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.

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.

Ranks

A Rank is a measurement of the power level of something, for example: a figures 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	Feeble	Poor	Typical	Good	Excel-lent	Remark-able	Incred-ible	Amaz-ing	Mon-strous	Unearth-ly	Shift	Shift	Shift
0	2	4	6	10	20	30	40	50	75	100	150	250	500

A rank will fall somewhere on the range above. Shift 0 being almost non-existent, and Shift Z being god like.

The Results Column

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.

	Blunt Attacks BA Fighting	Edged Attacks EA Fighting	Shooting Sh Agility	Throwing Edged TE Agility	Throwing Blunt TB Agility	Energy En Agility	Force Fo Agility	Grap-pling Gp Strength
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold

The above are some of the common 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 the combat section.

The FEAT roll

When attempting a FEAT a player finds the rank value being tested, and rolls the percentile dice which will produce a value from 1 to 100. The player then consults the Universal Table to determine how successful the FEAT was.

	0 Shift 0 0	Fe Feeble 2 1-2	Pr Poor 4 3-4	Ty Typical 6 5-7	Gd Good 10 8-15	Ex Exce-llent 20 16-25	Rm Remark-able 30 26-36	In Incre-dible 40 36-45	Am Amaz-ing 50 46-62	Mn Monst-rous 75 63-87	Un Unear-thly 100 88-125	X Shift 150 126-175	Y Shift 200 176-350	Z Shift 500 351+
01														
02-03														
04-06														
07-10														
11-15														
16-20														
21-25														
26-30														
31-35														
36-40														
41-45														
46-50														
51-55														
56-60														
61-65														
66-70														
71-75														
75-80														
81-85														
86-90														
91-94														
95-97														
98-99														
100														

The result of a FEAT will be White, Green, Yellow, or Red. Red being the most successful result, White typically being failure. Specific kinds of FEATs will be discussed later, but most 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.

The Column Shift (CS)

Often an effect or rule will apply a Column Shift (CS for short) to a Rank. This is a negative or positive modifier to the FEAT roll that applies to the Rank being tested. For example, -1CS to a FEAT using a Remarkable Rank would be reduced to Excellent. The roll is made and referenced using Excellent and not Remarkable. Conversely a +1CS applied to an Amazing ability would boost it to Monstrous.

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. Ranks are divided by 10 and rounded to produce the output

for their Damage. This means Feeble and Poor round to zero, and will need the power of Karma (explained later) to have any effect in the heroic world of Marvel. Monstrous rounds up to 8.

Gameplay Overview

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.

- Issue
  - Pages
    - Panels
      - Activating Figures
        - Taking Actions with an Activated Figure

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. Certain game rules may happen at any of these points, these are called Triggers. Examples of Triggers will follow. 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.

- Easy actions represent simple tasks like Wolverine popping his claws or Colossus armoring up
- Attack actions are what they sound like, a Figure attacking another Figure
- Move actions are typically used to move around the map
- Tough actions represent activities that require some concentration or balance

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. 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.

- Moving
- Brawling
- Shooting
- Charging
- Grappling
- Blocking
- Dodging
- Evading
- Using a Special power that counts as an Easy, Move, Attack or Tough action

At the start of each Issue the players roll 1d10. The higher roll gets to choose the map, the lower roll will choose which side of the map to deploy his team on. The loser of the map roll also may choose to take the first Panel or defer during the first Page. At the start of each Page after the first each player rolls

1d10, the higher roll gets the first Panel or defer. Each player alternates Panels, activating Ready figures, this continues until all Figures are Tired. The Page ends, and Victory conditions are checked, more on determining a winner 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 can'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, Doom-Bots, Maggia Thugs, Moloids, and the endless ranks of AIM 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, Hammerhead, 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 Local 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 Vulcan seek to bend the universe to their will! This is the highest Renown of Figure playable by a player.

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.

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. 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 number of Plots each player will have to unravel. Each player should also bring a map, or the players can agree to play on a particular map.

Game Level	Roster	Plots	Points for Victory
Street	3 Minion and 1 Bold or 2 Bold	1	6
Heroic	2 Bold, 2 Heroic	1	10
Epic	1 Bold, 3 Heroic, 1 Legendary	1	15
Cosmic	2 Heroic, 2 Legendary, 1 Cosmic	2	20

A team consists of some number of figures who meet the Roster requirements for the game level, and the required number of Plots. The points required to win reflect the number of Victory Points needed to win the game.

