



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

Prerequisites: Rally on Me, Scatter, Rank 4

Action: Reaction

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

Duration: 1 round

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

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Role Playing Game



POWER
ADVANCE



BATTLE PLAN

FOCUS
10

*The character always
has a plan.*

Power Set: Tactics

Prerequisites: Inspiration, Rank 2

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

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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.

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POWER

CHANGE OF PLANS



COMBAT SUPPORT

FOCUS
10

The character gives a friend a hand.

Power Set: Tactics

Prerequisites: Change of Plans, Rank 3

Action: Standard

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

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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

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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**.

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

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Role Playing Game



POWER

HIT THE DIRT



KEEP MOVING

The character can keep allies moving under fire.



Power Set: Tactics

Prerequisites: None

Action: Reaction

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

Duration: Instant

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

POWER

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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.

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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

Prerequisites: On Your Feet, Rank 3

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