel the heroes wield real power! Keep in mind a +1CS in the lower ranks normally results in an effective boost of 1. But when a powerhouse like Sub-Mariner and his Monstrous Strength gets a boost to Unearthly he is getting an effective boost of 3! Likewise hampering his Strength and giving it a -1CS to Amazing results in an effective loss of 2. This is because of the Rule of 10, explained next.

The Rule of 10

In FASERIP Tactics we are dealing with a scaled down version of the inspirational RPG. To this end most in game numbers are scaled down to suit a miniatures game. The values under the ranks represent this scale and are most often used to represent scale of an effect. Most often the effect is damage.

Tip:

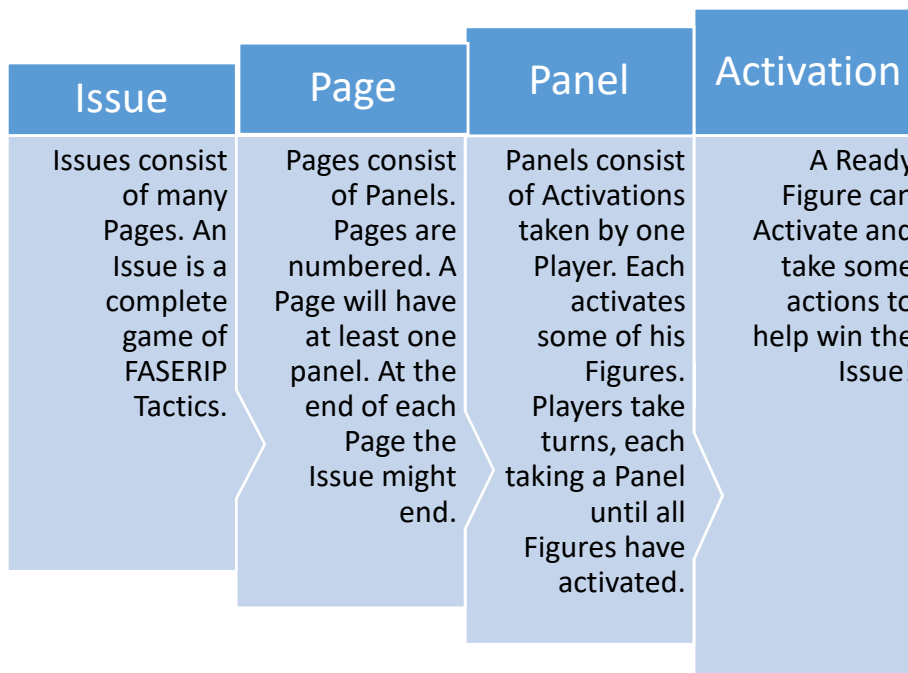
For example a Figure with Monstrous Strength would deal 7 Damage with its default Brawling attack.

Other Rolls

Sometimes you'll be asked to roll 1d10 or 1d5 for a game effect. On a 10-sided die there is no zero. To arrive at 1d5 just halve the roll (1-2 is 1, 3-4 is 2, etc.).

Gameplay Overview

FASERIP Tactics follows a familiar comic book pattern: Issues, Pages and Panels. In FASERIP Tactics each player creates a Team, each game is played on a grid-based map. A complete game is called an Issue. An Issue is broken up into Pages, each Page players take alternating Panels, each Panel a player must Activate two of his Figures that are Ready, **unless** it is the first Panel of a Page in which case a player Activates **one** of his Ready Figures.



Ready is one of many conditions that will be explained later; a Figure always has at least one condition. The other common condition is called Tired and at the end of a Figures activation it is marked as Tired. Activating a Figure has three distinct parts, Start of Activation, Taking Action(s), and End of Activation. A

Figure has a choice of many different kinds of actions to take. Generally, actions fall into one of four broad categories. Easy, Move, Attack, and Tough.

Kinds of Actions

- **Easy** actions represent simple tasks like Wolverine popping his claws or Colossus armoring up.
- **Attack** actions are typically what they sound like, a Figure attacking another Figure. Some special abilities may require an Attack action to use.
- **Move** actions are typically used to move around the map. Some special abilities may require a Move action to use.
- **Tough** actions represent activities that require some concentration or balance and will consume a Figures entire activation.

As a general rule a figure can use one Move, one Attack, and one Easy action during its activation. Alternatively, a figure can use two Move actions, and one Easy action. Finally, a figure can use a Tough action, but can take no other actions during its activation. This is an important game concept as it will guide what you do with your Figures when they activate. To review these choices, a Figure can when you Activate it do any of the following.

- Nothing
- Attack Action
- Move Action
- Move Action, Attack Action
- Move Action, Move Action
- Attack Action, Move Action
- Any of the above with an Easy Action before or after any other Action
- Tough Action

Tip:

Whew! That's quite a few choices. You'll learn after gaining some experience how best to use your Figures. Sometimes the choice is simple, other times it's very complex. It's also important to note you don't have to choose as your Figure begins its activation. For example, you might want to see how Iron Fists Attack action against Hobgoblin goes before deciding to Move. If Iron Fist KO's Hobgoblin that may free his path to take a Move action and go after Vulture.

A figure can take many kinds of actions in FASERIP Tactics, mastering how and when to use them is a key skill to develop. Some Figures are particularly effective at one or more actions, while being miserable at some others. It's also important to understand that some special powers will ask you to use one of the above Action types.

Basic Game Flow

At the start of each Issue the players roll the percentile dice. This is called an Initiative roll. The player with the higher roll is considered to have won Initiative. The winner gets to choose the map, the loser will choose which side of the map to deploy their team on. The loser may choose to take the first Panel or defer during the first Page. At the start of each Page after the first roll for Initiative, the winner chooses to Activate in the first Panel or defer. Each player then alternates Panels, activating Ready figures. This continues until all Figures are Tired. The Page ends, and Victory conditions are checked (more on determining a Victory later). If there is no winner then another Page starts. It's important to track what Page of the Issue is the current one as it effects some aspects of the game.

A Hero is Born! Renown Explained

A Figure in FASERIP Tactics has a background and place in the universe. Some heroes and villains operate locally and either defend the innocents in their city, or prey on the weak. Other Figures shift the balance of good and evil on a universal scale! Renown is the measurement of influence he or she has on the universe. The following is a list of the various levels of Renown.

Minion

The lowest Renown Figure, the Minion, is an average inhabitant of the Marvel universe, he normally doesn't operate on his own and is typically led by Figures with higher Renown. Not all Minions are Evil! Some examples of Minions are Police, SHIELD agents, Maggia Thugs, Moloids, and the endless ranks of Hydra Agents.

Bold

Bold Figures have a limited sphere of influence but are well-recognized within that sphere or locality. A Bold Figure is rarely the leader of a team or group but may be a valuable part of a team or group. Often a Figure just starting his career has Bold Renown. Some examples of Figures with Bold Renown are Dagger, Mysterio, Angel or Pyro.

Heroic

Heroic Figures are important to the happenings in the Marvel Universe. They often shift the balance of larger events, they lead small teams of Bold or Minion Figures. Heroic figures often have powers beyond the keen of normal humans. Heroic doesn't necessarily mean Good! An Evil Figure of Heroic Renown can wreak havoc. Some examples of Heroic Figures are Cyclops, Sabretooth, Wolverine, Spider-Man or Doctor Octopus.

Legendary

Few heroes and villains are able to attain the Renown of Legendary. A Legendary Figure is known to the denizens of his planet. The whole world fears or respects these Figures. It is rare for a Legendary Figure to not possess super powers. These legends often lead bands of Heroic figures. Magneto, Dr. Strange, Hulk, Professor X and the avenging son Sub-Mariner shape the future of Earth!

Cosmic

Even Legendary characters stand in awe at the approach of Cosmic Figures. These Figures operate beyond the bounds of even a planet. They shape the future of the universe. Cosmic heroes like the Silver Surfer, Thor or Adam Warlock band Legendary heroes together to face threats that tear galaxies asunder! Cosmic villains like Thanos, Loki or Dormammu seek to bend the universe to their will! This is the highest Renown of Figure playable by a player.

Tip:

The first two sets 'Marvel Takes Manhattan' and 'Avengers Assemble!' contain no Cosmic Figures. Start on Earth bold adventurer!

Beyond!

Some Figures are so powerful they are part of the very fabric of the multiverse. They are unplayable in anything other than special scenarios. Galactus, the Beyonder, Surtur, or Odin the All Father are examples of such beings of epic power.

Tip:

Sending a Bold figure up against a fully healthy Heroic figure will often end badly! Often a Heroic can take down a Bold in one or two hits. Try to use lower Renown figures to support your higher Renown figures.

To me my X-Men! Assembling your Team

In FASERIP Tactics each player must come to battle with a team. A team consists of some number of Figures and Plots. When constructing a team, you must choose which side of the fight you will be on, either **Good** or **Evil**. All figures are either Good, Evil or Enigmatic. A team with a Good outlook may only contain Good figures and Enigmatic figures. An Evil team may only contain Evil figures and Enigmatic figures.

Game Levels

In FASERIP Tactics not every battle is of the same scale, some battles determine the fate of a neighborhood, other conflicts tip the scales of the cosmos! These differing levels of power are defined by an Issues Game Levels. Each player must agree upon the Game Level, which will determine the Renown slots each player will have to add Figures to their team. The Game Level will also inform the how many Victory points are needed to win, how many Victory points you get for advancing a plot and any Objects or Artifacts they will use during the battle. Each player should also bring a map, or the players can agree to play on a particular map.

Game Level	Roster	Plot Advance Points	Points for Victory
Back Alley	2 Minion, 3 Bold (BBBMM)	1	8
Mean Streets	1 Heroic, 3 Bold, 2 Minion (HBIBM)	1	10
Heroic Battle	2 Bold, 4 Heroic (HHHHBB)	1	16
Epic Event	1 Bold, 3 Heroic, 1 Legendary (LHHHB)	2	17
Crossover!	4 Heroic, 2 Legendary (LLHHHH)	2	24
Cosmic Confrontation	2 Heroic, 3 Legendary, 1 Cosmic (CLLLHH)	3	34

Tip:

Certain Figures will fare better at certain Game Levels. For example, Daredevil is a menace in a Mean Streets game. In an Epic Event he is fighting way out of his depth despite being a Heroic level Figure. Conversely Beast can contribute all the way up to a Cosmic Confrontation but his scientific acumen might not be too useful in the Mean Streets.

A team consists of some number of figures who meet the Roster requirements for the game level, the required number of Plot Tokens and any Objects or Artifacts the player wishes to use. A player may add an Object or Artifact that matches the Renown levels featured in the Game Level. For example, when playing Back Alley, a player can add a Minion and a Bold Object or Artifact to his Team. When playing

Heroic Battle, he can add a Bold and a Heroic to his Team. Finally, the points required to win reflect the number of Victory Points needed to win the game.

Tip:

When first learning the game play some lower level games. It will be easier to grasp concepts with less powerful Figures. As you get more familiar increase the Game Level.

Victory Points, the currency of winning

In FASERIP Tactics you win an Issue by having at least the number of Victory Points required by your chosen game level at the end of a Page. If both players have an amount equal to or greater than the victory amount the player with more Victory Points wins. If there's a tie, play another Page. If there's a tie and all Figures are KO'ed the Issue is a draw, we'll have to wait for the next Issue to find out what happens! Whenever an opposing Figure is KO'ed (explained later) you get Victory Points based on the downed Figures Renown.

- Minion Figures are worth 1 Victory Point
- Bold Figures are worth 2 Victory Points
- Heroic Figures are worth 3 Victory Points
- Legendary Figures are worth 6 Victory Points
- Cosmic Figures are worth 10 Victory Points

The other way to gain Victory Points is to Advance Plots, this will be explained in a bit. But one thing to notice is that the point value of advancing a Plot goes up as the stakes of the game grow higher. This is to ensure that the value of this route to victory keeps pace with the higher power level.

Tip:

Protect your higher Renown figures! If your opponent KO's one he'll obtain a bounty of Victory Points. It's normally better to risk a lower Renown figure if it means a figure of higher Renown can continue the fight. The world isn't shaped without sacrifice!

With Great Power Comes ... Figures

Figures are the core of FASERIP Tactics. The game is advanced and won through the actions of heroes and villains. Each Figure has characteristics that define how it interacts in the game. A Figure can range from a lowly Atlantean warrior to the mighty Namor, the Sub-Mariner! Some of the characteristics of a Figure will determine how you assemble your team. A Figure consists of a representative miniature and the Figures Folio. The Folio will contain everything you need to know to play with that Figure. Let's review a Figure, its Folio and all its characteristics.

MTM-001 - Spider-Man - Friendly Neighborhood		Attacks	
Heroic : Good : Marvel Knights		Webs : Agility : Poor : Blunt : Range: 4 : Target is Held. Sensational Spidey : Fighting : Strength : Blunt	
F - Remarkable (2) A - Amazing (5) S - Incredible (4) E - Incredible (4) R - Excellent (2) I - Good (1) P - Incredible (4)	Health - 14 Karma - 7 Speed - 5 	Traits : Scientist, Altered, Alter Ego, Streetwise Specials Team Up : At the start of the Issue, if Spider-Man is the only Figure that doesn't share the same Team Affiliation on your Team he gains that Team Affiliation. Wall Crawler : Ignores Difficult terrain and Elevation changes for the purposes of movement. Spider Senses : When he is attacked for the first time each Page make an Intuition Feat. On success the Attack fails. <i>'With great power, comes great responsibility.' - Ben Parker</i>	
HEALTH		KARMA	

Name

(1) Uniquely defines a Figure. **Example: Spider-Man**. A team can have only one copy of a Figure with a given name. There are exceptions to this rule.

Figure Number

(2) Uniquely identifies a Figure in a set and helps us order the Figures and what set they are from.

Example: MTM-001. The 'MTM' stands for the first set, Marvel Takes Manhattan, and the '001' is the first Figure.

Alias

(3) Further defines a Figure at a certain point in his history. The alias directly follows the Figures name.

Example: Friendly Neighborhood. Future Spider-Men might have different aliases, but your team can only have one Figure with the Name Spider-Man.

Squad

'Squad' is a special Alias. It creates an exception to the Name uniqueness rule. A team can contain **any** number of Figures with the alias Squad. **Example: Thug - Squad**. Squads are the anonymous groups of supporting Figures, they can be Good, Evil or Enigmatic. Very often a Squad figure is under the Command of another Figure. Command is a condition and is described in the conditions section.

Renown

(4) This Figures level of Renown. As detailed earlier a Figure has a Renown of Minion, Bold, Heroic, Legendary or Cosmic!

Disposition

(5) A Figure is either Good, Evil, or Enigmatic. Since your team's composition must adhere to Good or Evil, this will constrain the Figures that can be members of your team. Enigmatic Figures can be on Good or Evil teams but might not benefit from certain abilities.

Team Affiliation

(6) Many Figures belong to a group of likeminded heroes or villains. Being a member of a team means that Figure has a Team Affiliation. Having a Team Affiliation confers benefits. Figures that share a Team Affiliation can benefit from team work. These benefits will be detailed in the rest of these rules. Many Figures have specials which allow them to gain other team affiliations at the start of the Issue, like the Team-Up special. These Team building specials that trigger at the beginning of an Issue last for the remainder of the Issue unless otherwise stated. Some specials allow a Figure to Team Affiliations during the Issue. Spider-Man has the Marvel Knights Team Affiliation but also has a special that allows him to work with any other team in the Marvel universe!