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 an Issue. If both players have an amount equal to or greater than the victory amount the player with more wins. If there's a tie, play another Page. If all Figures are KOed the Issue is a draw, we'll have to wait for the next Issue to find out what happens! Whenever an opposing Figure is KOed (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 5 Victory Points
- Cosmic Figures are worth 8 Victory Points

The other way to gain Victory Points is to Advance Plots, this will be explained in a bit.

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 thug to the avenging son 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		⊕ : **Web Shooters** : Agility : ShiftZero : None : Range: **4** : *Target is Held.*
F(ighting) - **30**	Health - **14**	🕷 : **Sensational Spidey** : Fighting : Strength : Blunt
A(gility) - **50**	Karma - **7**	Traits : Scientist, Altered, Alter Ego
S(trength) - **40**	Speed - **5**	**Specials**
E(ndurance) - **40**		**Spider Senses** : When Spider-Man is attacked for the first time each Page make an Intuition Feat. On success the Attack fails.
R(eason) - **20**		**Team Up** : If Spider-Man is the only figure that doesn't share the same Team Affiliation on your Team he gains that Team Affiliation.
I(ntuition) - **10**		**Wall Crawler** : Spider-Man ignores Difficult terrain and Elevation changes for the purposes of movement.
P(syche) - **40**		
HEALTH	KARMA	*'With great power, comes great responsibility.' - Ben Parker*

Name

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.

Alias

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. The exception to this rule is if the Figures Alias is Squad. Squads are the anonymous groups of supporting Figures, they can be Good, Evil or Enigmatic. A team can contain any number of Figures with the alias Squad. *Example: Thug <> Squad*.

Renown

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

Disposition

A Figure is either Good, Evil, or Enigmatic. Since your teams 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

Many Figures belong to one or more teams, these teams are noted using the teams icon. Being a member of 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.

Primary Statistics

Each Figure has a set of statistics 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,

they are also used to determine the secondary statistics Health and Karma. More on FEATs in a bit. In general however the higher the number the better. A statistic can range from 0 (Shift Zero) all the way to Beyond! In most cases the value will be between Typical and Unearthly however.

0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z
Shift	Feeble	Poor	Typical	Good	Excel-lent	Remark-able	Incred-ible	Amaz-ing	Mon-strous	Unearth-ly	Shift	Shift	Shift
0	2	4	6	10	20	30	40	50	75	100	150	250	500

Fighting

This statistic measures a figures ability to scrap, punch and kick. It reflects training or natural aptitude. It is the default statistic used to resolve Melee and Evading FEATs (explained further in Combat). Somebody like Charles Xavier probably has a rank of Typical in Fighting. Somebody like Iceman has some training but relies on his powers and might have Good Fighting. A trained killer like Wolverine has Incredible Fighting. Somebody like Shang Chi 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 statistic measures a figures ability to move, see and react. It doesn't necessarily reflect raw speed. It is the default statistic used to resolve Ranged 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 statistic measures a figures 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 and escaping from the grasp of another Figure. Grappling, Blocking and Escaping FEATs default to Strength for resolution. Somebody like Chameleon has Typical 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 Unearthly levels.

Endurance

This statistic measures a figures fortitude, toughness and ability to push on through injury. It is the default statistic used to resolve 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). A Paramedic has Typical Endurance and can't endure any adverse conditions for long. Doctor Strange has Remarkable Endurance, having learned to deal with otherworldly conditions and absorb considerable pain. Juggernaut is practically a force of nature and has Unearthly Endurance.

Reason

This statistic measures a figures mental capacity and problem solving skills. It is used to advanced many plots (explained later), and is used to resolve many special abilities. Cloak has Typical Reason having grown up on the streets and skipped higher education. Doctor Octopus has focused knowledge in

science and has Excellent Reason. Magneto is a genius in many subjects and a problem solver and has Incredible Reason.

Intuition

This statistic measures a figures 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 magic based attacks. 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.

Psyche

This statistic measures a figures raw mental strength and ability to withstand psychic attacks. It is used to resolve mental attack FEATs. Psyche is used to resist being mind-controlled or frightened. 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. Professor X is the master of the mind, his Monstrous Psyche allows him to dominate nearly any other mind.

