ZODIAC FINAL FANTASY RPG
(3rd Edition)

presents

ZODIAC TACTICS

A guide for creating a ZODIAC FFRPG campaign using the Map Combat rules set, including rules for creating maps, monsters, missions, setting victory conditions, and some additional optional rules.
Plus extra info on creating terrain and miniatures for tabletop battles

Map Combat rules created by AgentBoogeyman 'Boogey' (M. Hays)
Additional rules created by DFroggotten1 'Frogg' (C. Bearden)

Table of Contents

MAP COMBAT RULES

Map Combat in ZODIAC is much like Final Fantasy Tactics. In mechanical terms, the combat board is divided into 1 inch squares, so when something mentions "squares" they mean exactly that. Squares. Height is also measured in squares. It is important to make clear the Height of each square on the map, as it directly affects game-play.

All Characters/Monsters have a Base Movement of 4 Squares. This number may be modified through Monster Powers, Equipment, Player Support Skills and Techs.

All Characters/Monsters have a Base Jump of 1 Square. This means that, when moving, a character/monster may move to an adjacent square only if it is a maximum of 1 difference away from their current Square's height. This number may be modified through Monster Powers, Equipment, Player Support Skills and Techs.

All Characters/Monsters have a Base Size of 1 x 1 Square (Medium). This may be modified through Monster Powers, Player Support Skills and Techs.

SIZE

There are 6 Size Categories: Tiny, Small, Medium, Large, Huge, Gargantuan.

- Any number of Tiny creatures may occupy 1 Square

- Four Small Creatures may occupy 1 Square
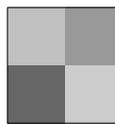
- Medium Creatures occupy 1 Square:
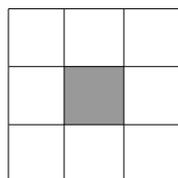
- Large Creatures occupy 4 Squares:
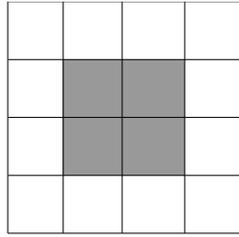
- Huge Creatures occupy 9 Squares:
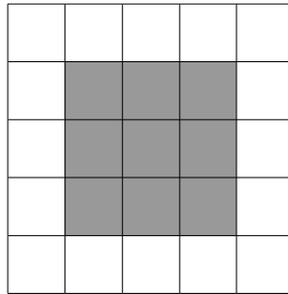
- Gargantuan Creatures occupy 16 Squares:
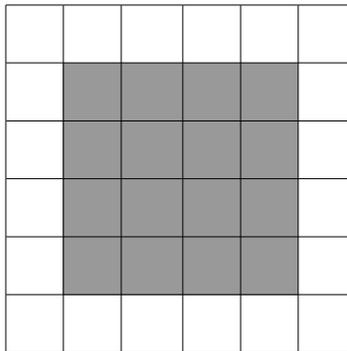
Each Category carries its own modifiers:

Tiny:

All Attacks/Techs/Abilities that target Tiny creatures MUST roll Acc with a -60 penalty to the roll regardless of whether or not an Acc roll is required. This is in addition to any other Acc penalties affecting the attacker such as Blind. Tiny Creatures only take half damage from Attacks/Techs/Abilities with multiple targets. Tiny Creatures may not attack, and receive quadruple damage from Physical sources.

Small:

Evade is doubled. All Physical damage dealt by a Small creature is reduced 90% (Divided by ten). In addition, all damage dealt to Small creatures is increased by 50%.

Medium:

Base Size category. Medium creatures have Reach 1, Height 1 with Normal Attacks. This means that a Medium creature may normally only target an adjacent Square that is the same height, or one difference away from the creature's square.

Large:

Large creatures have Reach 2, Height 2 with Normal Attacks and Techs. This means that large creatures may target a Square within 2 for all Normal Attacks and origin Squares for Techs. Large Creatures have a Jump of 2. All Acc rolls against a Large Creature receive a +15 Bonus.