Primary Abilities

(7) Each Figure has a set of abilities which define its strengths and weaknesses. These are known as FASERIP, an acronym for the seven stats that make up each figure. They are used in resolving FEATs. More on FEATs in a bit. In general, however the higher the number the better. An ability can range from 0 (Shift Zero) all the way to Beyond! In most cases the value will be between Typical and Unearthly however. FASERIP Tactics and the role playing game that inspires it use adjectives to describes these values that evoke the flavor of comic books, terms like Amazing and Unearthly!

0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z
Shift 0	Feeble 0	Poor 0	Typical 1	Good 1	Excel- lent 2	Remark- able 3	Incred- ible 4	Amaz- ing 5	Mon- strous 7	Unearth- ly 10	Shift 13	Shift 16	Shift 20

Fighting

This ability measures a figures ability to scrap, punch and kick. It reflects training or natural aptitude. It is the default statistic used to resolve success or failure of Brawling and Evading FEATs (explained further in Combat). Somebody like Charles Xavier has a rank of Typical in Fighting. Somebody like Iceman has some training but relies on his powers and has Good Fighting. A trained killer like Wolverine has Incredible Fighting. Somebody like Elektra who has spent a lifetime perfecting the martial arts, may reach the limits of mortal man, and have Amazing Fighting. Beyond the abilities of mortal men eternal champions like Hercules have Monstrous Fighting, having honed their abilities over millennia.

Agility

This ability measures a figures ability to move, see and react. It doesn't necessarily reflect raw speed. It is the default statistic used to determine success or failure for Shooting and Dodging FEATs. Somebody like Cloak has Good Agility representing a person in good shape with no impediments to movement. Cyclops has rigorously trained himself in the Danger Room, and has Excellent Agility. Spider-Man has Agility beyond what any normal human can achieve through hard work and lives up to his name with Amazing Agility.

Strength

This ability measures a figure's ability to lift things, and the damage they can deal with their bare hands. Strength also determines how effective a figure is when grappling up close and personal. Grappling FEATs default to Strength for resolving their success or failure. Brawling, Grappling and Charging FEATs default to Strength to determine their damage. Somebody like Mastermind has Poor Strength and hopes to avoid physical conflict. The Kingpin has trained his body to the peak of human strength and boasts Excellent Strength. The Hulk is indeed the strongest one there is, his rage knows no boundaries and at its apex his Strength reaches Shift-X levels.

Endurance

This ability measures a figure's fortitude, toughness and ability to push on through injury. It is the default statistic used to determine the success or failure of Charging FEATs. It is also used to determine if a figure is affected by a Stun, Slam or Kill result in combat (explained in the combat section). Police have Typical Endurance and can't endure any adverse conditions for too long. Doctor Strange has Remarkable Endurance, having learned to deal with otherworldly conditions and absorb considerable pain. Rhino can charge all day and has Monstrous Endurance.

Reason

This ability measures a figure's mental capacity and problem-solving skills. It is used to advance many plots, and is used to by many special abilities to determine success or failure. Cloak has Typical Reason having grown up on the streets and skipped higher education. Doctor Octopus has focused knowledge in science and has Remarkable Reason. Magneto is a genius in many subjects and has Incredible Reason.

Intuition

This ability measures a figure's senses, instincts and general awareness of surroundings. It is used to advance some plots, and to see through illusions and other tricks. Intuition is the ability keyed to magic, those with a high Intuition are more inclined to wield the power of magic. Intuition is used to resolve most Magical attacks but not all. Iceman is aloof and unfocused at times, he has Poor Intuition. Cyclops is focused, well trained and his instincts are usually right, he has Excellent Intuition. Daredevil's super senses give him Monstrous Intuition, it's nearly impossible to sneak up on him, fool him or deceive him. Doctor Strange is Earth's Sorcerer Supreme he has Unearthly Intuition and wields magical powers beyond any mortal's belief.

Psyche

This ability measures a figure's raw mental strength and ability to withstand psychic attacks. It is used to resolve Mental attack FEATs. Psyche is often used to mind-control or terrify another Figure. Dagger has Good Psyche, she can withstand some mental stress before breaking down. Sub-Mariner is supremely confident and strong willed, the king of Atlantis has Incredible Psyche and will not cower before some base villain! Professor X is the master of the mind, his Monstrous Psyche allows him to dominate nearly any other mind.

Health and Karma

(8) Each Figure has two numbers roughly based off their Primary Abilities.

Health

A measure of the damage a figure can take before being KO'ed. Health is normally derived by adding up

Strength, Agility, Fighting and Endurance. Some Figures however have extra health. Some may have less. A Figure can't have more than it's starting Health.

Karma

Some heroes seem to have things always go their way, certain villains always seem to get away in the end. These Figures have Karma on their side. Karma can influence movement and provide an extra boost to accomplish a FEAT. A Figure can spend Karma only once per Page. Karma is normally derived by adding Reason, Intuition and Psyche. Some Figures however have extra Karma, others may have less.

Speed

(9) The number of squares this figure moves when making a move action. More on moving later.

Picture

(10) A picture of a suggested miniature to use to represent this figure. Most miniatures of 28mm scale will work.

Attacks

(11) Every figure has at least one attack. Each one is listed here. Attacks will be explained in detail in the section on combat.

Traits

(12) A figure can have one or more traits. Traits are arbitrary words which may allow the figure to benefit or be harmed by in game effects. Some Traits reflect the figures origin, other may reflect group affiliation or their place in society. **Example: Spider-Man has the traits Altered, Scientist, Alter Ego.** Often a Special will refer to an 'xxxxx figure' where 'xxxxx' is a Trait.

Tip:

Figures that share traits often work well together, and certain plots key off of traits.

Specials

(13) A figure can have zero or many Specials. A Special typically represents a power, skill or item a figure possesses. They can vary wildly, from something as simple as a smoke grenade to the ability to control another Figures mind. Each Special will be explained in the text, however Specials fall into some broad categories.

- Constant Specials are considered always 'on', examples include Flight and most forms of Armor.
- Triggered Specials only happen when another event happens, the Special will specify the triggering event. Don't forget these Specials! It's your responsibility to remember your own Figures triggered Specials! After another action, or dice roll has taken place it's too late and you've missed your chance to use a Triggered Special. Triggered Specials often have words like "whenever" or "when".
- Action Specials require an action to use them, the special will specify either an Easy, Move, Attack, or Tough action.
- Team building Specials let you do special things during team construction. Examples include gaining affiliations or breaking team building rules.

Some game effects refer to a Special being Countered. A Countered Special should be treated as if it doesn't exist. The game effect will often specify when the Special returns, if not the countering ends at

the start of the next activation of the Figure that countered it. If the Figure countering the Special is KO'ed the Special is no longer countered.

Some Specials reference Healing, a Figure can never have more than its starting Health.

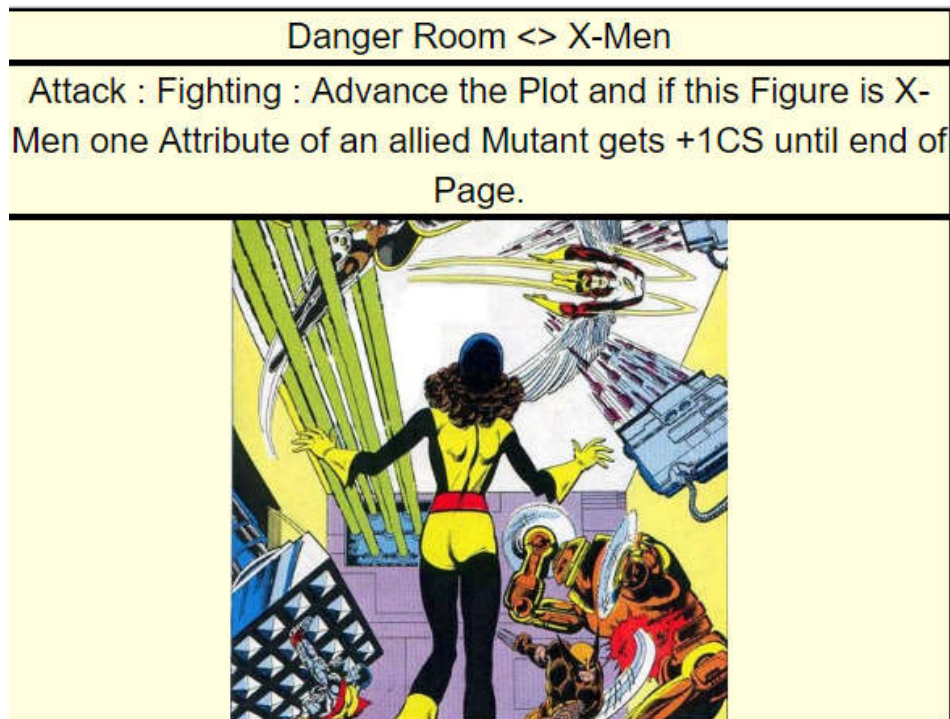
Tip: Remember the Specials on Figures will often override the core rules, FASERIP Tactics is exception based. If the rules say a Figure can't gain something or do something but a special says the Figure can the Special overrides. In the case of Spidey, 'Wall Crawler' overrides a core rule about Difficult Terrain.

Flavor

(14) An in-universe reference or quote about this Figure's past, attitude or philosophy.

Plots

Plots are what drive our heroes and villains to action! In game terms a Plot is a game objective that allows a player to advance towards winning the game. A Plot consists of a Folio, much like a Figure.



Name

Uniquely defines a Plot. (**Example: Danger Room**).

Affiliation

When it is advanced by a Figure that matches the Affiliation you will receive an extra benefit. Plot Affiliations can be a Team Affiliation (**Example: X-Men**), a Trait (**Example: Scientist**), or even a Disposition.

Rules Text

Describes how to advance this Plot and what happens if you advance it. The Plot Danger Room for example requires an Attack action, and a Fighting FEAT, on a Green or better result you gain the standard Plot Advance amount for the Game Level (**Example: for 'Mean Streets' you'd gain 1 Victory Point**). A Figure with the X-Men Affiliation who advances this Plot gains an additional effect.

Placing Plots

Plots in the game are represented by tokens that are placed on the map during game setup. The Game Level will specify the number of tokens to use. **You** place your **opponent's** tokens, and **they** place **yours**. This is described in detail in game setup.

Advancing Plots

Most Plots can be Advanced using an Attack action and a successful FEAT roll. Advancing a Plot will score a number of Victory Points indicated by the Game Level and then cause the rules text on the Plot to happen. For example, in a 'Heroic Battle' game advancing the plot will score 1 Victory Point, an 'Epic Event' level game will score 2 points. As a rule, a Figure must be adjacent to or on a Plot in order to Advance it. You own **your** Plots; your opponent owns **his** Plots and you can never advance your opponent's Plots. A Plot can be advanced more than once a Page, in fact having many of your Figures advance your Plot can be a quick path to victory. Typically, you'll want to select a plot that is affiliated with the Figures on your team, but you don't have to. Plots are considered Clear terrain and can't be attacked or moved.

Tip:

X-Men don't kill! You don't have to KO all your opponents' figures to win the Issue. If you advance the plot enough times you can win without ever KOing a figure. Typically, you will win through a combination of both. You want to make it over to your plots and prevent your opponent from reaching theirs!

The Action Unfolds!

Starting the Issue

To start the issue each player needs a team and plot(s) that adhere to the agreed upon Game Level. Additionally, each player should have a map or the players should agree to play the Issue on a single map. Finally, each player needs some tokens to represent his plots and any objects he might bring to the fight.

Choosing the Map

In order to determine which map to use each player rolls percentile (two 10 sided dice, one representing the 10's and the other the 1's with 10, 0 being 100), this is called an Initiative roll. The player who rolls higher is considered the winner and may choose which map to use. The loser chooses which side of the map to setup their team on. If you've agreed on a map before playing, winner chooses which side to setup on, and the other player must setup on the opposite side.

Placing Your Figures

The winner sets up his figures first. Setting up your team requires that all figures on your team be placed in either a bounded area indicated on the map, or if the map has no bounded area in the first two rows of the starting side and at least two squares from the adjacent sides.

Placing Plots

After both players finish placing figures, the winner must place his **opponent's** Plots on the map first. Plots must be placed at least 8 squares from any Figure or other Plot belonging to the opponent, and 4 squares from any map edge in **clear** terrain. There can be only ever be one Plot in a given square if a game effect were to move a plot.

Tip:

In most cases you'll want to place your opponent's Plots as far away from his Figures as possible. You may also want to place them in squares that are easy to draw Line of Sight to.

Placing Objects and Artifacts

Finally, the winner placed their Objects and Artifacts if they have any. The winner must place his objects first. Objects and Artifacts must be placed at least 6 squares from any figure in non-Solid terrain. How to use Object and Artifacts is detailed in a later section.

Tip:

It's not always Clobberin' Time. You can choose no Objects or Artifacts at all if your team can't use them effectively. Your opponent may be planning to use his Objects against you. Remember you can destroy an object if you have line of sight and can deal damage equal or greater than its material rank. This is explained more in the section on Objects and Artifacts.

Start of Issue Triggers

Some Specials trigger at the start of the Issue. Often they allow you to add Team Affiliations to your Figures. Remember to use these now. After the Issue begins you can't go back and make these choices.

Starting the First Page

After setup is complete the first Page begins. Roll Initiative again, the winner of each Page's Initiative chooses to activate first or defer. The player who acts in the first Panel of a Page must activate 1 Ready Figure. Then the second player acts in the next Panel and must activate 2 Ready Figures (if the player controls only one Ready figure he just activates that one). The next panel the first player must activate 2 Ready Figures (again if the first player controls only one Ready figure he just activates that one). This pattern continues, Panel after Panel until all figures are marked as Tired. If a player would act in a Panel but has no Ready Figures then his opponent just continues activating his own Figures until they are all Tired. When all Figures are Tired, the Page ends and we check for Victory Conditions. If they aren't met, all Figures become Ready (removing all the Tired markers), and we begin a new Page.

Tip:

Sometimes it's better to defer the first Panel. Deferring gives you a chance to see what your opponent might do. It also may ensure that you activate the last figure in a given page, which means you'll have the most information.

Example Gameplay

Bruce and Samuel decide to play a Heroic level game. Bruce is playing a Good team. It consists of the following figures

- Daredevil <> Blind Justice, Heroic
- Iron Fist <> Danny Rand, Heroic
- Luke Cage <> Power Man, Heroic
- Dagger <> Shining Light, Bold
- Cloak <> Heart of Darkness, Bold

And the plot Kitchen Cleaners.

Samuel is playing an Evil team, he has put together the following figures

- Quicksilver <> Hot Temper, Heroic
- Mystique <> Super Spy, Heroic
- Sabretooth <> Bloodlust, Heroic
- Blob <> Large and In Charge, Bold
- Pyro <> Firestarter, Bold

And the plot Mutant Massacre.

They agree to play this Issue on the Mall map. They roll initiative, Samuel rolls 43 and Bruce rolls a 68 so Bruce wins. He chooses to setup on the parking lot side feeling it will give his team an advantage. Bruce must setup his figures, objects and Samuel's plot tokens *first*. This gives Samuel some more information to work with, after surveying Bruce's team he sets up his evil mutants and Bruce's plot tokens.