Health

A measure of the damage a figure can take before being killed. Health is normally derived by adding up Strength, Agility, Fighting and Endurance dividing by 10 and rounding the number. 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 dice rolls, be used to fuel certain abilities, and help dodge an otherwise lethal blow. Normally a Figure can spend Karma once per Page. Karma is normally derived by adding Reason, Intuition and Psyche dividing by 10 and round the number. Some Figures however have extra Karma, others may have less.

Speed

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

Picture

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

Attacks

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

Traits

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 Human, Alter Ego*.

Specials

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.
- Action Specials require an action to use them, the special will specify either an Easy, Move, Attack, or Tough action. Some specials also require a payment of Karma or Health, these specials can't be activated if the cost can't be paid.
- 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 specify when the Special returns.

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

Flavor
Some in universe reference about this figures 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.

Two Tokens are placed on the map at the start of the Issue that represent the Plot. Most Plots require an Attack action and a successful FEAT roll to produce an amount of Victory Points (the currency used to determine a victor). Various Plots test different attributes, some require Fighting FEATs, others may require Reason FEATs. Many Plots have a Team Affiliation or a listed Disposition, if so then when it is advanced by a Figure that shares the Team Affiliation or Disposition you will receive an extra benefit. As

a rule a Figure must be adjacent to a Plot in order to Advance it. You own **your** Plots, your opponent owns **his** Plots and you can never advance your opponents Plots. The Plot Mutant Massacre for example requires an Attack action, and a Fighting FEAT, on a Green result you gain the reward detailed. In this case a Figure with the Brotherhood Affiliation gets a Victory Point and an additional effect. Typically you'll want to select a plot that is affiliated with the team affiliations found on your team, but you don't have to.

The Action Unfolds! A brief play example.

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.

<insert picture of a team and plot(s)>

In order to determine which map to use each player rolls percentile, 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 to setup their team. If you've agreed on a map winner chooses which side to setup on, the other player must setup on the opposite side.

The player who chose which side to setup on 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. After placing figures, a player must place his **opponents** Plot tokens (typically 2 per Plot). A Plot token must be placed at least 8 squares from any Figure, and 2 squares from any map edge in clear terrain. In most cases you'll want to place your opponents Plot tokens as far from his Figures as possible.

<insert setup picture>

Starting the First Page

After setup is complete the first Page begins. Roll Initiative again, the winner of each Pages 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 and 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.

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
- 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
- Blob <> Large and In Charge, Heroic
- Pyro <> Firestarter, Heroic

And the plot Mutant Massacre. They agreed on a map to play this Issue on the Mall map. They roll initiative and Bruce wins. He chooses to setup on the parking lot side. Bruce must setup his figures 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 wins the initiative roll. Samuel decides to defer, and makes Bruce go first. Bruce will have to activate one figure.

The first Panel begins. Bruce chooses to activate Iron Fist, taking two Move actions and ending up in a square of Cover terrain (more on terrain in a bit). Since this was the first Panel and only one figure need be activated the Panel ends.

Samuel must act this Panel. He first chooses to activate Mystique using a Move action, and then a special which counts as a Move action called Shapeshifter. Next he activates Pyro, 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!

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. Because he didn't actually activate Dagger, he must still activate his last Ready figure; in this case Daredevil, to satisfy the rule about activating two figures. He decides to move the Man without Fear up using two Move actions and place him next to the fiery doorway.

Finally Samuel will act in the last Panel of this Page and activate Quicksilver, his only remaining Ready figure. He uses two Move actions and Quicksilvers 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 (and must) 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. Since all figures are now marked as Tired the Page ends.

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 KOed the Issue is a Draw. As you begin a new Page all Figures become Ready, remove any Tired markers.

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, 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 your 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 a useful tool for this exercise. If the line intersects any Terrain that blocks Line of Sight (Solid, Smoke and Fire are examples) then Line of Sight is blocked. If a the Figure drawing Line of Sight is on Elevated Terrain he ignores all but other Elevated Squares and the Square the Target Figure is in when determining Line of Sight.

Avengers Assemble!

Allied Figures that share a Team Affiliation 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.

(Example 1 simple)
(Example 2 center square and intervening figures)
(Example 3 elevation example 1)
(Example 4 elevation example 2)
(Example 5 cover)

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 a Figure. Line of Effect is similar to Line of Sight but that only thing that blocks Line of Effect is Solid Terrain, Figure bases do not block Line of Effect.

(Example line of effect)
(Example line of effect with a blocking corner)

Movement and Terrain

As in our example players activate figures and often choose to use Move actions to maneuver around the map. 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, 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. Figures block movement in FASERIP Tactics.