Huge:

Huge creatures have Reach 3, Height 3 with Normal Attacks and Techs. This means that large creatures may target a Square within 3 for all Normal Attacks and origin Squares for Techs. Huge Creatures have a Jump of 3. All Acc rolls against a Huge Creature receive a +30 Bonus.

Gargantuan:

Gargantuan creatures have Reach 4, Height 4 with Normal Attacks and Techs. This means that large creatures may target a Square within 4 for all Normal Attacks and origin Squares for Techs. Gargantuan creatures have a Jump of 4. Gargantuan creatures ignore difficult terrain. All Acc rolls against a Gargantuan Creature receive a +60 Bonus.

MOVEMENT OVER DIFFICULT TERRAIN

Characters and Monsters may move a number of squares equal to their Base Move. A Character/Monster may Move and Attack in the same turn as long as they are able to.

Movement can be anywhere, including diagonally, as long as you do not move more than your Base Move would allow. Difficult Terrain costs one extra square of movement to pass through and Enemies cannot be moved through. Other obstructions may hinder movement, like stone pillars or walls. All of these also apply to Monsters.

Characters and Monsters have a swim speed of 2. Anything that affects Movement of any kind affects this movement as well.

NEW COMMAND SKILL RULES

The Targets of the Command Skills Capture, Chakra, Deathblow, Peril, Steal and Wish MUST be adjacent to the target. Chakra may target the player's Square, and thus the player.

Coin Toss, Clone, Manipulate and Throw may only target enemies within Range 4, Height 2 of the user.

Jump is Reach 4, Jump 4. Characters with Jump also gain a base jump of 4 for purposes of movement.

Dice, Draw Out and Health affect targets in a diamond formation centered on the user and has a Height of 3:
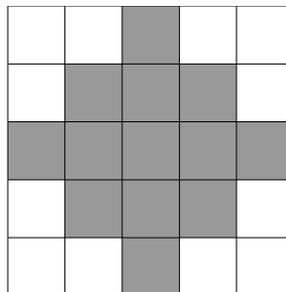
Peep affects any enemy the user can see.

Kick only affects all adjacent enemies, and deals half damage instead of one-third.

Mimic may only now be used to Mimic something that affects the user, or something used by an adjacent ally. The upside to this limitation is that Mimic is now free.

Rage now targets the closest enemy the user can see. If no enemy is within attack range, the user will move as close as their movement allows to the nearest enemy they can see.

Runic affects any Tech that uses Magic as a base attribute, friend or foe alike, that targets a square within a diamond formation of the user:
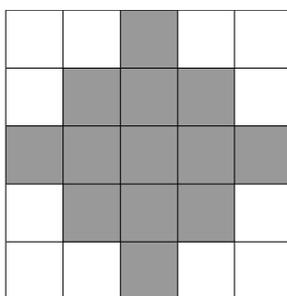
Slots and X-Magic have no modifications. They work exactly the same way they always have.

NEW RULE ON MORPH

When the variant on Morph is used, the user may only Morph one size category in difference. For example, a Medium sized creature may only Morph to a creature of Small, Medium or Large Size. All benefits/detriments gained with the user's new size apply. Also, when Morphing, the user may opt to choose ONE of the following movement modifiers:

- Flight: Acts like the Flight Monster Power.
- Unhindered Movement: Ignore difficult terrain, enemy squares, walls, etc but Base Move drops to 3. This is to emulate forms that

might be incorporeal or have a burrow speed. This movement must end in a Square the user would otherwise be only capable of occupying un-morphed.

- Move +2: Your Base Move increases by 2.
- Swim: The user move through water at a Speed of 6, but a Land Movement of 1.

NEW COMMAND SKILL: FLIGHT

A character with this Command ability can take to the skies. While Flight is affecting the character, you may move 4 squares in any direction, ignoring difficult terrain but not obstacles such as enemies or solid objects. At the end of each of your turns, including the turn in which you activate Flight, you lose 15% of your maximum MP. If this loss reduces you to 0 MP, you immediately lose your ability to fly and fall your Move each turn until you are no longer above a solid surface. You may also choose to turn off this ability as a free action. Doing so negates the loss of MP for that round.