Next, the first Page begins. Our players roll initiative again. Mystique has a power called Behind the Scenes, it gives Samuel +10 to Initiative rolls. Samuel easily wins the initiative roll with the insider information from Mystique. Samuel decides to defer, and makes Bruce go first. Bruce will have to activate one **Ready** figure.

The first Panel begins. Bruce chooses to **Activate** Iron Fist, taking two **Move** actions and ending up in a square of Difficult terrain, Iron Fist is now **Tired** and has the Obscured condition (more on terrain and conditions in a bit). Since this was the first Panel and only one **Ready** figure need be activated the Panel ends.

Samuel must act in the second Panel of this page. Since it isn't the first Panel of this page, he'll need to activate two **Ready** figures. He first chooses to **Activate** Mystique using a **Move** action, and then a special action which counts as a **Move** action called Shapeshifter, Mystique is marked as **Tired**. Next, he **Activates** Pyro, and he uses a **Move** action then uses a special which counts as an **Attack** called Fire Constructs. Samuel places four squares of Fire Terrain in a doorway to keep Bruce's figures from entering the mall without feeling the heat! He marks Pyro as **Tired** and has activated two figures, the Panel ends.

Bruce has the next Panel, he chooses to **Activate** Cloak. Cloak has a power called Dark Dimension, it allows him and a **Ready** ally to move up to eight squares and ignore terrain and figures. It requires a Tough action, and at the end of the move the **Ready** ally is also marked as **Tired**. He chooses Dagger to bring along. He places them in two squares and marks them both as **Tired**. Because he didn't actually **Activate** Dagger, he must still **Activate** another **Ready** figure; in this case Daredevil, to satisfy the rule about **Activating** two **Ready** figures. He decides to move the Man without Fear up using two **Move** actions and place him next to the fiery doorway. Daredevil can Dodge as an Easy action, so he makes a Yellow Dodge FEAT, he marks Daredevil as with a Yellow Dodge marker to remind his opponent of the result. Finally, he marks Daredevil as **Tired**. Since Bruce has Activated two figures, Cloak and Daredevil the Panel ends.

Samuel still has 2 **Ready** Figures, Sabretooth and Quicksilver. He uses two **Move** actions and Quicksilver's high Speed value of 10, to move adjacent to Dagger. Quicksilver also has a Special called You Can't Keep

Up; it says if Quicksilver would become **Tired** for the first time during a Page he is instead **Ready**. Since this is the first time, he would become **Tired**, he is **Ready** instead and Samuel can activate him again. He chooses to use the Special Hypersonic Battery and makes three Brawling attacks against Dagger, beating her senseless, he is then marked as **Tired**. You Can't Keep Up doesn't trigger as this is the second time Quicksilver would become **Tired**. Samuel has used two Activations, in this case Quicksilver twice! The Panel ends.

Bruce is reeling from Quicksilver's vicious attack. He has Luke Cage as his lone remaining Ready Figure. He spends 1 Karma to increase Power Man's Speed to 5. He then Activates him and uses two Move actions to move 10 squares and ends up adjacent to Quicksilver. Luke is now **Tired**. He has no more **Ready** figures, so he only activates one Figure this Panel. The Panel ends despite Bruce only **Activating** one Figure.

Finally, Samuel begins a new Panel with Sabretooth as his only Ready Figure. Cage is 12 squares away, putting him in range of a Charge by Sabretooth. The feral mutant uses a Tough Action and uses Karma to increase his Strength to Incredible. Unfortunately, he rolls a 12 and misses the Charge action. Since all figures are now marked as **Tired** Page one is over.

Tip:

In our example Bruce really wants to win Initiative at the start of the next page. It's likely that if he doesn't that Samuel will KO Dagger. Having a Ready Figure KO'ed before you have a chance to activate it can be a double blow. If Samuel wins Initiative one tactic might be to use Cloak again and teleport Dagger away to safety.

Ending the Page

As a Page ends follow these steps. First, add up all Victory Points for each player. Victory Points are typically gained by KO'ing opposing figures, or advancing Plots. If one player has equal to or more Victory Points than the Game Level required Victory Points then that player wins the Issue. If both players have equal to or more Victory Points than the Game Level required Victory Points then the player with more Victory Points wins the Issue; if the players are tied begin another Page. If neither player has Victory Points equal to or more than the Game Level then start another Page. Finally, if the players have the same amount of Victory Points but every figure has been KO'ed the Issue is a Draw. As you begin a new Page all Figures become Ready, remove any Tired markers.

Tip:

If both players exceed the Victory point total the one with the higher total wins. Keep this in mind when acting in what might be the final Page of an issue. Saving a wounded Figure, or finishing off a wounded Figure could be the difference between winning and losing!

Movement and Terrain

As in our example players activate their Figures and often choose to use Move actions to maneuver around the map. Each map is made up of squares of Terrain. At its simplest a Move action allows a Figure to move a number of squares equal to a maximum of its Speed value. In FASERIP Tactics the movement is carried out one square at a time and diagonal movement is counted as one square. To move a Figure, declare the Move action, noting where the Figure began, and begin counting squares one by one and moving the Figure along the path, placing the Figure in the desired end square. A Figure doesn't need to use all its Speed during a Move action; however, a Figure can't use some of its Speed then perform another action and continue moving. By default Figures block movement in FASERIP Tactics, meaning a Figure can't move into and through a square occupied by another Figure.

Danger Room Training!

Allied Figures that share a Team Affiliation are Teammates and they don't block movement. They have trained together and work as a team. Teammates can move through squares occupied by other Teammates. A Figure still can't end its movement in a square occupied by another Figure. More on being Teammates in a later section.

Terrain Qualities

Not all squares are the same and Terrain has qualities. All terrain has at least 3 qualities. Elevation, Atmosphere and Type. Terrain can have more than one Type, but only 1 Elevation and Atmosphere. Some powers reference contiguous terrain, this means that all the affected squares are connected and are together in sequence. Unoccupied terrain is exactly what it sounds like, terrain that isn't currently occupied by a Figure.

Elevation

Ground

Terrain is considered Ground by default. There are no special rules for Ground terrain.

Elevated

A Figure can't move from a Ground Terrain square to an Elevated Terrain square unless a Ladder, or Stair feature are present (detailed in the Gazetteer which describes each map in detail). A Ladder or Stair feature allows a Figure to move from Ground to Elevated and vice versa by spending 1 Speed. A Figure in Ground Terrain in a square next to a Figure in Elevated Terrain are not adjacent. Two Figures on either side of a Ladder or top square of a Stair are considered to be adjacent. A Figure and a Token or Plot on either side of a Ladder or Stair are not considered to be adjacent. A Figure **can** move from Elevated Terrain to Ground terrain by spending 1 Speed and taking Excellent Blunt Damage (more on Damage Types in a bit). This represents the Damage from the fall. Elevated terrain has effects on Line of Sight which will be explained in the next section.

Tip:

Take the high ground! Being up high is a big advantage in combat. A shooter from elevated will ignore all intervening Figures and Terrain except the square that the target is in. A Figure on Elevated terrain is also harder to attack from Ground terrain. Flyers benefit greatly on maps with lots of Elevated terrain. Some Figures excel at destroying Solid terrain, don't be afraid to bring down the house!

Atmosphere

A square will have an atmosphere. Currently there are two, Indoor and Outdoor. Some powers may trigger on a Figure being in a particular Atmosphere.

Indoor

Indoor squares don't have elevated terrain. Solid terrain in Indoor terrain can still be destroyed.

Outdoor

There are no special rules for Outdoor terrain.

Type

Difficult

Tougher to move through. It requires 2 Speed to move **into** a square of Difficult terrain. A figure in Difficult terrain is considered to be Obscured.

Aquatic

Aquatic terrain is hard to move through. It requires 2 Speed to move **into** a square of Aquatic terrain. Certain Figures may benefit from being immersed in water.

Solid

Can't be moved into or through. Solid Terrain Outdoors *creates* Elevated Terrain, meaning a Figure can be 'on top' of it. Solid Terrain Indoors is not Elevated and can't have a Figure 'on top' of it. Solid Terrain can be destroyed by non-Psychic Remarkable or greater damage. The resulting square becomes Difficult terrain and if it had the Elevated quality it loses the Elevated quality and becomes Ground (the default). The resulting Difficult terrain can also be used to move up onto any remaining adjacent Elevated Solid terrain just like a Stair or Ladder feature. Sometimes a map will have a Solid feature along a line on the map, this is usually depicted as a wall. If a Figure can target a square on either side of the wall, he can destroy it. In this case both squares bordering the wall become Difficult terrain. A figure can never be placed 'inside' Solid Indoor terrain. Solid Terrain blocks line of sight and effect which will be explained more in the next section.

Tip:

We'll cover the Damage Types in a little bit but it's important to remember that you can't scare a wall.

Smoke

Blocks line of sight.

Fire

Is Smoke terrain. Any Figure moving into or beginning its activation in Fire Terrain takes rank Fire damage. The default rank for the damage if none is specified is Good.

Slick

Any figure entering a square of Slick terrain or beginning a Move action in a square of Slick terrain must make a Green Agility FEAT or end its move in that square.

Tip:

Some figures thrive in certain terrain types, like the Mighty Namor whose fighting prowess increases in Aquatic terrain. Others can use certain terrain types to their advantage tactically, like the regal Black Panther, if he is in Difficult terrain opposing figures can't draw line of sight to him. Also remember non-Psychic Remarkable damage can turn Solid terrain into Difficult, you can create cover for your allies by mucking up the battlefield. Choose a map that fits your team's strengths, and keep the ground in mind when advancing across the board.

Each legal map in FASERIP Tactics will have an entry in the Gazetteer. The entry will detail which squares have what attributes. If playing on another map make sure you agree which squares are Difficult, Aquatic, Indoor and Outdoor and which squares are Elevated.

Line of Sight

In order to use certain game actions a Figure must be able to draw Line of Sight to the Target. All Shooting, Charging, Mental and Magical Attacks require Line of Sight, and Target the opposing Figure. The word Target in a Special means that Line of Sight of is required to use the Special. In order to determine if a Figure has Line of Sight with another Figure draw a line from the center of your Figures Square to the center of the Square of the Target. Using a string, web shooter or wire is useful for this exercise. If the line intersects any Terrain that blocks Line of Sight (Solid, Smoke and Fire are examples)

or Figures then Line of Sight is blocked. If the Figure drawing Line of Sight is on Elevated Terrain he ignores all but his Square, other Elevated Squares and the Square the Target Figure is in when determining Line of Sight. The reverse is also true. A Figure in Ground Terrain can draw line of sight to a target Figure in Elevated Terrain if the targets square is the only intervening Elevated square. Ignore all the intervening squares and the Figures in them.

Tip:

Before you finalize the placement of one of your Figures take a look at which opposing Figures have Line of Sight to yours. You may be putting your Figure at risk of being shot and KO'ed.

Avengers Assemble!

Allied Figures that share a Team Affiliation are considered Teammates. Teammates don't block Line of Sight with each other. Teammates know each other and train with one another this gives them an edge when teamed up.

Tip:

Teammates don't block line of sight from each other, but they do block opposing Figures line of sight. This allows you to use a tough Figure, or a Figure with some defensive advantage to 'block' for a weaker Figure. You can also 'screen' for a shooter on your team preventing an opposing Figure from firing back by shooting then moving a Figure in front of your shooter.

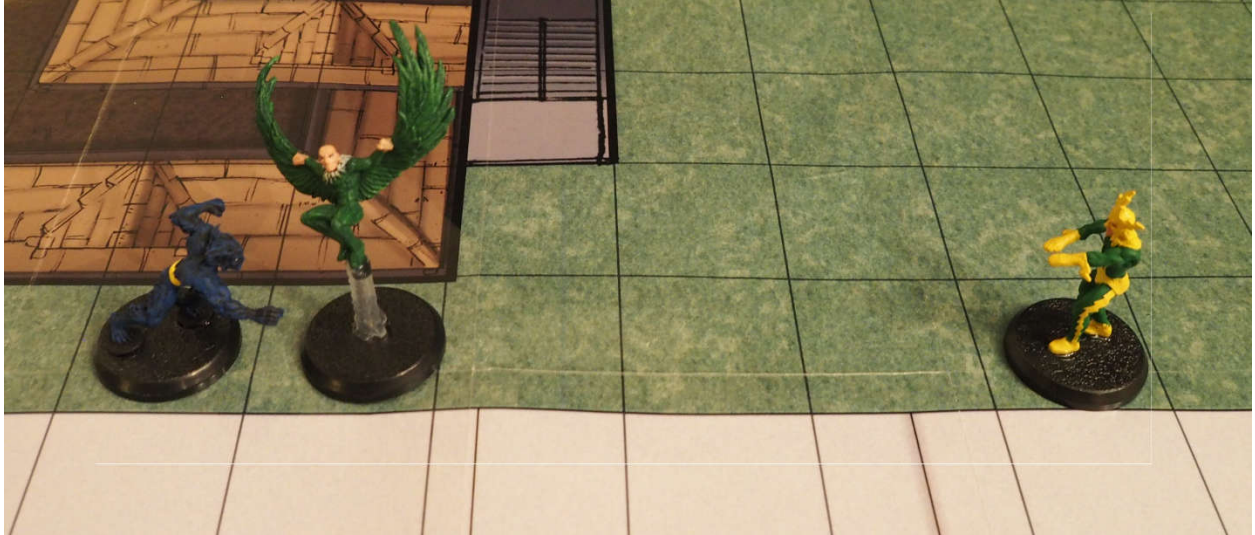
Line of Sight Examples

Line of Sight can be tough to explain, some pictures can help illustrate the most common Line of Sight situations involving various Terrain qualities and Figures. Once you've finished reading these rules you may want to come back and walk through these examples again since they illustrate more than just Line of Sight.

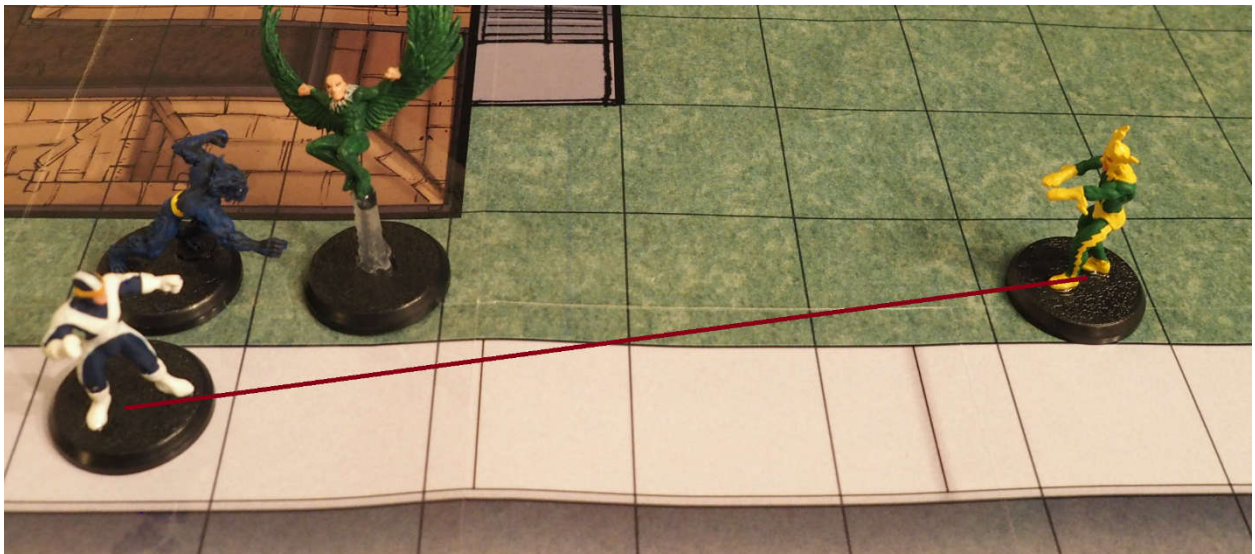
Example 1) Here Punisher has Line of Sight to Vulture and vice versa, nothing is intervening. Vulture is not Obscured, and neither is Punisher. Vulture is 5 squares away from Punisher, just out of range of his 'Scattergun'. Punisher could move 4 Squares and use 'Combat Knife', or move 1 square closer and use 'Scattergun'. Vulture is too close to Charge, but could move 4 squares and use 'Swooping In!'.