Danger Room Training!

Allied Figures that share a Team Affiliation don't block movement. They have trained together and work as a team. A Figure still can't end its movement in a square occupied by another Figure.

(example of basic movement using arrow and numerically labeling the squares)

Terrain Qualities

Not all squares are the same and Terrain has qualities. All terrain has at least 3 qualities.

- Elevation
    - Ground
        - Terrain is considered Ground by default.
    - 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 change in elevation blocks Line of Sight and Effect for all squares except the edge. (many LOS / LOE examples needed)
- Atmosphere
    - Indoor
    - Outdoor
- Type
    - Difficult
        - Tougher to move through. It requires 2 Speed to move into a square of Difficult terrain.
    - Cover
        - Cover terrain is also Difficult terrain. Additionally a figure in Cover terrain is considered to have the Obscured condition.
    - Aquatic
        - Aquatic terrain is also Difficult terrain. Any FEAT performed by a figure in Aquatic terrain is at -1CS.
    - Solid
        - Blocks line of sight and effect, except if it is elevated and bordered by non-elevated terrain. Can't be moved into or through. Can be destroyed by Remarkable damage and an Attack action. The resulting square becomes Difficult terrain and if it had the Elevated quality it loses the Elevated quality.
    - 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.

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, Cover, Indoor and Outdoor and which squares are Elevated.

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 blocking terrain on the map (usually in the form of a wall).

(Example 1 adjacent)
(Example 2 not-adjacent)
(Example 3 elevated not-adjacent)
(Example 4 not-adjacent wall)
(Example 5 corner of elevated, not adjacent)

Conditions

In combat Figures will get bounced around, injured, tired, 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. Some, like Ready, are the default state of things and don't require a marker.

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 or Block (explained in a bit). Some effects may make a Figure Tired.

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, Evade or Block.

Held – A Held Figure has been grabbed or otherwise bound. 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 Dodge, Evade or Block.

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

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

Staggered – A Staggered Figure is reeling from a blow and has lost his balance. A Figure marked as Staggered may only take either a Move or Attack action. 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 Evade or Block.

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

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

Phased – A Phased Figure Ignores Figures and Terrain for movement purposes. A Phased Figure can't Carry an object. A Phased Figure can't target non-Phased Figures with Attacks or Specials. A Phased Figure has Immune Physical.

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 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.

Different Conditions are cumulative but a Figure can't have the same condition twice.

Types of Attacks

There are several standard attack modes. 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}

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

- Brawling (Blunt Attacks or Edged Attacks depending on damage)
- Shooting (Shooting, Energy or Force if the Damage is Blunt)
- Charging (Charging)
- Grappling (Grappling)
- Mental (Force)
- Magical (Energy)

The Attack Name is for flavor and has no effect on game play. 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 follows the Rule of 10. So a Damage Rank of Typical (6), rounds to 1. A Damage Rank of Monstrous (75) rounds to 8, ouch!

An Attack has either a Rank based on an underlying Attribute (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.

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.

Brawling

The first and most basic is the Brawling Attack. 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.

🐾 : *Supreme Hunter* : Fighting : Strength : Blunt

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 of Kraven's "Supreme Hunter" everything is set to the default value. The "To-Hit Rank" is the Rank you use when making your FEAT to succeed. 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. A Green result is considered a success and the target takes Damage Rank damage. Damage is calculated using the Rule of 10. Specific Brawling attacks may have extra effects that happen on success, these will be detailed on the Figures Folio. Depending on whether the Damage is Blunt or Edged additional effects like Slam, Stun or Kill may result.

Shooting

The Shooting attack allows a figure to make an attack at non-adjacent opposing Figures. The Attacker must have Line of Sight to the target. 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 a Agility FEAT to determine success, but not always.

🎯 : *Optic Blast* : Agility : Incredible : Blunt : Range: 10

Shooting Attacks take the form of

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

In the above case of Cyclops' "Optic Blast" he can target any opposing Figure he has Line of Sight to within 10 Squares. He uses his Agility to determine his success. Agility is the default value used to

determine success. If the Attack is successful it deals Incredible Blunt Damage. The Damage is Blunt so it will use the Force Results Column.

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 charger can draw a straight line between its square and the defenders square and not intersect any Figures, or Difficult terrain the attacker may Charge. The Attacking Figure must move **at least** its Speed value to Charge and may move **up to double** it's Speed. Charging uses an Endurance FEAT by default to determine success.