NEW SUPPORT SKILL RULES

Concentrate still only allows for the base Reach and Height of the character, so you can't inexplicably attack an enemy further than you can target.

Cover only affects adjacent allies, however it now works against attacks with multiple targets.

Flight no longer exists. Instead it is a new Command Skill.

Secret Hunt now triggers the moment an enemy is slain by a character with this Support Skill. When a character with this support skill ends their turn in a Square containing the fallen body of an enemy, the character automatically acquires its Drop Item, with a 30% chance to instead acquire its Steal item. This may only be done once per fallen enemy.

NEW SUPPORT SKILLS

Float
    The character floats a few inches above the ground at all times. The character ignores difficult terrain and their base Jump and Move both increase by 1. In addition, a character with Float may walk freely over liquid surfaces.

Jump +3
    Increase the character's base Jump by 3.

Large Size
    The character is size category Large

Move +2
    Increase the character's base Move by 2

Move Teleport
    The character can teleport short distances. Whenever a character with Move Teleport uses a move action, they may teleport 4 Squares in any direction as long as the destination Square does not have a height difference greater than 4 to the character's original Square and is indeed on solid ground. The character need not have the destination within their line of sight. As long as the destination is indeed a legal square, they may teleport there. A character may attempt to increase this distance and height but at a risk of losing the movement. Every 1 Square and Height over the base 4 distance traveled accumulates a 5% teleport fail chance. For example, if a character wanted to teleport to a Square 5 differences in height and 7 Squares away, they would have a 20% chance of failure. If the Teleport fails, the character does not move from their originating Square and the movement is lost.

MODIFIED RULES ON TECHS

Scan may target any enemy within 6 squares of the user. Only cost changing Secondaries like Sacrifice and Charge Power may be linked to Scan.

Neutralize and True Neutralize no longer exist.

All Healing, Power Attack, Attack Magic, Status Effect and Dispel Techs affect 5 squares in a cross formation centered in the target square, hitting friend and foe alike within the zone (Keep in mind you CAN hit yourself as well):
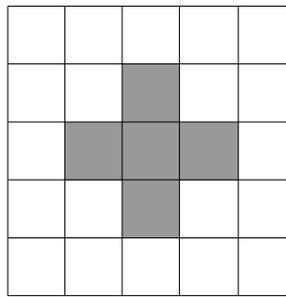
Unless otherwise noted in the description of the Tech, all Techs not modified through Secondaries must originate in a Square you currently occupy or a Square adjacent to you.

All Techs unless modified through Secondaries have a Height of 1. This means that the Tech affects all Squares with an equal height or a height 1 difference away from the Target Square.

As long as a target is within at least one of the affected squares, they are subject to that Tech or Ability.

Status Effect Mini does not affect Small creatures. A creature affected by Mini is shrunk down to the Small Size Category, or INCREASED in size in the case of a Tiny creature.

NEW TECHS

Don't Move:
Don't Move is a Level 2 Status Effect with a base attack modifier

of -55. A character/monster under the effects of Don't Move cannot move until the effect wears off. The duration for Don't Move is 1d4+1 ticks.

Don't Act:
    Don't Act is a Level 3 Status Effect with a base attack modifier of -65. A character/monster under the effects of Don't Act cannot do anything but move until the effect wears off. The duration for Don't Act is 1d4+1 ticks.

Fear:
    Fear is a Level 1 Status Effect with a base attack modifier of -40. A character/monster under the effect of Fear are forced to move away from enemies if able.

Fleet Foot:
    Fleet Foot is a Level 3 Positive Status Effect that increases the target's movement by 4 for the duration of the effect. Lasts 1d4+1 ticks.

Float:
    Float is a Level 2 Positive Status Effect that bestows upon the Target the same benefits as the Float Support Skill for 1d4+1 ticks.

Grow:
    Grow is a Level 4 Status Effect that increases the Target's Size category by 1 step. Lasts for 1d4+1 ticks. Automatically fails if the target cannot occupy the newly grown space.