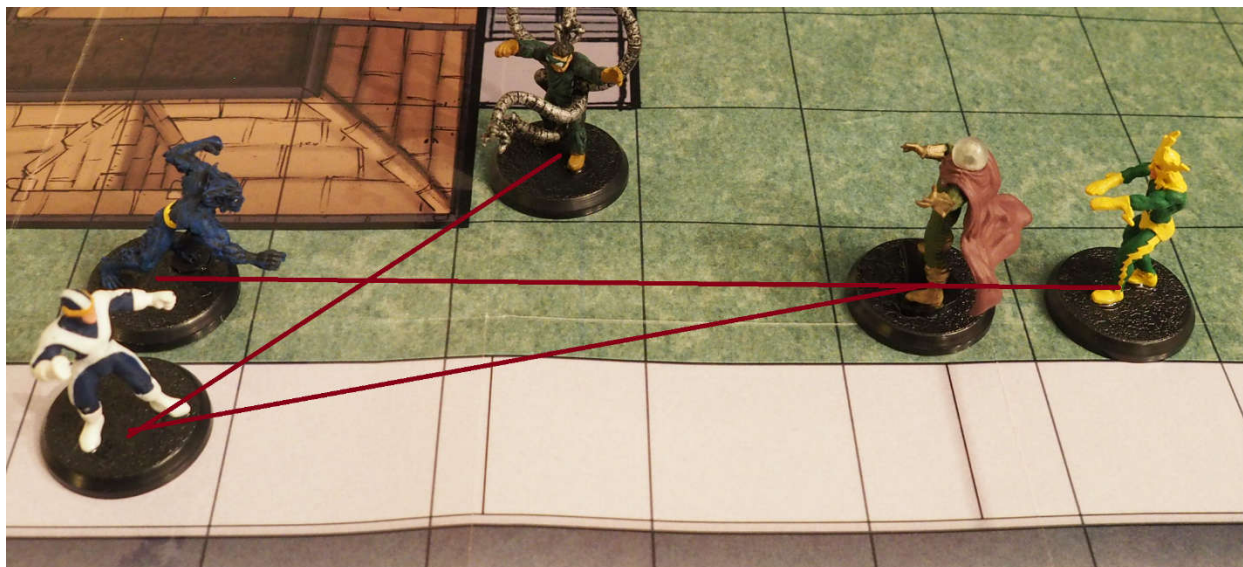
Example 2) Here Electro has Line of Sight to Beast. Vulture and Electro are Teammates and don't block Line of Sight to each other. Beast doesn't have Line of Sight to Electro because Vulture is blocking. Beast has Line of Sight to Vulture and is adjacent to Vulture. More on adjacency in the next section.



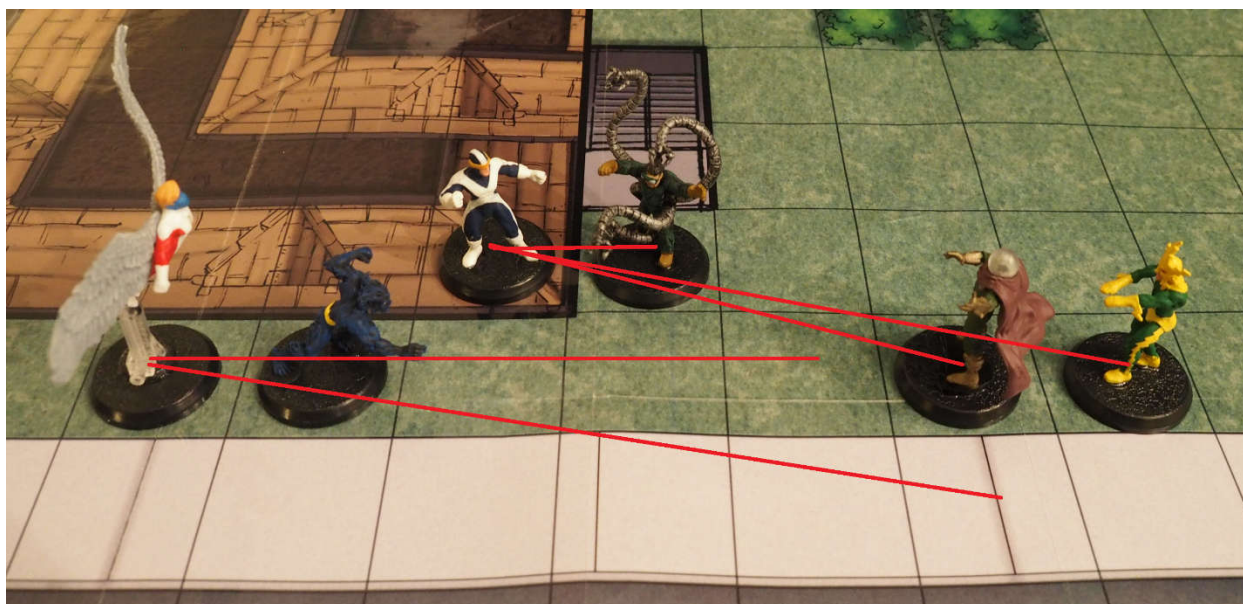
Example 3) Here Electro has Line of Sight to Beast and Cyclops. Cyclops has Line of Sight to Electro and Vulture. Cyclops, Vulture and Beast are all adjacent to each other. Cyclops can make a Shooting Attack against Vulture but not against Electro. This is because Vulture has Flight and Shooting Attacks can be made by an attacking Figure against an adjacent Flying Figure. Cyclops can't make a Shooting attack against Electro because he is adjacent to an opposing Figure, Vulture in this case. More on Flight and Shooting Attacks in the next sections.



Example 4) Here things get more complex. Electro has Line of Sight to Beast and Cyclops and can make Shooting attacks against either. Cyclops has Line of Sight to Mystério and Doctor Octopus, but not Electro. Cyclops can make a Shooting Attack against Mystério or Doctor Octopus. Doc Ock can make an 'Arms of the Octopus' attack against either Beast or Cyclops. He doesn't have Line of Sight to Beast but Brawling attacks don't require Line of Sight, pretty sneaky!



Example 5) This is truly a pitched battle! Cyclops is on Elevated terrain, he has Line of Sight to Doc Ock, Mysterio and Electro. Because he is elevated and Electro is in Ground terrain he ignores all intervening non-Elevated squares, this is why he ignores Mysterio when choosing Electro as a target. Electro has Line of Sight to Cyclops as well, since the reverse is true when a Figure in ground is targeting a Figure in Elevated. Electro also has Line of Sight to Beast as well. Mysterio has the same Lines of Sight as Electro. Beast has Line of Sight to Mysterio and can use 'Eureka!' on him, as it is a special that targets. Angel has Line of Sight to Mysterio, unfortunately he is too close to Charge him. Angel can fly past Mysterio and Attack Electro with 'Superior Flier'. Doc Ock can attack all 3 X-Men because he "May Attack Figures up to 3 Squares away as if he were adjacent".



Example 6) Here we have a stair feature. The last square on a stair feature (2 in this example) counts as Elevated for Line of Sight purposes. Daredevil has Line of Sight to Blob and Quicksilver. He has Line of Sight to Blob because the first square (1 in this example) is Ground. Elektra is adjacent to Blob and

Mystique and she has Line of Sight to Quicksilver. Quicksilver doesn't have Line of Sight to Elektra because of her 'Ninja' Special, she is currently Obscured because she is in Difficult terrain. Despite Pietro being elevated his Line of Sight includes the square Elektra is in even though he ignores the intervening square. Mystique is adjacent to Elektra and neither can make Shooting Attacks because they are based.



Tip:

Don't worry if these examples are a little confusing. Come back and re-read them after you review the combat section. They'll make more sense. You can also refer to them during play.

Line of Effect

Line of Effect is used when a game effect is covering an area of squares. Typically, these take the form of "Figures within X squares", where X is some number of Squares. Sometimes the effect originates from the acting Figure. Other game effects may produce a Line of Effect from an origin square other than the acting Figure, it may be the target. Line of Effect is similar to Line of Sight but that only thing that blocks Line of Effect is Solid Terrain, Figures do not block Line of Effect. Draw Lines of Sight, ignoring Figures and non-Solid Terrain to all possible targets within X squares to determine which Figures will be affected.

It's Clobberin' Time

As in our example players activate figures and often choose to use Move actions to maneuver around the map. Eventually combat will ensue between Figures to determine the winner of the Issue. Combat takes many forms in FASERIP Tactics. Heroes and villains have a wide variety of powers and skills, strengths and weaknesses and can attack each other in many ways, not just with fists and guns. An understanding of Line of Fire and Line of Effect is necessary to understand combat. Additionally, understanding movement is needed to position your figures to engage in combat.

Adjacency

A key concept in combat is the concept of adjacency. Determining whether two Figures are adjacent will allow you to execute certain kinds of combat. A Figure is considered adjacent to another Figure if the two figures are in adjacent squares that share an elevation. Figures are not considered adjacent if there is intervening Solid terrain on the map (usually in the form of a wall). Figures in two squares are not considered adjacent if they don't share an elevation, except if there is a ladder feature between them. Two squares are not considered adjacent if they don't share an elevation. Two squares with an intervening wall between them are also not considered adjacent. This is important for Specials that require 'contiguous' squares. A Figure is always Adjacent to the square it occupies. Adjacent Figures can **always** draw Line of Sight to each other.

Example 1) Here adjacency is obvious, Kingpin and Luke Cage are next to each other with no intervening Figures or Terrain features. Time to brawl!



Example 2) Here adjacency isn't impeded because of the shared adjacency with a square of Elevated terrain. Kingpin and Luke Cage are still adjacent to each other. They are also both now adjacent to Elevated terrain.



Example 3) Here things change slightly. All 3 Figures are adjacent despite the square of Solid Elevated terrain.



Example 4) Here Kraven is adjacent to Kingpin. Kingpin is adjacent to Cage and Kraven. Daredevil is adjacent to no Figures. Cage is adjacent to Kingpin.



Readiness, Size and Conditions

In FASERIP Tactics a Figure has a Readiness, which represents his ability to perform actions. A Figure has zero or more Conditions which reflect various states of being and finally a Figure is of a certain Size.

Readiness

A Figure is either Ready, the default, Tired, or KO'ed. A Figure can have only one Readiness level at a time. A KO'ed Figure is moved off the map and onto their Folio.

Ready

A Figure is Ready at the start of each Page. A Ready figure can be Activated and given Actions.

Tired

A Tired Figure has likely already activated this Page. A Figure can't be Tired and Ready at the same time. Being Tired means that Figures Defenses are down, that Figure can't make Attacks of Opportunity and can't Evade (explained in a bit). Some effects may make a Figure Tired. The last thing that happens during a Figure's Activation is it becomes Tired.

KO'ed

A KO'ed Figure has had its Health reduced to zero. It is considered out of play and can't be Activated. The opposing player KO'ing the Figure receives an amount of Victory Points based on the KO'ed Figures Renown. Remove this Figure from the map and place it on its Folio. Unless otherwise specified all Specials and Conditions related to the KO'ed Figure are countered at the **end** of the current Page. You can **never** gain Victory Points for KO'ing your own Figures.

Size

A Figure has one Size at any given time. Size matters, Giant Figures are easier to hit but can wreak havoc by attacking enemies at a distance and bounding over obstacles!

Giant

Giant Figures are Exposed (a condition explained below). Ignore intervening Figures when determining line of sight to and from Figures with Giant. Giant Figures can attack other Figures up to 2 squares away as if they were adjacent. Giants ignore difficult terrain when moving. Giants may use 1 Speed to change elevation while moving.

Tip:

Giants are lightning rods for opposing attacks. However, Giants with their reach can control sections of the battle effectively, their ability to attack 2 squares away applies to all attacks even opportunity attacks and grappling.

Normal

A Figure is considered Normal sized by default. There are no special rules for being Normal sized.

Conditions

In combat Figures will get bounced around, injured, stunned, and eventually knocked out! A Figure at any given time will have one or more conditions, and it's important to track this. Many attacks will result in the target gaining a condition. Most conditions should be marked on the Figure to remind you of them. Different Conditions are cumulative but a Figure can't have the same condition twice.

Stunned

A Stunned Figure has suffered a blow that requires them to recover a bit before getting back in the fight. A Figure marked as Stunned may only take a Move action. Unless otherwise specified remove the Stunned condition at the end of the Figures next Activation. A Stunned Figure can't make Attacks of Opportunity and can't Dodge or Evade.

Held

A Held Figure has been grabbed or otherwise bound. A Held Figure loses the Flight ability. A Held Figure has ½ Speed. Unless otherwise specified remove the Held condition at the end of the Figures next Activation. A Held Figure can't make Attacks of Opportunity and can't Charge, Dodge or Evade.

Stuck

A Stuck Figure can't move at all. A Stuck Figure loses the Flight ability and has Speed of 0. Unless otherwise specified remove the Stuck condition at the end of the Figures next Activation. A Stuck Figure can't make Attacks of Opportunity and can't Dodge.

Staggered

A Staggered Figure is reeling from a blow and has lost his balance. A Staggered Figure has a -2CS penalty to all FEATs. Unless otherwise specified remove the Staggered condition at the end of the Figures next Activation. A Staggered Figure can't make Attacks of Opportunity and can't Dodge or Evade.

Confused

A Confused Figure is distracted and his concentration is impaired. A Confused Figure gets -2CS when making Charging, Shooting, Mental and Magical Attacks. Unless otherwise specified remove the Confused condition at the end of the Figures next Activation.

Tip:

Conditions are important in optimizing your strategy. For example, many conditions prevent a Figure from taking Attacks of Opportunity. This means if you want to move past an opposing Ready Figure you may want to use an ally to try to Stun, Stagger, Hold or Stick the opposing Figure. Some Figures damage output is less than optimal but they may have an Attack or Special that causes a Condition. Think carefully about how to time these effects with respect to your activations.

Other States

In Marvel heroes can walk through walls, hide without being seen and heft massive objects. These are some other states a Figure might have or gain as the Issue unfolds.

Wounded

A Figure at less than it's starting Health is considered Wounded.

Carrying

A Carrying Figure is carrying an Object. A Carrying Figure can't make Attacks of Opportunity, make Shooting or Magic attacks, and can't Grapple, Dodge, Evade or Block.

Obscured

Shooting and Magical attacks targeting a Figure with Obscured are -2CS to hit.

Tip:

Take cover! Understanding the interaction between Obscured and Difficult Terrain is important. Some Figures are impossible to target if they are Obscured. Use this to move around the board without being seen!