> : *Rhino's Charge* : Endurance : Strength : Blunt : *Rhino ignores Difficult terrain and Synister Syndicate allies when Charging.*

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}

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.

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. Grappling uses a Strength FEAT to determine success.

> : *Sumo Expert* : Fighting : Remarkable : Blunt

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

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

In the above case of Kingpin's "Sumo Expert" some things are set to the default value. The "To-Hit Rank" is the Rank you use when making your Grappling attack and is Strength by default. In this case Fighting has been substituted because of the Kingpin's extensive Sumo training. Damage defaults to the Figures Strength. Kingpin instead deals Remarkable Damage. The Damage Type is Physical Blunt by default. A successful Grappling result requires at least a Yellow FEAT.

Yellow – Inflicts the listed Damage and the Figure is Held until end of its next Activation. Mark the Figure with a Held token.

Red – Inflicts the listed Damage and the Figure Stuck until the end of its next Activation. Mark the Figure with a Stuck token.

(numerous grappling examples)

Mental

The Mental attack allows a figure to make attacks against opposing Figures. 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 use a Psyche FEAT to determine success, but not always. 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** : *Use the Force Results Column*

Mental attacks take the form of

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

Mental attacks don't have a dedicated results column on the Universal Table. Most Mental attacks will list which results column to use. If none is listed use the Force Results column.

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.

Magical

The Magical attack allows a figure to make attacks against at non-adjacent opposing Figures. Not every Figure can make a Magical Attack; they must have one listed on their Folio. A Magical Attack is listed with the Ankh symbol on a Figures Folio. Magical Attacks normally use an Intuition or Agility FEAT to determine success, but not always. The Attacker must have Line of Sight to the target.

> ☥ : **Chaos Magic** : Agility : Remarkable : 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}

In the above case of Scarlet Witches 'Chaos Magic' she can target any opposing Figure she has Line of Sight to within 8 Squares. Her Attack deals Remarkable Eldritch Damage.

Imperius Rex! Stunning, Slamming, Killing and other results.

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 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.

Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold

Some of the special results require the target to make an Endurance FEAT to determine the effects

Stun?	Slam?	Kill?
St Endur- ance	Sl Endur- ance	Ki Endur- ance
1-10	Gr. Slam	En. Loss
1	1 area	E/S
No	Stagger	No
No	No	No

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

Requirements for Extra Results

In order to Slam or Stun an opponent a Figure must have Endurance at **least equal** to the target. Otherwise they just aren't big or powerful enough to send the opponent reeling. The attack has to actually deal damage to produce a Slam, Stun or Kill result. If the target has Armor that causes the damage to be reduced to zero then no Slam, Stun or Kill will result.

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 and the attack must deal at least 1 damage.

A White result means the target is the subject of a Grand Slam. The attacker rolls 1d5 and the target is moved directly away from the attacker the resulting number of squares. If a Figure intervenes stop the movement and the Slammed Figure takes additional Good Blunt damage. If Blocking terrain intervenes stop the movement and the Slammed Figure takes Excellent Blunt damage. Destroy that Blocking terrain and mark it as difficult. If the movement would move the target from Elevated to Ground the target takes Good Blunt damage from falling. Mark the target as Staggered.

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

A Yellow result results in the target only being marked as Staggered.

A Red result means no additional effects.

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 and Held condition.

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

Yellow or Red results means no additional effects.

Bullseye

If a FEAT results in a Bullseye the Attacker has hit the target in an especially vulnerable area. Any Armor the Target possesses is reduced by -1CS.

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 1 Health

A Yellow or Red result means the target suffers no additional effects

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, the Hulk blocking an incoming blow like it's nothing, Sabretooth outmaneuvering an opponent in close combat and tearing at them with a counter move.

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, Yellow a -4CS and Red a -6CS. Each result should use an appropriately colored token.

(why dodge?)

(dodge examples?)

Evading

A Figure adept at fighting up close may choose to Evade his opponents and set them up for a knockout blow! Evasion can be used in response to Brawling Attacks. A Figure can Evade only if it is Ready. Stunned, Staggered or Carrying Figures can't Evade. A Figure can Evade opposing Figures attacks only if his Fighting is at least equal to the Attackers Fighting. 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.
- A Green result on the Evasion FEAT means the Attackers FEAT result is considered one color lower. Red results are considered Yellow, Yellow are considered Green, and Green results are considered a miss.
- A Yellow result on the Evasion FEAT means the Attackers FEAT result is considered two colors lower, additionally if the evader makes a Brawling Attack on his next activation against the Attacker he gets a +1CS on his FEAT.