Flight:
    Flight is a Level 5 Status Effect that allows the target to fly as per the Flight Command Skill only without any MP cost to the target. Lasts 1d4+1 ticks.

MODIFIED RULES ON TECH SECONDARIES

    The limitation on how many Secondaries a Tech may have is now three instead of only two. In addition, Secondaries that change the cost of the Tech no longer count towards this limit. If an MP modifier would raise the MP Cost of a Tech higher than 8, the effective cost stops at Level 8 on the chart.

Area Effect, Backfire and Short Range Tech Secondaries no longer exist.

Random Target may ONLY be used with the -2 version now.

NEW TECH SECONDARIES

Single Target
MP Adjustment: -1
The Tech only affects the Target Square you designate.

Ranged
MP Adjustment: Varies
The Tech's Centered Target Square may be some distance away from you. To designate the Target Square for the Tech 4 Squares away, the MP Adjustment is +1. For 6 Squares, it is +2.

Exclude Self
MP Adjustment: Varies
The Tech does not affect the user.
If the Tech is an Absorbency, Dispel, Esuna, Healing, Immunity, Invulnerability, Positive Status Effect, Stat Boooster or Resistance Tech, the MP adjustment is -1.
Any other Tech, the adjustment is +1.

Exclude Allies
MP Adjustment: +1
The Tech does not affect you or your Allies. Good for attacks you don't want hitting your friends.

Exclude Enemies
MP Adjustment: +1
The Tech does not affect Enemies. Good for Beneficial Techs you don't want to risk affecting enemies with as well.

Increased Area
MP Adjustment: Varies
For +1 adjustment, increase the area of the Tech by 1. That means Healing, Power Attack, Attack Magic, Status Effect and Dispel Techs use the diamond shape:
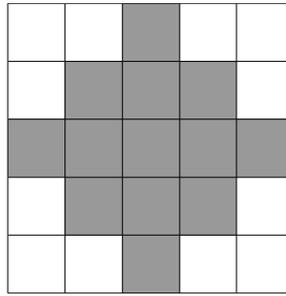
And all others become the cross shape:
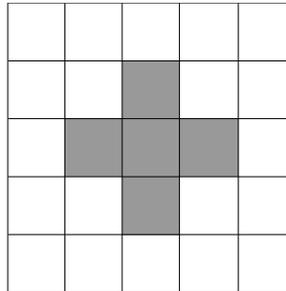
For +2 adjustment, the height also increases by 1 for the Tech.

Equal Height:
Mp Adjustment: -1
        The Tech only affects a Square on an exactly equal height to you.

Affect All Allies:
MP Adjustment: +3
        The Tech affects ALL your allies regardless of where they are on the board.

Affect All Enemies:
MP Adjustment +3
        The Tech affects all enemies regardless of where they are on the board.

Target Everyone:
MP Adjustment: -3
        The Tech affects ALL combatants on the board, friend and foe alike regardless of where they are on the board. It really does hit EVERYONE.

NEW EQUIPMENT OPTIONS AND RULES

WEAPONS

Long Range now gives all Normal Attacks with weapons a Range of 6 and a height of 6.

ARMOR & GUARDS

Move +1: 2 Points
    Increase the wearer's Base Move by 1

Jump +1: 2 Points
    Increase the wearer's Base Jump by 1

RELICS

Move +1: 3 Points
    Increase the wearer's Base Move by 1

Jump +1: 3 Points
    Increase the wearer's Base Jump by 1

Ignore Difficult Terrain: 4 Points
    The wearer ignores difficult terrain

Teleport: 8 Points
    The wearer gains the Move-Teleport Support Skill. If the user already has Move-Teleport, the distance and height both become 8.

MONSTER POWERS

Flight is now a Level 5 Monster Power and the monster may move 4 squares in any direction, ignoring difficult terrain but not obstacles such as enemies or solid objects. The monster need not land on a solid surface at the end of this move.