Exposed

Shooting and Magical attacks targeting a Figure with Exposed are +2CS to hit. Exposed Figures can never gain Obscured. Giant sized Figures are always Exposed.

Shapeshift

Specials and Attacks targeting a Figure with Shapeshift fail unless the attacker makes an Intuition FEAT. Unless otherwise specified remove the Shapeshift condition at the end of the Figures next Activation.

Phased

A Phased Figure Ignores Figures and Terrain for movement purposes. A Phased Figure can't Carry an object. A Phased Figure **can't** Advance Plots. A Phased Figure can't **target** non-Phased Figures with

Attacks or Specials. A Phased Figure has Immune Physical. Figures can't end movement in Indoor Solid terrain.

Tip:

Phasing can be frustrating for bruisers. Sometimes ignoring a ghost is the best way to cope with it!

Command

A Figure under Command has a Command token on its Folio. When a Figure with Command activates the Figure that placed the Command token on it (the Commander) activates immediately afterwards if it is Ready. This activation doesn't count against the activation limits for a Panel. Also, when a Commander activates all Ready Figures that he placed Command tokens on must activate immediately afterwards. You may choose the order if more than one Figure is under Command. These activations don't count against the activation limits for a Panel. If the Commander is KO'ed and only had one Figure under Command the commanded Figure activates as normal. If the KO'ed Commander had more than one Figure under Command they must all continue to Activate together when any one Activates. Figures under Command don't score Victory Points when KO'ed. Figures under Command can't advance Plots.

Tip:

The Command mechanic allows your team to go wide and swarm your opponent. Remember that Figures block line of sight and many Commanders can use the Figures they Command to soak damage or break the movement rules. Commanded Figures don't score Victory Points for your opponents so they are more expendable than your core Team, however they also can't advance Plots.


Example: Kingpin uses 'Goon' at the start of an Issue. He chooses a 'Thug - Squad' and places a Command token on its Folio and places it in his starting area. When Kingpin activates, if the Thug is Ready the Thug also must activate. This counts as only 1 activation for the Panel. In a later Panel, you activate the Thug to Attack Black Cat. Afterwards if Kingpin is Ready, he must also Activate. You move Kingpin up and advance a Plot. This counts as only 1 activation for the Panel.

Attacking and Damaging

There are several standard attack modes. You can't Attack your own Figures. Attacks are templates where a particular Figures values will be replaced. Most attacks look similar and follow this pattern.

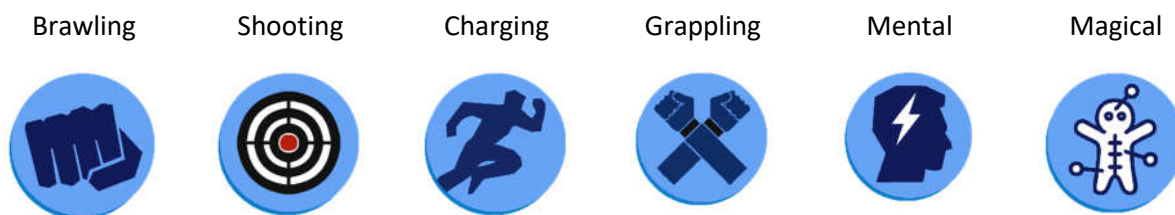
{Attack Symbol} : {Attack Name} : {To-Hit Rank} : {Damage Rank} : {Special Rules}

A Figures Attacks are found in the upper right corner of their Folio. All Figures have at least one Attack, some have more.

Cage - Power Man		Attacks	
od : Marvel Knights		 : Not on my block! : Fighting : Strength : Blunt	
Health - 15		Traits : Altered, Streetwise, Heroes for Hire	
Karma - 3		Specials	
Speed - 4		Bodyguard : Adjacent Teammates may transfer damage to him.	
		Intimidator : Figures with lower Renown have -2CS on Attacks against him.	
		Hero for Hire : At the start of the Issue, if he is the only Figure that	

Attack Symbols

The Attack Symbol indicates what kind of Attack mode this Attack is. Each Attack uses one or more of the standard Results Columns on the Universal Table. The Attack modes are



Attack Name

The Attack Name is for flavor and has no effect on game play.

Attack To-Hit and Damage Ranks

The 'To-Hit Rank' is the Rank you use when making a FEAT to determine success. The 'Damage Rank' is the Rank you use to determine how much damage you inflict if you succeed. Damage uses the numeric value of the rank (**Example: Remarkable is 3, Monstrous is 7**). The amount is removed from the Figures Health. When a Figures Health reaches 0 it is KO'ed. Often an Armor Special will reduce the amount of Damage dealt, we'll cover Armor in a minute.

An Attack has To Hit and Damage Ranks based on an underlying Ability (FASERIP) or a standalone Rank. The Attack will specify which in the description, if it says Agility use the current Agility of the Figure, if it specifies an absolute Rank like Amazing use that instead.

Tip:


Later we'll learn about Karma, it can be used to boost FASERIP Attributes but not Ranks. Keep this in mind when deciding to spend it!

Default Attacks


It is important to understand that some standard attack modes have defaults. The defaults are used when a figures Folio doesn't specify any different values. Also, if the underlying default value has a Column Shift then the defaults change as well. For example, a Figure with Good Strength would default his Brawling Attack Damage to Good Blunt. If a game effect increases his Strength to Excellent the Brawling Attack would now deal Excellent Blunt damage.

Attack Special Rules

Finally, an attack may have some special rules. These are either static such as Wolverine's Adamantium Claws. This kind of special applies constantly, if Wolverine hits with this attack you reduce the targets Armor and then apply his Amazing damage rank.

 : **Adamantium Claws** : Fighting : Amazing : Edged : *Reduce Targets Armor by -2CS*

Other special rules only work when the target is actually hit, like Daredevil's 'Billy Club'.


 : **Billy Club** : Agility : Good : Blunt : Range: **6** : *Target is Held.*


If a special works even on a miss it will specify. Any rules text specified when an attack “hits”, will happen **after** Damage is dealt. King T’Challa, the Black Panther uses ‘Wakandan Anti-Metal’. If he hits a target, deal his damage and then the Special resolves and the Weaken token is placed on the target.

Wakandan Anti-Metal : After he hits put a Weaken token on the target.

Some specials deal different, or extra damage against certain targets. Ghost Rider is the Spirit of Vengeance and deals extra damage against Evil targets. If he hits an Evil target they suffer his Strength in Blunt damage and take Good Hellfire Damage. If the special rules use the word “instead” the normal damage is replaced.

Attacks

 : **Hellfire** : Agility : Excellent : Hellfire : Range: **4** : *Evil targets take Incredible Damage instead.*

 : **Mystical Chains** : Fighting : Strength : Blunt : *Evil targets also take Good Hellfire Damage.*

Tip:

Sometimes the Attack that deals the most damage isn’t the best Attack. Putting a detrimental condition on an opposing Figure might be the best tactic.

Damage Types

There are quite a few types of Damage in the Marvel Universe. Wolverine creates Edged damage with his Adamantium Claws. Electro hurls blasts of pure Electricity. Iceman befuddles his foes with bursts of Cold. Each Attack or Special will detail the Damage Type. The Damage Type is important because it will determine which results column the attack uses, and it will also determine the efficacy of any Armor Specials the target has. The Damage Types are hierarchical. This means the child damage types are also of the parent type. For example, there are three kinds of Physical Damage, Blunt, Edged and Poison. All three are Physical Damage, so if a Figure has ‘Armor : Good : Physical’ it will work on all of them.

<ul style="list-style-type: none"> • Physical <ul style="list-style-type: none"> ○ Blunt ○ Edged ○ Poison • Psychic <ul style="list-style-type: none"> ○ Fear ○ Psionic ○ Illusion • Magic <ul style="list-style-type: none"> ○ Eldritch ○ Hellfire 	<ul style="list-style-type: none"> • Energy <ul style="list-style-type: none"> ○ Fire ○ Cold ○ Electricity ○ Cosmic ○ Light ○ Radiation ○ Plasma ○ Sonic ○ Darkforce
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Armor, Immunity and Skrulls!

The **Armor** Special is common in Marvel. Armor follows a pattern that describes how powerful it is and what it can protect the Figure against.

Armor : {Protection Rank} : {Type}, {Type}, ({Type})

Armor will prevent up to the Protection Rank damage if the damage is one of the listed types. The remaining damage is dealt and the Figure loses that amount of Health. Any Types in parentheses aren't prevented. Let's look at some examples of Armor.

Luke Cage has 'Steel Hard Skin' Armor.

Steel Hard Skin : Armor : Excellent : Physical, Energy, Eldritch

It provides Excellent protection against any Physical or Energy Damage Type, and against Eldritch damage. This means if Luke is hit by the Punisher's 'Scattergun', which deals Excellent Blunt Damage Cage will lose no Health. After applying the Excellent Armor there is no damage left, you don't have to be Reed Richards to know that $2-2 = 0$. If the Punisher gets a little further out and uses his '.50 Caliber' which deals Remarkable Edged damage and hits Luke Cage 'Steel Hard Skin' will prevent 2 of the 3 Damage. Cage will lose 1 Health and probably have it out for Frank Castle for the rest of the Issue. The only kind of Magic Damage it protects against is Eldritch, if he runs up against Ghost Riders Hellfire it won't help him.

Tip:

Remember a Figure can move from Elevated to Ground terrain by taking Excellent Blunt Damage. This means Luke Cage can jump down off a roof with no problem! Surprise punks!

Iceman has 'Iced Up!' Armor. It provides Good protection against Physical and Energy, however it doesn't protect against Sonic and Electricity. Bobby doesn't ice his ears up and water conducts Electricity. His ice also doesn't protect his mind or against magic powers he doesn't understand.

Iced Up! : Armor : Good : Physical, Energy (Electric, Sonic)

In game effects may cause Armor to **Weaken**. Some effects say to place a Weaken token on the Figures Folio. All Armor on the Figures Folio is -1CS for each Weaken token on the Figures Folio.

Tip:

Weaken is an abstraction for wearing down a Figures Armor. It applies even if the damage type of the Armor didn't happen to match the damage type that might have caused the Weaken token to be placed.

Another Special is the **Immune** Special, it will read as 'Immune : {Damage Type}'. Iceman is Immune Cold, this means that Cold damage is completely ignored by Iceman. Immune can't be Weakened.

Tip:

Armor can be hard to crack! Make sure to match up your damage types favorably against an opponent's armor. You may have to find an ally with mental or magical powers to get through the toughest armor. Later we'll learn about more ways to find weaknesses in armor. Immune is really immune, Weaken tokens don't affect Immune.

Shapeshifters

The **Shapeshift** Special is not quite as common as Armor, however it can be just as good a defensive tool. Shapeshift is a condition a Figure can gain until the start of its next activation in most cases by activating a Special. It follows a pattern that describes how to activate it.

{Name} : {Action Type} : Shapeshift

Anyone : Move : Shapeshift

This is an example from the mutant mastermind Mystique. In this case she can take a Move action and gain the Shapeshift condition until the start of her next activation.

Brawling

The first and most basic is the **Brawling** Attack. Brawling attacks use an Attack action. Brawling Attacks allow a Figure to attack an adjacent opposing Figure. **Every** Figure can make a Brawling Attack even if none is listed on its Folio. A Brawling Attack is listed with the Fist symbol on a Figures Folio.

 : **Not on my block!** : Fighting : Strength : Blunt

Cage's 'Not on my block!' is the simplest example of a Brawling Attack. Brawling Attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Special Rules}

In the above case everything is set to the default value. The To-Hit Rank is the Rank you use when making your FEAT roll. The default for To-Hit Rank for a Brawling Attack is the Figures Fighting Rank. The default for the Damage Rank for a Brawling Attack is the Figures Strength. The default for Damage Type is Blunt.

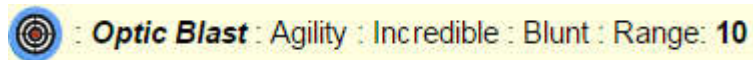
To perform a Brawling attack a Figure must be adjacent to the target and use an Attack action. Make a FEAT roll using the To-Hit Rank. Depending on whether the Damage is Blunt or Edged the attack is resolved on either the Brawling or Edged Brawling results column. A Green result is considered a hit and the target takes Damage Rank damage. Specific Brawling attacks may have extra effects that happen on success, these will be detailed on the Figures Folio.

Tip:

Remember, every Figure can make a Brawling Attack even if one isn't listed. Use the defaults, which are Fighting to hit, Strength for damage and Blunt for damage type.

Shooting

The **Shooting** attack allows a figure to attack **non-adjacent** opposing Figures. Shooting attacks use an Attack action. The Attacker must have Line of Sight to the target. Figures can't make Shooting attacks if they are adjacent to one or more opposing non-Flying Figures. In the case that the attacker is only adjacent to opposing Flying Figures the attacker can target those Fliers with the Shooting attack. Flying figures can make Shooting attacks if they are adjacent to an opposing figure, but **only** against those Figures they are adjacent to. Not every Figure can make a Shooting Attack; they must have one listed on their Folio. A Shooting Attack is listed with the Target symbol on a Figures Folio. Shooting normally uses an Agility FEAT to determine success, but not always.



Shooting Attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Range in Squares} : {Special Rules}

Make a FEAT roll using the To-Hit Rank. Depending on the Damage Type the attack is resolved on either the Shooting Blunt or Shooting Other results column. A Green result is considered a hit and the target takes Damage Rank damage. Specific Shooting attacks may have extra effects that happen on success, these will be detailed on the Figures Folio.

In the above case of Cyclops' "Optic Blast" he can target any non-adjacent opposing Figure he has Line of Sight to within 10 Squares. He could also target an adjacent opposing Figure with Flight. He uses his Agility to determine his success. Agility is the default value used to determine Shooting success. If the Attack is successful it deals Incredible Blunt Damage. The Damage is Blunt so it will use the Shooting Blunt Column on the Universal Table.

Tip:

Shooting requires a little space to use effectively. Make sure your Figures with Shooting attacks stay far enough away from opposing bruisers to get their attacks off. Also understanding when you will activate your shooters may help you can a better shot or a shot at a more vulnerable target.

Charging

A **Charge** attack is a **Tough** action. Every Figure can perform a Charge attack. To perform a Charge attack a figure must choose an opposing Figure that it has Line of Sight to. If the attacker can draw a straight line between its square and the defenders square or a square adjacent to the defender and not intersect any Figures, or Difficult terrain the attacker may Charge. The Attacking Figure must move **at least** its Speed to Charge and may move **up to double** its Speed. Charging uses an Endurance FEAT by default to determine success.



Is an example of a Charging Attack. Charging Attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Special Rules}

Make a FEAT roll using the To-Hit Rank. The Charge is resolved on the Charging results column. A Green result is considered a hit and the target takes Damage Rank damage.

In the above case of "Rhino's Charge" many things are set to the default value. The To-Hit Rank is the Rank you use when making your Charging attack and is Endurance by default. Damage defaults to the Figures Strength. The Damage Type is Physical Blunt by default. Depending on the FEAT result additional effects like Stun or Slam may result. In the case of the Rhino he has additional rules which help him to Charge, he is the Rhino after all.


