

Rank

WHITE RESULT
GREEN RESULT
YELLOW RESULT
RED RESULT

CLASSIC MARVEL.COM

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Realms Of Magic

MAGICAL COMBAT RESULTS {& other common effects}

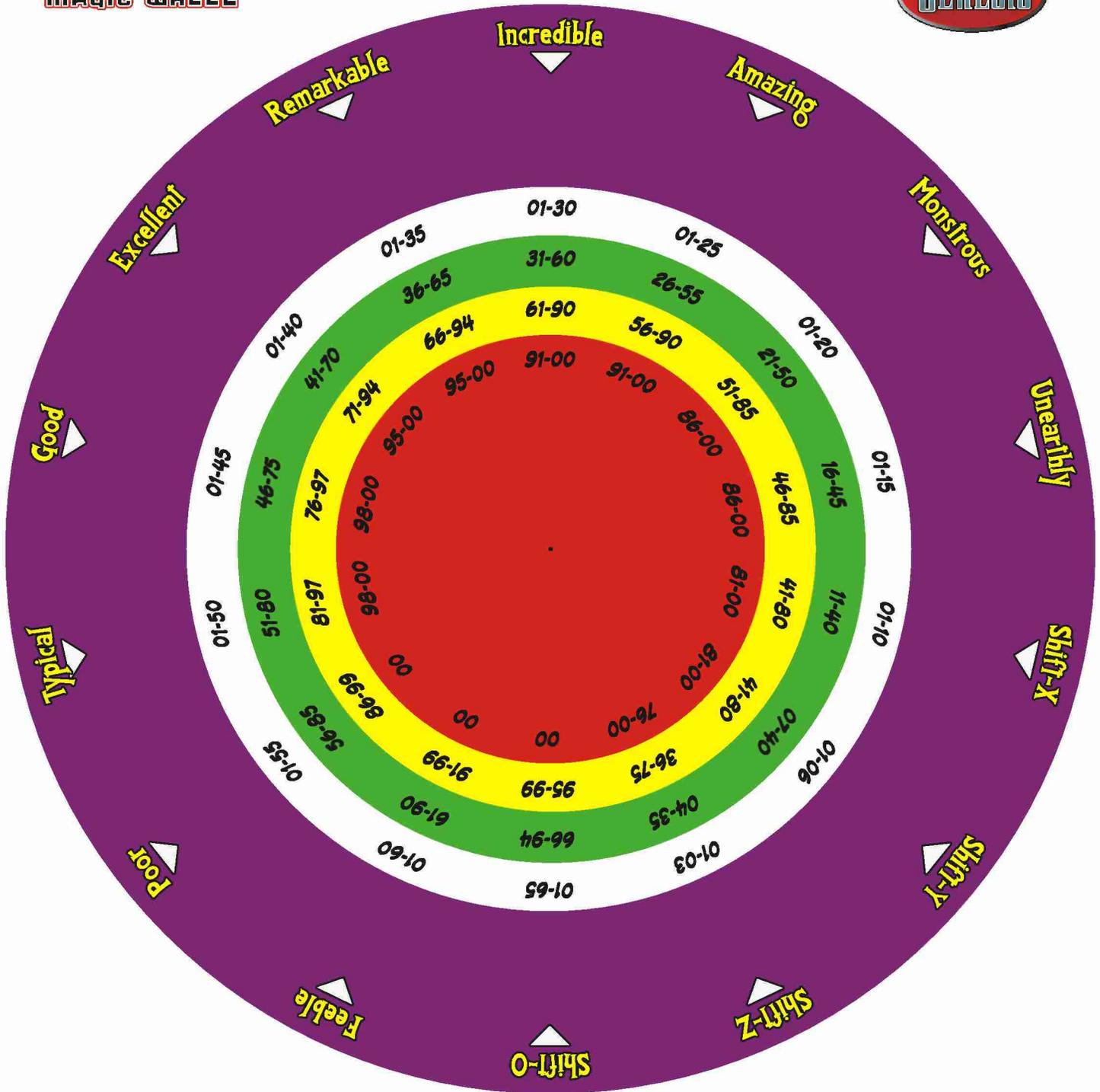
FIGHTING/CREATURE	CLAW & BITE	MISS	HIT	HIT	STUN
	BLUNT ATTACKS	MISS	HIT	SLAM	STUN
	EDGED ATTACKS	MISS	HIT	STUN	KILL
AGILITY	EVADING	AUTOHIT	EVASION	+1CS	+2CS
	TARGETING	MISS	HIT	BULLSEYE	BULLSEYE
SPELL RANK	THROWING, EDGED	MISS	HIT	STUN	KILL
	THROWING, BLUNT	MISS	HIT	HIT	STUN
	DODGING	NONE	-2CS	-4CS	-6CS
	BLASTING	MISS	HIT	SLAM	STUN
	ENERGY	MISS	HIT	BULLSEYE	KILL
	FORCE	MISS	HIT	BULLSEYE	STUN
		MISS	HIT	HOLD	HOLD
		MISS	MISS	ESCAPE	REVERSE
		AFFECTED	AFFECTED	NOEFFECT	NOEFFECT
		1-10	1	NO	NO
		GRANDSLAM	1AREA	STAGGER	NO
		END. LOSS	END. LOSS (E/S)	NO	NO
					MENTAL CONTROL
					HOLD?
					FEAT ROLL
					STUN?
					SLAM?
					KILL?
					PSYCHE
					ENDURANCE

FRONT
Instructions

CUT BOTH PIECES OUT ALONG THE DARK BLUE EDGE LINE WITH SCISSORS. ON THE FRONT PIECE, CUT OUT THE GREY BOX BELOW "RANK" WITH AN X-ACTO KNIFE OR SCISSORS.