LEVEL 2 POWERS

Large Size
The Monster is of the Size category Large

Reach +1
The Monster's Reach increases by 1. Does not stack with other Reach modifying Monster Powers. May only take this power once.

Swim
The Monster may swim 4 Squares instead of only 2 while in water.

Movement +1
The Monster's Base Move increases by 1. Does not stack with other Movement modifying Monster Powers. May only take this power once.

LEVEL 3 POWERS

Movement +2
The Monster's Base Move increases by 2. Does not stack with other Movement modifying Monster Powers. May only take this power once.

Reach +2
The Monster's Reach increases by 2. Does not stack with other Reach modifying Monster Powers. May only take this power once.

Ignore Difficult Terrain
The Monster ignores Difficult Terrain

LEVEL 4 POWERS

Huge Size
    The Monster is Size Category Huge

Teleport 4
    The Monster may Teleport 4 Squares as a Move Action

LEVEL 5 POWERS

Movement +3
    The Monster's Base Move increases by 3. Does not stack with other Movement modifying Monster Powers. May only take this power once.

Reach +3
    The Monster's Reach increases by 3. Does not stack with other Reach modifying Monster Powers. May only take this power once.

Teleport 5
    The Monster may Teleport 5 Squares as a Move Action.

LEVEL 6 POWERS

Movement +4
    The Monster's Base Move increases by 4. Does not stack with other Movement modifying Monster Powers.

Gargantuan Size
    The Monster is Size category Gargantuan

Teleport 6
    The Monster may Teleport 6 Squares as a Move Action.

The above rules were created by AgentBoogeyman, aka Boogey, one of the few major contributors of the ZODIAC FFRPG community.

MAP CREATION

When creating maps for a Map Combat game in ZODIAC, you need to remember a few things.

The first thing is the size of the battlefield. A good minimum size for a battlefield is 18 inches by 18 inches. If you want a larger battlefield, the recommended maximum size would by 30 inches by 30 inches.

The second thing to remember is elevation, or the height of each square on the battle. This is important in regards to certain techs, support skills, and monster powers. Also, height determines if a character can Jump to a higher square or not. When designing the map, be sure to note down on the map the height of each square.

The final item to note is the kind of encounters you have planned for battles on the map. If the encounters have medium characters or smaller, then you have no worries. However, if you have creatures like Iron Giants, Behemoths, and (dare I say it) Biotechnological Weapons, then certain things need to be applied. Take account of the size of all creatures when designing the map. Give them room to move around the map so you can challenge your characters. Nothing spoils a battle more then a poorly planned encounter due to the lack of room for a creature of larger size to move about to attack your player's party.

MONSTER CREATION

Monsters are easy to create in ZODIAC when Map Combat isn't involved. However, it changes a little bit when you Have Map Combat. The Monster Creation Tips by AgentBoogeyman do not take into account the rules on Map Combat. So here is the way for Map Combat Monsters to be created. It retains AgentBoogeyman's process, but with a few minor adjustments to fit into a ZODIAC Map Combat game.

STEP 1: CONCEPT & MONSTER TYPE
The very first thing when creating any type of enemy is the conceptualization of it. Visualizing the creature-to-be helps in deciding the placement of its stats, the types of attacks it has, and the type of monster it is. Is it a swift and agile, but frail, like a sylph. Or is it a powerful hero killing beast that looms over the party as a Behemoth would. Maybe it's a creature only imaginable in the mind of it's creator. Visualize and imagine it. If that's not working, watch a movie or read a story for inspiration. Something is bound to catch attention, especially of any party that faces the beast.

Monsters have types. It's up to the Master to create, and discuss with the players, the types monsters within the campaign fall into. Some example types are Humanoid, Beast, Elemental, Mage, Undead, and Slime. Types must be assigned if a player decides to put Dedicated on their weapon or tech.

STEP 2: SIZE CATEGORY
The size of the monster must be determined at this stage. The size of the monster will alter its stats, both base and derived. Tiny to Medium monsters have no effect on base stats. However, Large, Huge, and Gargantuan sizes have assigned Tech Levels. Large cost 2 tech levels, Huge cost 4 and Gargantuan cost a massive 6 tech levels. keep this noted down when it comes down to Step 5. For derived stat changes, see SIZE and find the size category for the monster.