Tip:

Charging is a great way to close the gap with an enemy. Especially a soft target or a shooter. This comes at the cost of being very hard to setup. Keep in mind Figures that ignore Difficult terrain also ignore this for Charging (see: Spidey). You can setup a Charge

by positioning in one Page then snatching the Initiative the following Page and heading into battle. Remember you have to be able to draw a straight line between your Figure and the target that doesn't intersect with any Difficult terrain or Figures (except Teammates) and move at least your Speed value. The actual path you take doesn't have to be an exact diagonal or straight line of squares but the straight line between the Chargers starting square and the square you intend to attack from must not contain Difficult terrain or opposing Figures. The square you end the move in can be any legal attacking square though, so for Giant figures or Figures with powers that let them attack from more than 1 square away this can be an advantage.

Grappling

A **Grappling** attack is a **Tough** action. Every Figure can perform a Grappling attack. To perform a Grappling attack a figure must be adjacent to an opposing Figure. The To-Hit Rank is the Rank you use when making your Grappling attack and is Strength by default. Damage defaults to the Figures Strength and the default Damage Type is Blunt.

 : **Sumo Expert** : Fighting : Incredible : Blunt

Is an example of a Grappling Attack. Grappling Attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Special Rules}

Make a FEAT roll using the To-Hit Rank. The Grapple is resolved on the Grappling results column. A Green result is considered a hit and the target takes Damage Rank damage. A Yellow result means the target takes Damage Rank damage and the target is marked as Held. A Red result inflicts the listed Damage and the target is marked as Stuck.

In the above case of Kingpin's "Sumo Expert" some things are set to the default value. In this case Fighting has been substituted for Strength because of the Kingpin's extensive Sumo training. Kingpin deals Incredible Damage instead of his Strength. The Damage Type is Physical Blunt by default.

Tip:

Charging and Grappling are Tough actions for a reason. They have more upside than the combat options that require only an Attack option. Grappling is a fantastic way for a bruiser to ping down an opposing flier because the Held and Stuck conditions both ground the flier. Remember if you activate your Figure and give it a Tough action it can't take an Easy action during that activation.

Mental

The **Mental** attack allows a figure to make attacks against opposing Figures. Mental attacks use an Attack action. **Not** every Figure can make a Mental Attack; they must have one listed on their Folio. A Mental Attack is listed with the Mind symbol on a Figures Folio. Mental Attacks normally use a Psyche FEAT to determine success, however sometimes a power rank will be substituted. Mental attacks **can** be made against adjacent Figures. The Attacker must have Line of Sight to the target.

 : **Psychic Blast** : Psyche : Psyche : Psionic : Range: 12

Mental attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Range in Squares} : {Special Rules}

Make a FEAT roll using the To-Hit Rank. Mental attacks use the Mental / Magical column of the results table. A Green result is considered a hit and the target takes Damage Rank damage.


In the above case of Professor X's Psychic Blast, he can target any opposing Figure he has Line of Sight to within 12 Squares.

Tip:

Mental Attacks can't be stymied by basing the Attacker. Mental Attacks also ignore Obscured and often bypass Armor. Brains over brawn!

Magical

The **Magical** attack allows a figure to make attacks against at **non-adjacent** opposing Figures. Magical attacks use an Attack action. The Attacker must have Line of Sight to the target. Figures can't make Magical attacks if they are adjacent to one or more opposing non-Flying Figures. In the case that the attacker is only adjacent to opposing Flying Figures the attacker can target those Fliers with the Shooting attack. Flying figures can make Magical attacks if they are adjacent to an opposing figure, but **only** against those Figures they are adjacent to. Not every Figure can make a Magical Attack; they must have one listed on their Folio. A Magical Attack is listed with the Doll symbol on a Figures Folio. Magical Attacks normally use an Intuition FEAT to determine success, but not always.

 : **Hex Bolts** : Intuition : Incredible : Eldritch : Range: 8

Magical Attacks take the form of

{Attack Symbol} : {Attack Name} : {To Hit Rank} : {Damage Rank} : {Damage Type} : {Range in Squares} : {Special Rules}

Make a FEAT roll using the To-Hit Rank. Magical attacks use the Mental / Magical column of the results table. A Green result is considered a hit and the target takes Damage Rank damage.

In the above case of Scarlet Witches 'Hex Bolts' she can target any non-adjacent opposing Figure she has Line of Sight to within 8 Squares. She uses Intuition to make the attack. Her Attack deals Incredible Eldritch Damage.

Tip:

Magic is strange and mysterious! It can often bypass Armor that only protects against Energy and Physical damage. The downside is often magicians aren't the stoutest of heroes. Protect your mages.

Tip:










Learn your figures attacks! Some figures excel from a distance, while others are better at getting up close and bruising. Keep in mind shooting is ineffective when a figure is adjacent to an opponent so keep your shooters in the clear, and use your bruisers to protect them. Even better if a bruiser and a shooter share a team affiliation the bruiser doesn't block line of sight!

Imperius Rex! Stunning, Bullseyes, Slamming and Killing

If you roll high enough on a FEAT you may end up with **Yellow** or **Red** result which can produce an opportunity for a Slam, Stun, Bullseye or Kill. The Universal Table lists the results required to produce these extra effects. Typically, a Yellow or better result will produce one of the special results. A few attacks deal 0 or Shift Zero damage, these attacks never create special results. You **may always choose** a lower result on the results table.

Example: If you roll a Red result on a Brawling Blunt attack, which would normally be a Stun but feel a Yellow result, which would produce a Slam would benefit you more you may choose the Yellow result. Similarly, if you roll a Yellow result on a Brawling Blunt attack, which would normally be a Slam, but

don't want the possibility of the target moving away, you might choose to take a Green result. You can't lower the result after the defender has made their Endurance FEAT.

		Edged			Blunt	Other
						
White	Miss	Miss	Miss	Miss	Miss	Miss
Green	Hit	Hit	Hit	Hit	Hit	Hit
Yellow	Slam	Stun	Held	Stun	Bullseye	Bullseye
Red	Stun	Kill	Stuck	Kill	Stun	Kill

Some of the special results require the target to make an Endurance FEAT to determine the effects on the target. This is clearly indicated on the Universal Table with the Endurance reminder under the "Stun?" "Slam?" or "Kill?" heading.

Stun?	Slam?	Kill?
St Endur- ance	Sl Endur- ance	Ki Endur- ance
Stunned	1d5 Stag.	-3 Health
Staggered	1 Stagger	-2 Health
No	Stagger	-1 Health
No	No	No

In FASERIP Tactics the effects can include being sent flying across the map or additional damage being dealt.

Requirements for Slams and Stuns

In order to Slam or Stun an opponent with a Brawling or Charging attack the attacking Figure must have Endurance at **least equal** to the target. Otherwise they just aren't big or powerful enough to send the opponent reeling. Shooting, Magical and Mental attacks don't have this restriction.

Slam

If a FEAT results in a Slam the target must make an Endurance FEAT. Depending on the result the target may ignore it or be sent hurtling across the map. To Slam a target the Attacker must have Endurance at least equal to the target.

A White result means the target is the subject of a grand Slam. Mark the target as Staggered. The attacker rolls 1d5 and the target is moved directly away from the attacker the resulting number of squares. If a Figure or Solid Terrain intervenes stop the movement. If the movement would move the target from Elevated to Ground the target takes Excellent Blunt damage from falling.

A Green result is as above with the number of squares being 1.

A Yellow result means the defender is Staggered and Red means no additional effect.

Tip:

Slamming a target back might not always benefit you. Remember, you can take a lower Green result on the Attack. Sometimes Slamming a Figure back some number of squares may put it in a position to attack some of your other Figures. You might also want to keep the target adjacent to attack it again with an allied Figure. Understanding these tactics are a tough skill to master. Regardless, you have to choose to take the lower color result after the Attack before the defender rolls for the Slam or Stun.

Stun

If a FEAT results in a Stun the target must make an Endurance FEAT. Depending on the result the target may suffer additional effects.

A White result means the target is given the Stunned condition.

A Green result means the target is given the Staggered condition.

Yellow or Red results means no additional effects.

Remember during a Brawling or Charging attack the attacking Figure must have Endurance at **least equal** to the target to generate a Stun.

Tip:

The Marvel Universe is full of skilled Martial Artists, many can take out opponents much stronger than them. Stunning a Ready Figure will hamper its ability to do anything effective until it shakes off the Stun. Cripple an opposing figure with imposing armor by Stunning them!

Requirements for Bullseyes and Kills

Attacking Figures can Bullseye and Kill Targets with Renown **up to one level above** their own. Unlike Slams and Stuns, Bullseye and Kill results **can** be obtained by Attackers with **less** Endurance than the target. They represent deadly, accurate tactics and weapons.

Example: A Minion can Bullseye or Kill a Bold or Minion Figure but can't Bullseye or Kill a Heroic Figure. A Bold Figure can Kill Minion, Bold and Heroic Figures but doesn't have the experience or raw power to score a Kill result on a Legendary Figure. A Heroic Figure can Bullseye any Figure with equal or lower Renown and with a bit of luck can even Bullseye a Legendary Figure. Legendary Figures can score Kill results on levels of Renown all the way through Cosmic; truly the stuff of legend!

Tip:

Whew! That was a mouth full. It's really simple, you can score Bullseyes and Kills up to one Renown level above the attacker. No matter how accurate Frank Castle is it just doesn't matter against Legendary powerhouses like Magneto, he's outgunned. Cyclops has powerful blasts but against a Cosmic figure like Silver Surfer it just doesn't matter.

Bullseye

If a FEAT results in a Bullseye the Attacker has hit the target in an especially vulnerable area or blew away some of the targets Armor. Choose one of the following.

- Deal 1 extra Damage of the current Damage Type
- Deal the attacks Damage, then place a Weaken token on the Target

For example, Cyclops makes an 'Optic Blast' Attack against Hobgoblin. He gets a Yellow result on his Shooting Blunt FEAT. This is a Bullseye. 'Optic Blast' deals Incredible Blunt damage. Hobgoblin has

‘Chainmail’ Armor which provides Good protection against the Blunt Damage Type that Scott is dealing. Cyke has two choices, he can deal a total of 5 Blunt Damage (Incredible, plus an additional 1 from the Bullseye), then ‘Chainmail’ would prevent 1 and the Hobgoblin would lose 4 Health. Alternatively, Cyclops could choose to deal 4, and Hobby would lose 3 Health. Scott could then place a Weaken token on Hobgoblin. The Weaken token would reduce Hobgoblins ‘Chainmail’ to Typical representing the Optic Blast destroying a piece of the chainmail.

Tip:

Armor is a pain to get through. Optimally using your Bullseye results can mean punching through that lethal damage. It's often a good idea to Weaken an opponent's Armor if some of your other Figures are likely to attack the target. Also remember the jump from one rank to another isn't always 1. Weakening Monstrous armor to Amazing is a bigger jump than weakening Good armor to Typical.

Kill

If a FEAT results in a Kill the target must make an Endurance FEAT. Depending on the result the target may ignore it or be dealt a crippling blow!

- A White result means the target loses 3 Health
- A Green result means the target loses 2 Health
- A Yellow result means the target loses 1 Health
- A Red result means the target suffers no additional effects

Tip:

Kill shots can swing the balance of an Issue. They trigger even if Armor prevents the damage. But also, you may take a lower result (often a Bullseye) if Weakening the target is more important. Finally remember, if the target hasn't spent Karma this page it can use Karma to increase Endurance to gut his way through!

Defenders Defend!

Combat isn't all about attacking. Some heroes and villains excel at playing defense, toying with their adversaries before dealing a mighty blow. Spider-Man avoiding a hail of gunfire on his way to knocking out a pack of criminals, Sabretooth outmaneuvering an opponent in close combat and tearing at them with a counter move.

Evad- ing Ev Fighting	Dodging Do Agility	Stun? St Endur- ance	Slam? Sl Endur- ance	Kill? Ki Endur- ance
Autohit	None	Stunned	1d5 Stag.	-3 Health
1/2 Damage	-2 CS	Staggered	1 Stagger	-2 Health
No Damage	-4 CS	No	Stagger	-1 Health
Automiss	-6 CS	No	No	No

Dodging

Figures can proactively avoid getting hit by **Dodging**. To Dodge a Figure uses an Attack action, and makes an Agility FEAT. The result of the FEAT will determine the benefit of the Dodge. A successful Dodge will impose penalties on all Shooting, Charging and Magical attacks against the Dodging Figure until the start of its next Activation and are represented with Green, Yellow or Red Dodge tokens.

- A Green result will impose a -2CS on all Shooting, Charging and Magical attacks

- A Yellow result will impose a -4CS on all Shooting, Charging and Magical attacks
- A Red result will impose a -6CS on all Shooting, Charging and Magical attacks

Use tokens to remember a successful Dodge, the Dodge benefit will last until the dodging figure begins his next activation.

Tip:

Dodging is a way to move across the map without being shot to pieces or barreled over from a Charge. The downside for the safety is you can't use two Move actions. You must use an Attack action to ward off incoming missiles. Be aware that Dodging won't spare you from Mental attacks.

Evading

A Figure adept at Fighting up close may choose to **Evade** his opponents and avoid a knockout blow! Evasion can be used in response to Brawling Attacks. The Evasion FEAT is made **before** the Attacker makes their FEAT roll. A Figure can Evade **only** if it is Ready. Tired, Stunned, Staggered, Held or Carrying Figures can't Evade. To Evade a Figure that meets the criteria makes a Fighting FEAT and is marked as Tired. The result of this FEAT will determine the benefit of the Evasion.

- A White result on the Evasion FEAT is an automatic hit, if the Attacker rolls a White result it is instead considered Green. The defender is marked as Tired.
- A Green result on the Evasion FEAT means the defender takes half damage. The defender is marked as Tired.
- A Yellow result on the Evasion FEAT means the defender takes no damage. The defender might still suffer other effects like Weaken tokens. The defender is marked as Tired.
- A Red result on the Evasion FEAT means the Attackers FEAT result is an automatic miss. The defender is marked as Tired.

Tip:

Evading is a tradeoff that highly skilled fighters can use to occupy a stronger bigger opponent. The downsides are, that you have to be ready and a white result means an automatic hit. If you plan to evade with a figure you should delay his activation as long as possible to know whether it makes sense to evade. Additionally, if you get a red evasion result, you'll will avoid any effects that would result from a successful attack because the attack is counted as a miss. For example, if Kraven gets a Yellow result against Black Panther he'd take no damage however, T'Challa would still get to put a Weaken token on the Hunter and jump to an adjacent square. If Kraven gets a Red Evasion result Panther's attack is a complete whiff, who now truly rules the jungle?

Transferring Damage

Some Specials will allow a Figure to 'transfer' Damage to another Figure. Transferring Damage means the Damage is dealt entirely to the Figure it's being transferred to. This means the Figure originally hit doesn't apply its Armor first. All of the Damage, complete with the Damage Type and any additional effects are applied to the Figure being transferred to. However any Stuns, Slams, Kills, Bullseyes and any conditions that would result from the attack like Held or Stuck don't transfer. In short, only the Damage is transferred, nothing else.

Example: Daredevil is attacking Kingpin using his trusty 'Billy Club'. 'Billy Club' has special text stating that the target is Held. Kingpin has a special called 'Made Man', this allows him to transfer damage to an adjacent teammate with lower Renown. Thankfully, Mysterio is stand next him and is ready to take the fall for the prince of crime. Daredevil hits, the Good Blunt damage goes to Mysterio, however Kingpin still finds himself tangled up and Held by the attack.