POKE A HOLE WITH A PENCIL THROUGH THE BLACK DOTS IN THE MIDDLE OF THE CIRCLES AND INSERT A FASTENER. VOILA!

FOR USE WITH THE MARVEL SUPER HEROES ADVANCED SET, PUBLISHED BY TSR, INC.



BACK Instructions

CUT BOTH PIECES OUT ALONG THE DARK BLUE EDGE LINE WITH SCISSORS. ON THE FRONT PIECE, CUT OUT THE GREY BOX BELOW "RANK" WITH AN X-ACTO KNIFE OR SCISSORS.

POKE A HOLE WITH A PENCIL THROUGH THE BLACK DOTS IN THE MIDDLE OF THE CIRCLES AND INSERT A FASTENER. VOILA!

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The Advanced Universal Wheel- Realms of Magic Edition

Magical combat is somewhat different from other forms of combat. In magical combat, strength of mind and willpower are the key to victory, and physical combat between magic wielders is rare. The Magic Effects Table included here on the revised Universal Wheel reflects those differences. It includes new results that are special to magical combat and also replaces some of the effects shown on the standard Universal Table.

The Magic Effects Table and Universal Wheel- Realms of Magic edition are used in the same way as the standard Universal Table (see back cover of both the Advanced Set Player's and Judge's Books). New categories of FEATs are explained and clarified here.

Bite-Claw. This replaces the Edged Attack column of the Universal Table. This column is used for attacks by extra-dimensional creatures and monsters, and by ordinary, everyday animals. Note that "Kill" results are not possible on this column.

Targeting. This table is used any time a magic wielder wants to specifically try for a Bull's-Eye effect, like shooting a magical wand out of an opponent's hand or avoiding an opponent's Individual Shield spell. By sacrificing one round of attacks, the magic wielder takes careful aim, giving him a better shot at accurately hitting whatever specific thing he's targeting. This column can also be used for thrown weapons and missile weapons (including guns) *except* those that fire some kind of energy blast. This maneuver causes the character using it to automatically lose initiative for the round he is Targeting.

Blasting. This column is used for most common forms of attack spells, such as Eldritch Beams/Bolts, and for magical energy weapons as well. This column can also be applied to attacks by non-magical energy weapons, such as the blasters in Doctor Doom's gauntlets. The title "POWER RANK" used here refer to the "ability" being used, that is, the spell rank of an attack spell, or the power rank of a magical or non-magical energy weapon.

Mental Control. This column is used for any spell that attempts to seize control of the target's mind.

Hold? (See the explanation of results section.)

FEAT Roll. This column is used for any spell that allows the target to avoid the effect by making a successful Psyche FEAT roll (except "mental control" type spells, which use the "Hold?" column).

Charging attacks, normal Shooting attacks and FEATs based upon the Strength ability use the appropriate column from the Universal Table as usual (as would anything else not found on the this Wheel- There was only so much room for the entries!).

Following is the explanations for each of these results:

Miss. The attacker did not succeed. He can usually try again in the next round.

Hit. The target is struck. The target loses Health points if the attack was damaging.

Slam. In addition to receiving the damage of the attack (as a Hit), the target may be slammed if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Slam?" column on the Magic Effects Table.

Stun. In addition to receiving the damage of the attack (as a Hit), the target may be stunned if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Stun?" column on the Magic Effects Table.

Bull's-Eye. The attacker hits the target wherever he wants. There are some limits on this: first, the attacker cannot kill or maim a living target by hitting him in a vital area, like the heart or head. The attacker can temporarily disable the target by hitting him in the arm or leg. He can also knock an object out of somebody's hand, or even hit a lever or button on a machine.

Hold. The attacker's magical control is taking hold. The target must make a Psyche FEAT roll and consult the "Hold?" column of the Magic Effects Table.

Escape. The target has managed to escape the attacker's magical control. The target remembers that he has been attacked.

Reverse. The target has not only escaped the attacker's magical control but, if the target's Psyche rank is greater than the attacker's, the target has seized control of the attacker's mind. If the target has a Psyche equal to or less than the attacker, treat this result as an Escape.

Affected. The target is unsuccessful in his attempt to avoid the effect of the attacker's spell.

Not Affected. The target has avoided the effects of the attacker's spell.

1 Area. In addition to the magical attack doing its normal damage, the target gets knocked right out of his area into an adjacent one. The attacker picks the area. The two areas must be next to each other. If there is an obstacle between the two areas the spell rank of the attack must be checked. If it is stronger than the material strength of the obstacle, the magic attack and target go through it. Otherwise, the target bounces off. In either case, the slammed target loses additional Health points, equal to the amount he received from the hit.

Same Area: In addition to the magical attack doing its normal damage, the target gets knocked down in the same area. Getting up will require a full round, during which he can do nothing else.

1-10 Rounds: The target loses all of his Health points and passes out. The Judge rolls one die to see how many rounds the target will be unconscious. When he awakens he recovers as many Health points as his Endurance rank number. He does not make an Endurance FEAT roll to see if he starts losing Endurance ranks.