STEP 3: MOVEMENT & REACH POWERS
If the Monster is known for moving very fast, add a 'Move +X' Monster Power that fits it. What about long extendable tentacles? Add a Reach+X modifier. The only other Modifiers available are Swim, Flight, Ignore Difficult Terrain, and Teleport. Swim is more appropriate for water-born creatures like Sahaugins and Ichythons. Flight is a good

choice for Zuus and other aerial creatures. Ignore Difficult Terrain can apply to Ghost (It can move unhindered because its incorporeal), and Sandworms (because they can burrow under difficult terrain). Finally, teleport works for powerful mages or demons, such has Mindflayers and enemy Thaumaturgist. Remember the total of tech levels chosen, for Step 5 is near.

STEP 4: TECHS & OTHER MONSTER POWERS
Now, we can add the other Monster Powers and maybe some Techs. As before, remember your conception of the creature, and choose what you think goes best with it to make it a challenge. Note down the Tech Levels.

STEP 5: DETERMINE MAGIC & TECH RESOURCE COST
Now it gets tricky. First, add the total number of Tech levels from Size, Movement/Reach, and Powers/Techs. Monsters have a number of Tech levels equal to 1 + (Monster's Magic stat / 5). So subtract 1 from the total, and then multiply it by 5. This goes into your Magic Stat. For example, if the Monster has 7 Tech levels worth of abilities, drop it to 6, the multiply it by 5. The Monster's Magic stat is now 30.
Next, look back at the Techs you created for your monsters. Remember everything cost something, be MP, HP, or SP. Figure out how many times you want the creature to use it's Techs. Once calculated, move on to the next step.

STEP 6: SETTING BASE STATS
This Step isn't really tricky, in fact it's simple. Fill in the other Base Stats until you believe it's a threat to a party with a level at most 5 lower then the creature.

STEP 7: CALCULATE DERIVED STATS
Also easy. Follow the Core Rules on Monster Creation to figure the figures for your monstrous spawn of your masterful mind.

STEP 8: STATUS IMMUNITIES & VULNERABILITIES
The point of an encounter is not to kill off the party, but to challenge them to keep them in the game. Sometimes, if the monster is tough to damage with attacks and damaging techs, give it a number of Status Vulnerabilities. Status Immunities help toughen up monsters that are suppose to be a challenge (such as a Boss Monster). However, if a Monster is dealing massive damage, give a few things to

counteract it's superiority. Curse, Slow, and Power Break are good ones. Even Poison would do to help the party out. Remember, ZODIAC, as well as other RPGs, are suppose to be fun.

STEP 9: SET DROP AND STEAL ITEM REWARDS

Does this topic have to be noted? Give the monster something it might drop if defeated. If there is a thief amongst the party, or at least someone with either Steal command skill, or a Steal as Well tech secondary, give it a steal item. Some Masters have been known to allow PCs to use steal, and if successful, cause the previous holder of the item to lose a vital, if not overpowering, use of a certain ability.

STEP 10: TACTICS & STRATEGIES

Is this not what Map Combat is about? While some monsters have no team effort whatsoever, There are a few of them that have an innate ability to work together and challenge heroes from all walks of life. Silver Lobos, Gremlins, and even a certain type of Bomb have been known to cause trouble for even the most experienced of party members. If the monster is capable of working together with others of it's kind (read as hunt down prey as a group), give it a strategy that gives it an edge. It doesn't even need to be working with it's own kind. It can work with a hive mentality, (a Master-and-Slave relationship, in other words.) so the 'soldiers' defeat the enemy while the 'commander' helps in boosting or healing the lower creature's stats. It can also work the other way around. Maybe the big monster slays the party while the small fries cure it or buff it up or even help debilitate the big monster's meal to be. Those are just a few of the ideas one can use in tactical battle scenarios.