Example: Sabretooth is attacking Dr. Strange using his 'Savage Claws'. Steven is fortunate to be teammates with Luke Cage who is adjacent to him and has the ability 'Bodyguard'. Sabretooth rolls a Red result however which could be bad news for the Doctor. Cage takes Remarkable damage, which is reduced to 1 Health lost by his Excellent Armor. Strange is subject to a Kill FEAT, he fails badly because of Victor's 'Throat Rip!' special and gets a White result. Doc loses 3 Health anyway from the mutant assassin.

Tip:

Figures that can Transfer damage can be tough to kill. Sometimes it's easier to take out their fodder than to attack them directly. You can also try to Slam the softer target, most Transfer specials require the two Figures to be adjacent. If you have Figures on your team that can transfer damage make sure to keep them close to an ally that can take a bullet for them. What else are henchman for?

Not so fast! Attacks of Opportunity

Figures in FASERIP Tactics are free to move around the map. However, turning your back on a Ready opponent is never wise. If a Figure moves out of adjacency with a Ready opposing Figure that opposing Figure may make a Brawling Attack against the fleeing Figure, this is called an Attack of Opportunity. Remember if a Figure has no listed Brawling Attack it can still make a Brawling Attack using all the defaults. Carrying, Tired, Stunned, Staggered, Stuck or Held Figures can't make Attacks of Opportunity. This Brawling Attack **doesn't** mark the attacker as Tired.

Tip:

Be careful when moving out of adjacency! Taking needless attacks of opportunities gives your opponent a chance at stuns and slams!

To the skies! Flying Figures

Some Figures in FASERIP Tactics have the Flight Special. Flight is an important ability and confers many benefits to the Figure.

- Flyers ignore Difficult, Aquatic and Slick terrain for movement purposes
- Flyers may move across elevation changes at no additional Speed
- Flyers can't gain Obscured
- Flyers ignore non-Flying Figures during movement
- Flyers are still subject to Attacks of Opportunity when starting their movement
- Flyers can make Shooting and Magical attacks against adjacent Figures
- Non-Flying Figures can make Shooting and Magical attacks against adjacent Flyers
- Held and Stuck Figures lose Flight

Tip:

Flight is an extremely powerful special. A flyer can move freely past non-flyers and can be difficult for non-flyers to base and engage with. A flyer is much easier to Charge with, the flyer ignores most intervening terrain and any non-flyers. Basing a Flying shooter will help teammates but the Flyer can still shoot at the adjacent Figure.

Tip:

Bringing an opposing flyer to the ground can really hamper their mobility. Remember that the Grapple attack can render the target Held or Stuck, most bruisers can't fly but have high Strength which is useful for Grappling. A common tactic is to double move to base a Flyer at the end of a Page, then win initiative the following Page and Grapple them!

Hulk smash! Objects and Artifacts

Figures and Plots aren't the only things in play in FASERIP Tactics. What would super hero combat be without The Thing throwing a bus? Or Hulk tossing a boulder like a baseball? These Objects are represented in FASERIP Tactics as Objects. How would the Punisher watch his back without Claymores? What is that presence deep in the Nexus of All Realities? These are represented as Artifacts. Objects can be carried by Figures and used for in game effects. Artifacts are fixed in the square on the map where they are placed. Both have a few attributes which define how figures can interact with them.

Name

Each Object or Artifact has a name. The name helps identify it for game rules.

Type

Either an Object or an Artifact. Object are picked up and carried around. Artifacts stay in place and provide an effect defined by their Game Rules.

Renown

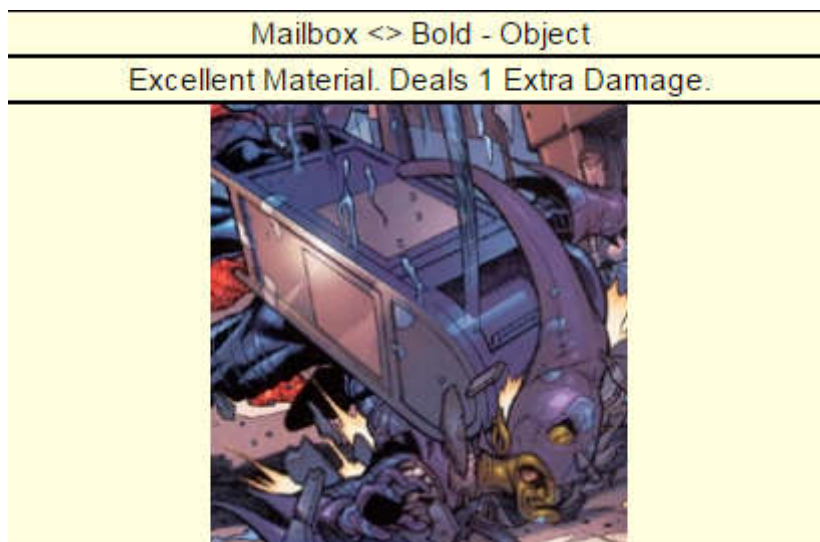
Just like Figures each Object or Artifact has Renown. Renown will determine if you can add it to your team, just like Figures. This is detailed in the Game Levels section.

Material Rank

Each Object has a Material Rank which defines the minimum Strength needed to lift and carry the token (explained in a bit). Artifacts can't be carried. The Material Rank is also the damage needed to destroy the Object or Artifact, more on destroying stuff in a bit. The Object or Artifact will read {Rank Name} Material.

Game Rules

Each Object or Artifact may have some additional rules.



Picking up an Object

A Figure must be adjacent to an Object to pick it up and must not have the Carrying condition. To pick up an Object a Figure must have Strength equal to or greater than the Objects Material Rank. The Figure uses an Easy Action and the Token is removed from the map and placed on the Figures Folio. The Figure gains the Carrying condition.

Tip:

Figures with the Carrying condition can't make Attacks of Opportunity. Get out of the way!

Dropping an Object

A Figure may Drop an Object in an unoccupied adjacent Square of non-Solid Terrain as an Easy Action. If no such square is available, the Figure may not Drop the Object. If a Figure is KO'ed while carrying an Object the opponent chooses an unoccupied adjacent Square of non-Solid Terrain and places the Object in that square. If no such square is available the Object is removed from the game.

Attacking with an Object

A Figure carrying an Object can use it to enhance a Brawling attack or use it as a Shooting Attack.

When a Figure makes a Brawling attack remove the Object from the game before rolling. Follow the Game Rules text on the Object if the Attack hits.

A Figure carrying an Object may also throw the Object at an opposing Figure. This is treated as a Shooting Attack with a Range of 4. This attack uses Agility to hit and uses the Throwing Blunt Result Column. Remove the Object from the game before rolling for this Attack. The Damage Rank is Blunt Damage equal to the Material Rank of the Object.

Tip:

Objects represent taking a chance on additional damage in exchange for making the Carrying Figure more vulnerable while he positions himself to attack. Using teammate to help screen for your carrier can sometimes mitigate the downside of the Carrying condition. Also remember, hit or miss the Object is removed so use Karma (see the next section) to maximize your chances to hit.

Destroying an Object or Artifact

A Figure may destroy an Object or Artifact if it is on the Map by using an Attack action that deals non-Psychic damage equal to or greater than the Material Rank. The Figure must be able to target the Object or Artifact, and if using a ranged Attack the Object or Artifact must be within Range. This Attack automatically succeeds. Remove the Object or Artifact from the game.

Tip:

You can prevent getting bashed by an Object or hosed by an Artifact by getting rid of it before your opponent can pick it up. Also problematic Artifacts can be dispatched in this way also. The downside is using up a valuable Attack action which might otherwise be used against your opponent's Figures. Once a figure is carrying an Object it can't be destroyed in this manner.

Great responsibility! Karma

Heroes and villains aren't ordinary folks, they have a destiny that awaits them. Karma allows Figures to shape that destiny by manipulating things in their favor. Each Figure begins an Issue with some amount of Karma, it is normally the sum of Reason, Intuition and Psyche divided by ten. Some Figures will start with more Karma. Karma is a currency that can be spent during the Issue to aid a Figure (or a teammate, as explained in a bit). A Figure may spend Karma **only one** time each Page, to remind you that a Figure has spent Karma mark it with a token, clear the token at the end of the Page. A Figure can't spend

Karma during a FEAT roll, you must spend it **before** seeing the result of a roll. A Figure can spend Karma before making any FEAT roll, or a Figure can spend it before a Move action to increase Speed. In the case of using Karma to re-roll the player must decide to re-roll immediately and can't take any actions between the original roll and replacement roll. Here are the ways every Figure can spend Karma.

- **1 Karma** for +1 to their Speed until the end of the Page
- **2 Karma** for +1CS to one ability (FASERIP) until the end of the Page
- **5 Karma** to re-roll a dice roll they have just rolled

Tip:

You can't take it to the grave! By the end of the Issue you'll want to have spent all your Karma. Getting a Figure KO'ed while it still had Karma left to spend is a bad use of resources.

Fastball special! Sharing Karma

Allied Figures that are adjacent and share a Team Affiliation may share Karma. A Figure still may not spend Karma more than once each Page. Karma costs can't be split, the whole payment (1, 2 or 5) must come from one Figure.

Tip:

Remember, you can spend Karma at any point in the Page where the Figure would take a Move Action or roll for a FEAT. This means you can move into adjacency with a teammate using a Move action, then declare a Brawling Attack against an enemy and spend the adjacent teammates Karma before rolling. It also means you can spend Karma to defend yourself, for example while making an Evasion roll. Finally, if you really need to not get Stunned, you can Karma up your Endurance before making a Stun FEAT. Regardless, a Figure can only spend Karma once per Page.

A day like no other! Building a Team

The first challenge in FASERIP Tactics is putting together a cohesive team. After you've chosen a game level, the first decision is to side with Good or Evil. Your selection will inform the figures you'll have access to. Remember Enigmatic figures can be on Good or Evil teams. The next decision will be how closely you adhere to a Team Affiliation. Two Figures that share at least one Team Affiliation are considered **Teammates**. To recap the benefits of being teammates are as follows.

Teammates don't block line of sight from each other. This means if Beast is adjacent to Electro, Cyclops can draw a line of sight to Electro and blast him! Beast and Cyclops have fought side by side for years and their experience pays off!

Teammates that are adjacent can share Karma. This means a Figure with lower Karma, like say Electro can benefit from having a Figure with lots of Karma like Kingpin next to him. A Figure can still only spend Karma once per page but it doesn't have to be theirs!

Teammates can move through each other's squares. This means teammates can block for each other but not impede each other's ability to engage in combat. For example, Storm can shoot Sabretooth, then Wolverine can move and block his path to her while moving through her square.

Some Plots have affinity for certain Teams. If your Team contains a lineup of Figures sharing one Team Affiliation you are incented to use certain Plots to leverage the benefits of the extra effect.

Finally, many Specials only work on **Teammates**. When you don't meet these requirements you lose out on synergy. For example, Cyclops is a 'Born Leader'.

Born Leader : Teammates with Line of Sight to him may spend his Karma as if it were their own.

Some teams may have strengths and weaknesses. Non-affiliated figures can help fill gaps where a particular team may have a glaring weakness.

Tip:

Some heroes and villains have a long history and have joined many teams. Some Figures might have one printed Team Affiliation but can gain another Team Affiliation at the start of the issue. Take Luke Cage for example, he's been a hero for hire all his career and if all the Figures on your team share an affiliation, he will gain it also.

Marvel Team-Up!

Many Specials allow you to add to, or change a Figures Team Affiliations. You can resolve these in the order that you choose.

Example: You build a Good team at Heroic level. You choose Wolverine, Beast, Spider-Man, Punisher and Angel. Spider-Man and Punisher don't start the Issue with the X-Men. First you could resolve *Disciplined Marine* on Punisher choosing Wolverine. Punisher gains X-Men. Next you resolve Spider-Man's *Team Up* special which says 'At the start of the Issue, if Spider-Man is the only Figure that doesn't share the same Team Affiliation on your Team he gains that Team Affiliation.' Everyone on the team has X-Men except Spider-Man so he gains X-Men. Now your whole Good team has X-Men and can reap the benefits of team work in battle!

The Team-Up and Loyalty Specials

A couple of Specials allow flexibility in a Figures Team Affiliations. The first is a Special called a Team-Up. The Team-Up Special should be read as follows: At the start of the Issue this Figure may lose its printed Team Affiliations but may add one from the following.

I'll Show My Father! : Team-Up : {Avengers}

Quicksilver has the Brotherhood Team Affiliation by default, representing his early career as an angry frustrated mutant. He later leaves the Brotherhood and joins the Avengers. If you want you may choose to have Quicksilver lose Brotherhood and gain Avengers for the Issue. An easy choice if your team is all Avengers. Looking at a more complicated example we have Doctor Strange.

Sanctum Sanctorum : Team-Up : {Avengers} or {Defenders}

The good Dr.'s home is a place of sanctuary for many heroes, he can choose to lose Marvel Knights and gain either Avengers or Defenders depending on who he is currently aiding.

Tip: Remember, you can choose not to use Team-Up and keep a Figures default Team Affiliation.

A variant on the Team-Up Special is Strict. If the Team-Up is Strict it means the Figure can only gain one of the listed Team Affiliations if all other Figures on the team share it. Typically, Strict Team-Up's are found on unaffiliated Figures, like Sub-Mariner.

Shifting Allegiance : Team-Up : Strict : {Avengers}, {X-Men}, {Defenders}, {Doom}, or {Fantastic Four}.

The second is a Special called Loyalty. The Loyalty Special should be read as follows: At the start of the Issue this Figure may lose its printed Team Affiliations but may add a Team Affiliation belonging to one of the following allied Figures. Loyalty will specify one or more Figure names from which to choose. Elektra, for example has strong relationships with two figures from her past.

Conflicted Past : Loyalty : Daredevil or Kingpin.

At the start of the issue, if your team contained Daredevil, you could choose to have Elektra gain his Marvel Knights Team Affiliation.

Tip:

Sometimes a team can use some help from a stranger. An unaffiliated Figure might not benefit from Teamwork but might bring something else to the table. Take Ghost Rider for example, he's unlikely to work well with others but he is an absolute monster against Evil Figures. The Spirit of Vengeance compels you to repent!

