



## TACTICS

- ☐ Advance
- ☐ Battle Plan
- ☐ Change of Plans
- ☐ Combat Support
- ☐ Focus Fire
- ☐ Hit the Dirt
- ☐ Keep Moving
- ☐ On Your Feet
- ☐ Operation Center
- ☐ Rally On Me
- ☐ Scatter

**POWER SET**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



### **POWER SET**

### **TACTICS**





## ADVANCE

FOCUS  
15

*The character can advance their allies on the battlefield.*



**Power Set:** Tactics

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**Prerequisites:** Rally on Me, Scatter, Rank 4

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**Action:** Reaction

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**Trigger:** The character (or an ally in **line of sight**) stuns or defeats an enemy.

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**Duration:** 1 round

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**Effect:** Any allies in earshot can be affected, up to a number equal to the character's Ego defense. Each affected ally can immediately use a free movement action to move toward the enemy that triggered the reaction.

## POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ADVANCE**





## BATTLE PLAN

FOCUS  
10

*The character always  
has a plan.*

**Power Set:** Tactics

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**Prerequisites:** Inspiration, Rank 2

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**Action:** Standard

---

**Duration:** 1 round

---

**Effect:** The character inspires one or more allies of their choice in **earshot**, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



### **POWER**

### **BATTLE PLAN**





## CHANGE OF PLANS

FOCUS  
5

*The character thinks of  
a better way.*



**Power Set:** Tactics

---

**Prerequisites:** Inspiration, Rank 2

---

**Action:** Reaction

---

**Trigger:** An ally has **trouble** on an action check.

---

**Duration:** 1 round

---

**Effect:** The ally gains an **edge** on that action check.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**CHANGE OF PLANS**





## COMBAT SUPPORT

FOCUS  
10

*The character gives  
a friend a hand.*

**Power Set:** Tactics

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**Prerequisites:** Change of Plans, Rank 3

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**Action:** Standard

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**Duration:** 1 round

---

**Effect:** Once per battle, the character chooses an ally in **earshot**. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**COMBAT SUPPORT**





## FOCUS FIRE

FOCUS  
10

*The character calls out a target.*

**Power Set:** Tactics

---

**Prerequisites:** Battle Plan, Rank 3

---

**Action:** Standard

---

**Duration:** Concentration

---

**Effect:** The character calls out an enemy in **line of sight** and inspires one or more allies of their choice in **earshot**, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**FOCUS FIRE**





## HIT THE DIRT

FOCUS  
5

*The character gets their allies to take cover.*



**Power Set:** Tactics

---

**Prerequisites:** Keep Moving, Rank 2

---

**Action:** Reaction

---

**Trigger:** An enemy in **line of sight** makes an attack on an ally within **earshot**.

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**Duration:** Instant

---

**Effect:** All allies within **earshot** can fall **prone** if they wish and are able to. If falling **prone** makes the ally an ineligible target for the initial attack, the attack automatically fails.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**HIT THE DIRT**





## KEEP MOVING

*The character can keep allies moving under fire.*



**Power Set:** Tactics

---

**Prerequisites:** None

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**Action:** Reaction

---

**Trigger:** An ally in **line of sight** and **earshot** is **demoralized** or **stunned**.

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**Duration:** Instant

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**Effect:** The **demoralized** or **stunned** condition ends.

# POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**KEEP MOVING**





## ON YOUR FEET

FOCUS  
5

*The character stands their friends on their feet.*



**Power Set:** Tactics

---

**Prerequisites:** Keep Moving, Rank 2

---

**Action:** Reaction

---

**Trigger:** An ally in **line of sight** and **earshot** is knocked **prone**.

---

**Duration:** Instant

---

**Effect:** All prone allies within **earshot**, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ON YOUR FEET**





## OPERATIONS CENTER

FOCUS  
15

*The character draws on their inner strength to heal themselves.*

**Power Set:** Tactics

---

**Prerequisites:** Combat Support, Focus Fire, Rank 4

---

**Action:** Standard

---

**Duration:** Concentration

---

**Effect:** The character inspires one or more allies of their choice in **earshot**, up to the character's Vigilance defense. Affected allies gain an **edge** on all action checks until the start of the character's next turn. The character breaks concentration on this power if they use a movement action.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**OPERATIONS CENTER**





## RALLY ON ME

FOCUS  
10

*The character rallies their friends around them.*

**Power Set:** Tactics

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**Prerequisites:** On Your Feet, Rank 3

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**Action:** Standard

---

**Duration:** Instant

---

**Effect:** Any allies in **earshot** can be affected, up to a number equal to the character's Vigilance. Each affected ally can move toward the character at half speed. If they are within the character's reach at the end of this move, they recover lost Focus equal to 5 times the character's rank. The character can use this power once per battle.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**RALLY ON ME**





## SCATTER

FOCUS  
10

*The character warns allies to take evasive action.*



**Power Set:** Tactics

**Prerequisites:** Hit the Dirt, Rank 3

**Action:** Reaction

**Trigger:** An enemy in **line of sight** declares an attack on an ally within **earshot**.

**Duration:** Instant

**Effect:** Any allies in **earshot** can be affected, up to a number equal to the character's rank. Each affected ally can move away from you at half Speed and then fall **prone**. If this makes the ally an ineligible target for the initial attack, that attack automatically fails.

# POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SCATTER**