ADDITIONAL RULES

These are all optional. As the Master, you can decide whether you want to add these into your game or not. If you are unsure, ask you're players if they would like it in the game. Remember to have fun. If the rule is causing this, the Master has all the right to remove it or replace it to fit better.

MISSIONS & VICTORY CONDITIONS

It's up to the Master whether or not to add missions in the game. Missions are scenarios within Map Combat campaigns that are assigned by a NPC for a party to complete. If completed, a reward is given, be Gil, items, equipment, summon characters, or a combination of these. Most missions have a simple victory condition of 'Eradication', while others have more complex or difficult conditions.

Below is a list and definition of many kinds of victory conditions and sample missions that fit these.

- Eradication - Defeat all enemies on the battlefield before they defeat you. Sample Missions: Defeat the Bandits.
- Assassination - Defeat a certain enemy(s) on the battlefield. Other enemy units will make this difficult to complete. Sample Mission: Kill 'His Royal Ripeness', the Giant Flan.
- Protection - Insure that the specified character(s) is not defeated. Enemy units will make this difficult to complete. Sample Mission: Save Palom and Porom, Magic Twins.
- Recovery - Find and obtain a specific item or important character. Enemy units will make this difficult. Another option for an item recovery is one enemy has it on their being. Defeat the enemy by killing them, or before they escape or destroy the item. Also works with a 'catch the foe' scenario. Sample Mission: Retrieve the Fire Crystal. Sample Mission 2: Apprehend the Thief King.
- Secure Location - Like Protection, this victory condition is about preventing the enemy from entering a specific location controlled by the party by any means necessary. If the enemy enters the structure with more units than the party has, then the party has failed. Otherwise, the mission is successful. The Master is encouraged to allow the enemy to flee if things seem bleak. If so,

reward the party with the total experience they would get as if all enemies were defeat. Sample Mission: Protect Fort Valhalla

FINISHER XP

This option allows players to gain XP for the enemies a player kills themselves. This only applies to normal monsters, boss monsters reward the party their normal amount of XP, no matter who kills them or not. If a character kills an enemy, they gain 25% of the XP that enemy would normally have, rounded up. Once the victory condition is met, they get their Finisher XP first, then they get the total XP of the battle in full.

Example: The party consist of four characters at the start of the Master's Map Combat campaign. They are against seven Bandits, also at level 1. During the course of the battle. Character 1 kills 2 bandits, Character 2 and 4 kills a a single bandit, and Character 3 kills 3 of them. Before the Master tallies up the Total XP to give to his players, The Master had calculated what they got from their kills. Character 1 gets 18 XP, Character 2 and 4 gets 9 XP, and Character 3 gets an additional 27 XP. They then get their Mission XP of 62 XP each. They all Level UP! Character 1 has 80 XP, 2 and 4 has 71, and 3 has a whopping 89 XP.

SUMMONS IN MAP COMBAT GAMES

When playing in any ZODIAC FFRPG campaign, the question on Summons will pop up. Normally, the Master will refer to the Summon Section of the ZODIAC Final Fantasy RPG core rules.

But what about campaigns using Map Combat? Well, there are a few modifications to note about summoning in such games.

First and foremost, Summoned characters have access to a number of Monster Powers that deal with Movement, Reach, Jump distance, and unmodified powers within the core rules, and another with Size. However, there are restrictions to this.

The Summon character's size determines the number of other Map Combat powers they can have. The number of Non-Size powers is equal to the Summon Character's Size plus three. For example: the Master created the summon Titan as a Large character. So, Titan can

have a number of monster powers with a total of 5 Levels. The Master chooses Wind Weakness, Earth Resistance, Exceptional Strength +10, Great Fortitude and Movement +1 (-1 weakness + 1 resistance + 1 stat + 2 fortitude + 2 map combat movement = 5). Summoned Characters of Small Size have 3 levels on non-Size monster powers.

      The Size of the Summon cannot exceed it's Tech Level + 1 (If you have a level 1 summon, It cannot have a size greater than Large (Level 2 monster power).