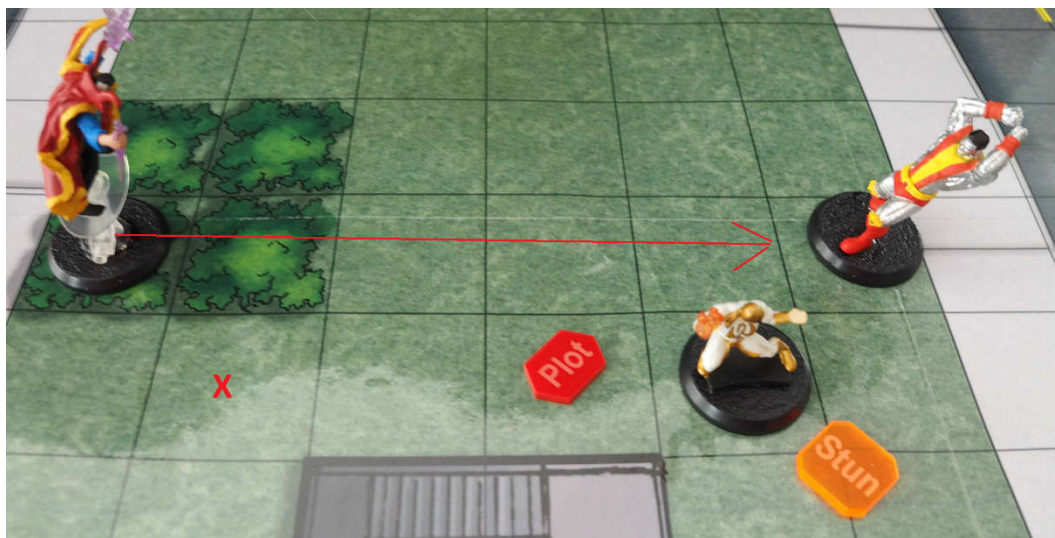
The heroic level X-Men team presented here has a little of everything. A mobile flyer, and competent plot advancer in Angel. A utility piece in Iceman who can play a little defense and offense. An offensive piece and Karma battery in Cyclops. Wolverine presents a formidable body guard for any opposing figures hoping to base Cyclops. Colossus is perhaps the best Heroic bruiser in the game, he has great damage dealing capacity despite his slow speed. Finally, Storm is an elite flying shooter, she is ultra-mobile and deals good damage at great range.

- Iceman – Frosty Friend (Bold)
- Angel – Warren Worthington III (Bold)
- Wolverine – Logan (Heroic)
- Cyclops – Fearless Leader (Heroic)
- Storm – Nature's Fury (Heroic)
- Colossus – Loyal Comrade (Heroic)
- Danger Room – Plot

What if? More examples of game play

FASERIP Tactics can be complex. The many simple situations are easy to learn, but some advanced actions like Charging and Grappling can be tough to master.

Example 1) Here Doctor Strange has Line of Sight to Colossus. Colossus has Line of Sight to Iron Fist and Strange. Colossus can't Charge Strange because the straight line between their two squares intersects Difficult terrain. Colossus can move 4 squares to the square marked X and make a Brawling Attack against Strange. He can take a Tough Action and make a Grappling Attack against Iron Fist. Iron Fist is stunned, so if Colossus moves out of adjacency Danny can't make an Attack of Opportunity. Strange can attack Colossus with 'Wand of Watoomb' and bypass the Russians armor. He could then fly away or use 'Astral Form' and limit Colossus's ability to retaliate. Because Iron Fist is stunned he can only take a Move action.



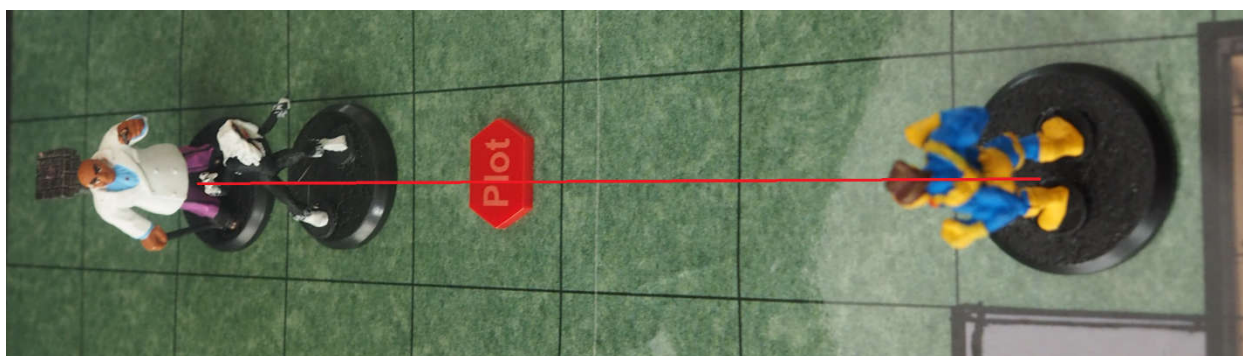
Example 2) Here everything is the same as our prior example however Rhino has special game rules when he Charges, he Ignores Difficult Terrain. He can move 4 squares and Charge Doctor Strange, making an attack from the square marked Z. Iron Fist is Stunned and can't take an opportunity attack.



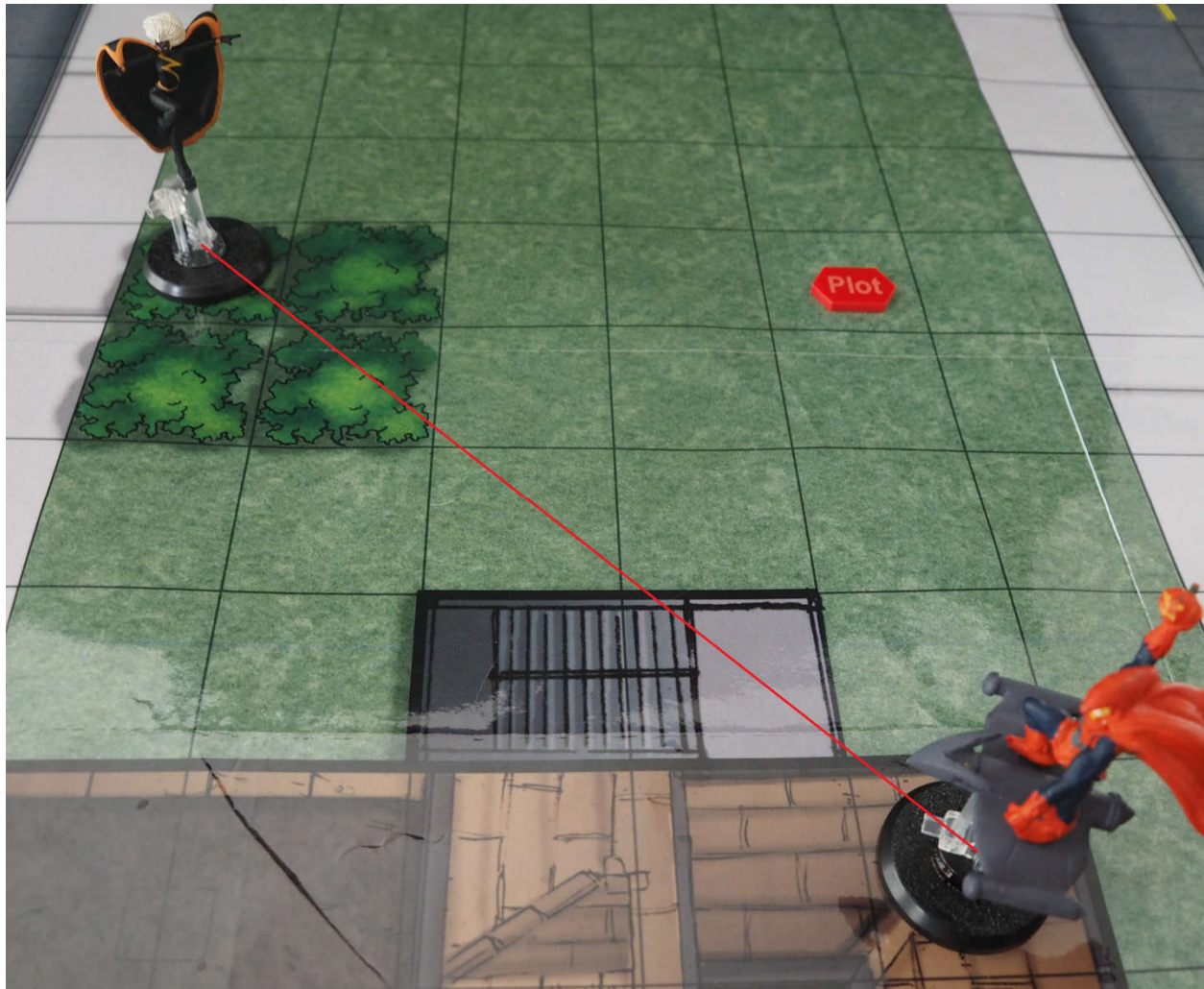
Example 3) This scenario presents some overlapping Specials and rules. Strange has Line of Sight as in our previous examples. Rhino has Line of Sight to Doctor Strange because Black Panthers Special 'Panthers Prowl' says to ignore him for Line of Sight if he has Obscured. T'Challa is Obscured because he is in Difficult Terrain. However, Rhino still can't Charge Doctor Strange because there is a Figure blocking the straight line that you would draw between his square and Strange's square. Rhino can move to Z and use a Brawling Attack against Panther. Rhino can use Karma and increase his Speed to 5 and move to X and make a Brawling Attack against Strange, though Panther would get an Attack of Opportunity. Regardless Iron Fist is Ready and would get an Attack of Opportunity against Hornhead.



Example 4) Here Kingpin has hired his favorite jewel thief Black Cat and she shares his Sinister Syndicate Team Affiliation. Normally Black Cat would block Line of Sight from Cyclops to Kingpin. However, Felicia's 'Master Thief' ability says 'While on or adjacent to a Plot you own ignore her for Line of Sight purposes'. This means Cyclops can draw Line of Sight to Wilson Fisk and blast him with 'Optic Blast'.



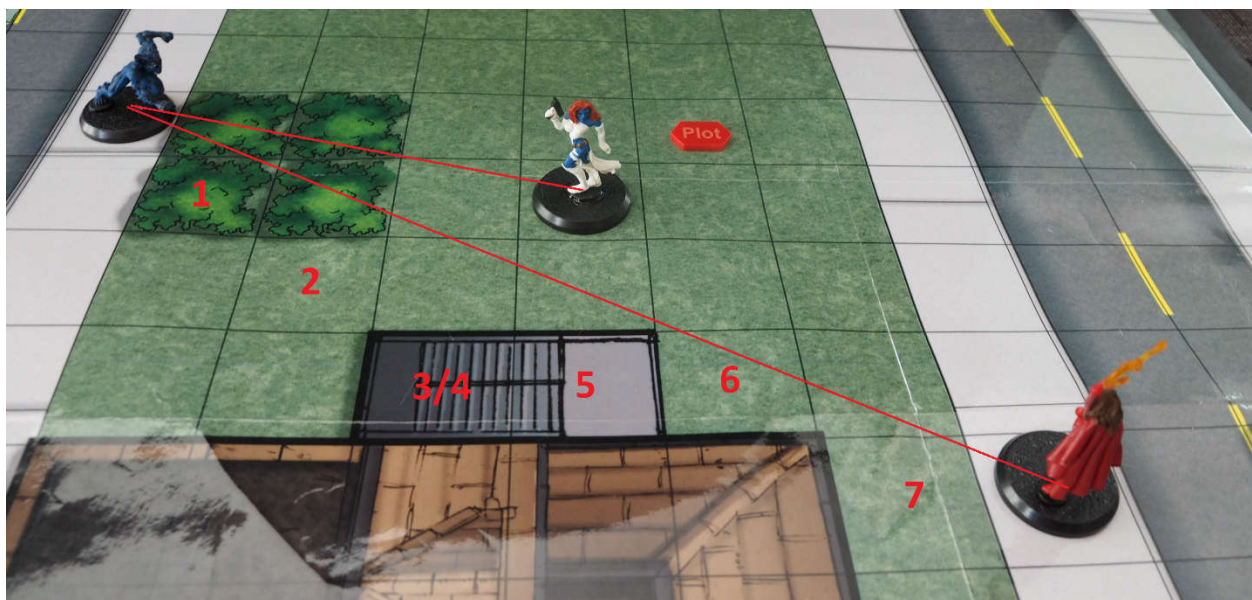
Example 5) Here Storm and Hobgoblin both have Line of Sight to each other. Because Storm has Flight she can't gain Obscured.



Example 6) Here we have a real street fight! Kingpin, Luke Cage and Electro are all adjacent to each other. Electro is adjacent to Cage and can't make shooting attacks. Daredevil and Cage are teammates so Hornhead ignores Luke for Line of Sight purposes, thus DD can draw Line of Sight to Kingpin. Ghost Rider doesn't have Marvel Knights so Luke Cage blocks Line of Sight to Kingpin for him. However, the Line of Sight from Ghost Rider to Electro is a perfect diagonal and the Spirit of Vengeance can target Max Dillon with 'Hellfire'.



Example 6) Here the bounding Beast has Line of Sight to both Mystique and Scarlet Witch. ‘Leaping’ allows Hank to ignore the Difficult terrain on his path. He is too close to Charge Mystique. However, using his ‘Bounding Beast’ Charge Attack he can Charge Scarlet Witch and even avoid an Attack of Opportunity from Mystique by taking a path that is adjacent to the Outdoor Solid Terrain of the building.



Glossary

Cases

Action : A Figure takes zero or more Actions when it is Activated. The Action types are Easy, Move, Attack and Tough.	9
Activation : You activate a Ready Figure and give it Actions. When you have completed those actions you mark the Figure as Tired.	9
Countered : If a special is Countered treat it as though it doesn't exist on the Folio.	16
Disposition : Good, Evil or Enigmatic. When you build a team you must choose Good or Evil.	13
FASERIP : The acronym used in the Marvel Super Heroes RPG that FASERIP Tactics is based on.	20
FEAT : An intersection of a Rank, a percentile dice roll and the Universal Table. A FEAT will result in a White, Green, Yellow or Red Result. In most cases White will mean the FEAT failed.	7
Figure : The pieces we use in FASERIP Tactics to play. A Figure has a Folio.	20
Folio : A card which contains everything you need to play a Figure in FASERIP Tactics.	12
Game Level : An agreement about the number of Figures each players will use and the Renown levels of the Figures. Also defines the number of Plots and Points required for Victory.	11
Move : A kind of Action that typically allows a Figure to move on the map up to its Speed attribute.	20
Page : A unit of the whole game where each player activates all their Figures. Victory is checked at the end of each Page.	19
Panel : Each Page consists of many Panels, players take turns activating Ready Figures in Panels. The player who acts in the first Panel of a Page must activate 1 Ready Figure. Subsequent Panels each player must activate 2 Ready Figures unless they have only 1 Ready Figure left. If a player has no Ready Figures left his opponent activates all remaining Ready Figures. One each player has no Ready Figures no more Panels are started and the Page ends.	9
percentile dice : Two d10's with one representing the tens column. A 0,0 is considered 100.	6
Plot : An objective, represented by 2 tokens on the map that can be used to score Victory Points. You setup your opponents Plots and can only advance your own plots.	16
Rank : A measure of something, usually an Attribute or Damage.	6
Ready : The default Condition of every Figure at the start of a Page. A Ready Figure may be Activated. After it's activated a Figure becomes Tired and is no longer Ready.	19
Results Column : The universal table has many results columns which will tell you whether your FEAT succeeded or not. Or whether your FEAT produced exceptional effects.	7
Team Affiliation : An attribute of a Figure, a Figure may have or not have a Team Affiliation like X-Men or Brotherhood. allied Figures that share Team Affiliation can share Karma if adjacent, don't block Line of Sight from each other, and can move through each others squares.	20
Terrain: Every square on a map is Terrain and has Qualities.	20
Tired : A condition, most often gained after finishing a Figures activation. A Tired Figure may not be activated. At the start of a new Page all Figures lose Tired and become Ready.	19
Tough : A kind of Action. Tough actions require a Figures entire Activation. A Figure taking a Tough action can't take any other Actions during this activation.	19
Universal Table : The core of resolving things in Marvel Superheroes and in FASERIP Tactics. Just accept it's existence and move on.	6
Victory Point : A currency used for determining who has won the game. Victory Points are typically earned by KOing opposing Figures or Advancing Plots.	19