- A Red result on the Evasion FEAT means the Attackers FEAT result is an automatic miss, additionally if the evader makes a Brawling Attack on his next activation against the Attacker he gets a +2CS on his FEAT.

(this is pretty simple conceptually but it's hard to explain in a terse manner)

(why evade?)

(evasion examples)

Blocking

Figures with great Strength can ward off blows using their bare hands! Blocking can be used in response to a Brawling or Charging Attack. A Figure can Block only if it is Ready. Stunned, Staggered or Carrying Figures can't Block. To Block a Figure that meets the criteria makes a Strength FEAT.

- A White result on the Blocking FEAT means any Damage done by the Attack is reduced by the blockers Strength -6CS. Mark the Blocker as Tired.
- A Green result on the Blocking FEAT means any Damage done by the Attack is reduced by the blockers Strength -4CS. Mark the Blocker as Staggered.
- A Yellow result on the Blocking FEAT means any Damage done by the Attack is reduced by the blockers Strength -2CS.
- A Red result on the Blocking FEAT means any Damage done by the Attack is reduced by the blockers Strength +1CS.

(why block? If I miss I'm hosed and the attacker might miss anyway?)

(blocking examples)

Not so fast! Attacks of Opportunity

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

To the skies! Flying Figures

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

- Flyers ignore the penalties for Difficult, Aquatic and Slick terrain
- Flyers may move across elevation changes with no penalty
- Flyers ignore non-Flying Figures for the purposes of movement and Attacks of Opportunity
- Non-flying Figures may not charge Flying figures

Hulk smash! Tokens and Objects

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 Tokens. A token an also be an Object, Objects can be carried by Figures and used for in game effects. Tokens that aren't Objects are typically fixed in a square on the map. All Tokens have a few attributes which define how figures can interact with them.

Token Name
Each token has a unique name. The name helps identify the token on Figure folios and add flavor.

Type
Each token has a type. The most common type is Object. Objects can be carried and moved around the map by Figures.

Material Rank
Each token has a Rank which defines the minimum Strength needed to lift and carry the token (explained in a bit). The Material rank is also the damage needed to destroy the token, more on destroying stuff in a bit.

Game Rules
Each token may have some additional rules. Some tokens will have no text, in this case they are likely Objects and only need Material Rank.

Picking up an Object
If a Token is an Object it represents an item that a Figure can pick up and use. In order to pick up an Object a Figure must have Strength equal to or greater than the Objects Material Rank. The Figure uses an Attack Action and the Token is removed from the map and placed on the Figures Folio. The Figure gains the Carrying condition.

Dropping an Object
A Figure may Drop an Object in an unoccupied adjacent Square of non-Blocking 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-Blocking 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 the Damage of a Brawling attack. When a Figure makes a Brawling or Charging attack remove the Object from the game before rolling. The Damage Rank for that Attack becomes the Material Rank of the Object or the Damage Rank of the Attack +1CS, whichever is higher.

For example, The Thing is carrying an Amazing Material Rank Car Object. He makes a Brawling Attack against The Hulk (who else?). Remove the Car from the game and set it off to the side. The Thing has Monstrous Strength and that would normally be his Damage Rank for his Brawling attack. His Strength Rank is higher than the Material Rank of the Car Object, so he uses his Strength Rank +1CS making the Damage Unearthly. It's truly clobbering time.

A Figure carrying an Object may also throw the Object at an opposing Figure. The distance in Squares a Figure can throw the Object is based on the Figures Strength and the Material Rank of the Object. If the Figures Strength is greater than the Material Rank the Figure can target opposing Figures up to 6 Squares away. If the Material Rank is equal to the Figures Strength the Figure can target opposing

Figures up to 4 Squares away. This attack 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.

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 with the Rule of 10 applied. Some Figures will start with more Karma. Karma is a currency that can be spent during the Issue to aid a Figure. 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 once it has made a FEAT roll during a Page, this typically means you will spend Karma before making an Attack, Dodge or other FEAT attempt. 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

Additionally other Specials may require a Figure to spend Karma to use them. As always if the cost can't be paid the Special can't be used.

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.

Glossary

Cases