      Second, The Summon cannot move farther than 6 squares from it's summoner. The Summon's base must have at least one square within this range. If either summon or summoner's distance moves father than this, the Summon disappears. The core rules on Summons still apply within Map Combat. The summoner is able to fight within Map Combat games alongside their summon. The down side is the Summoner can be targeted by enemies.

      Third, the Summon must be summoned adjacent to it's summoner, as well as be able to fit within the allowed space. If any character or impassable terrain (including any passable terrain at an inaccessible height) is in the way, summoning isn't possible.

      Finally, The summon's signature tech has either Affect All Enemies (for harmful techs), or Affect All Allies (for beneficial techs). Additionally, The MP modifier for this drops down to +1 MP level, instead of +3 MP levels. This applies to the signature tech only. Additional techs are unaffected.

TRICKS ON ENHANCING YOUR GAME

HEROES AND FOES IN ZODIAC TACTICS

REPRESENTING YOUR CHARACTERS AND FOES IN MAP COMBAT

Characters and Enemies alike must have some sort of item to symbolize how and where they are on the battle board. Here's a list of ways that a player or master can have figures in battle, be flat or 3-D terrain.

- Manufactured Miniatures - The best miniatures for Map Combat are of the 25mm to 28mm base size variety, such as Dungeon & Dragons and Warhammer, among others.
- Card Stock Standers - This is an easy (and inexpensive) way to represent your character. First, find (or for you Arty Artiste out there, draw/color) a picture of your character. Next, shrink it down until the picture's width is roughly under 1 inch (or other Size category (½ inch for Small, 2 inches for Large, 3 inches for Huge, and 4 inches for Gargantuan)). Then, print out the character and cut it to size. You don't have to cut it around the character exactly, but the bottom width has to be roughly under the appropriate size. After that, Cut out a triangle about 2½ inches wide on all sides. Fold the triangle with the bottom having three folds, each fold meeting the top point, and tape the outer folds together. Finally, glue the picture to the triangle. Make sure the triangle is upright, or your mini won't work.
  Note: Laminate your picture first to prevent it from liquid damage. Additionally, if you laminate the triangle, score the folds of the triangle to make it easier to fold and tape.
  Note: Master's may want to print multiple enemies on a single sheet by placing them in a tiled arrangement before printing. Saves a lot of wasted paper this way. A good program to do this is nanDECK (Basically it's purpose is used to make cards, but a little tweaking can give you LOADS of pictures in PDF format. See MiniTestnanDECK.pdf included with this package
- Foam Board Standers - Similar to the concept of Card Stock Standers, However, The steps are slightly different. First, cut a piece of ¼ inch thick foam board in roughly a 1 inch square (for

Medium sized Characters; see Card Stock Standers for other sizes). This is the base. Next, cut a ½ inch wide and 1 (plus ½ inch for every size category higher, or just ½ inch for Small sized creatures) inch tall strip of foam board. Glue the strip down the middle on the back of the picture on the edge of the strip (the ¼ inch edge). Finally, glue the bottom of the strip to the center of the base. Once dried, you have your mini ready.
Note: A single piece of basic foam board can have 400+ medium sized bases, with enough room left to make the strips for each base. Masters are encouraged to use the 'print multiple enemies on a single sheet' method to save cost and card stock.

- Ceramic Tiles - Take X inch tiles, and glue/ attach a card stock 'mug shot' of your character onto it. That's all there is to it. Foam board can also be used just as well for this.
Note: Masters can use this tip to make mass amounts of enemies. However, Masters must remember to designate each enemy to avoid confusion of which enemy is which in battle (Example: Instead of leaving them as 'Goblins', designate them as 'Goblin A', 'Goblin B', 'Goblin C', by writing the letter in one corner of the Goblins' mug shots.)

- Create Your Own - If you cannot find a mini that you think best presents your persona in a ZODIAC FFRPG campaign, then make one! There are a number of sites that can explain to you how. A good way to learn is by watching tutorials. I recommend Storm The Castle's series of videos on crafting minis (Storm The Castle's How to Sculpt Fantasy Miniatures series)