

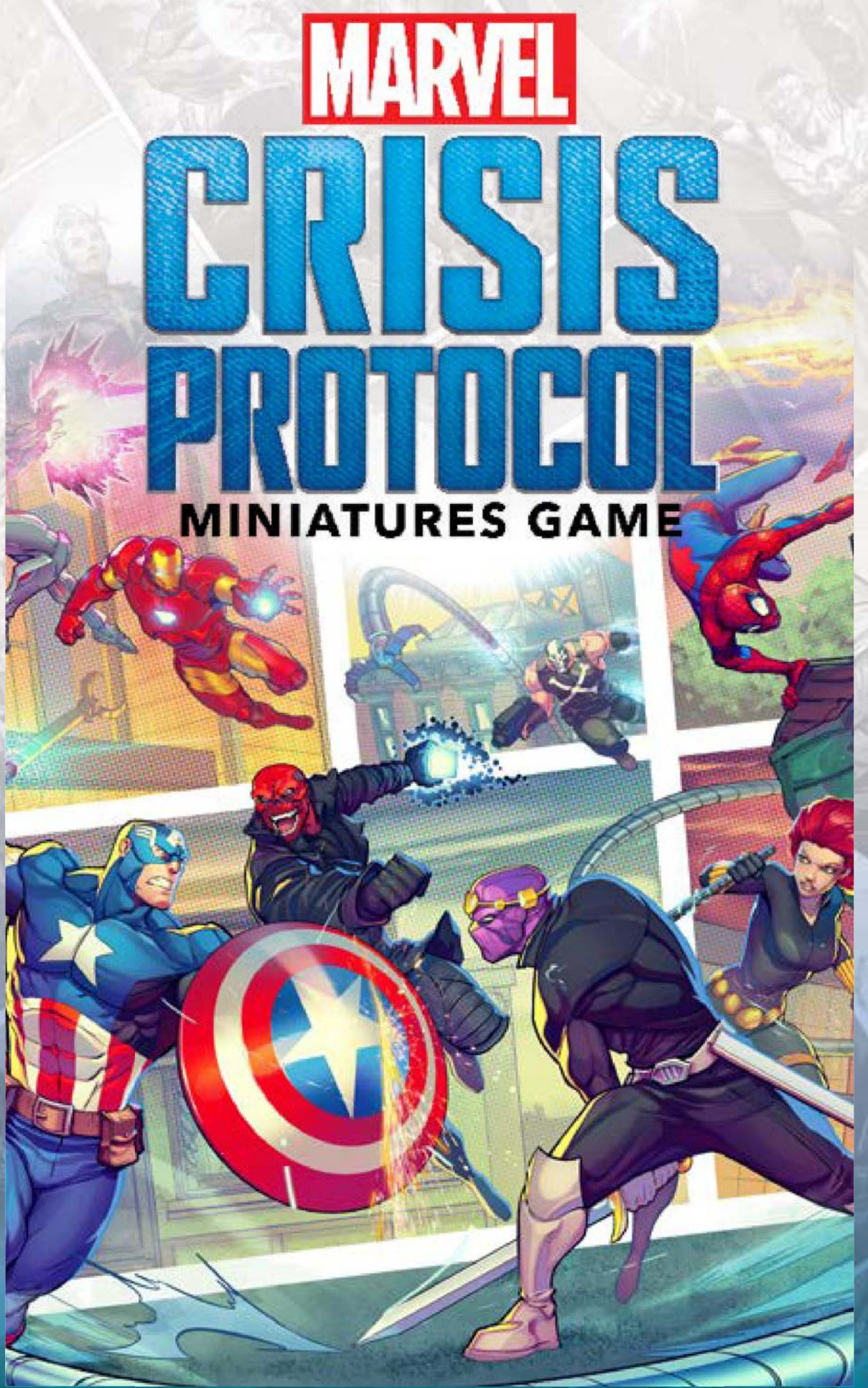
08/02/24

# FAQ & ERRATA

**MARVEL**

# CRISIS PROTOCOL

MINIATURES GAME



## FREQUENTLY ASKED QUESTIONS:

Below you will find a list of frequently asked questions and clarifications to the *Marvel Crisis Protocol* miniatures game.

### CORE RULES:

**Q:** Some times a rule tells a player to push a character toward or away from a token. What happens if the character's base is centered on the token?

**A:** In this case the character can be pushed in any direction.

**Q:** What happens if a character picks up or gets an Objective token placed on them, but they cannot hold Objective tokens?

**A:** A character that cannot hold Objective tokens cannot pick up or have objective tokens placed on them in any way.

**Q:** When a rule says that a character may modify or reroll Failure (☹) results, does that mean that I can reroll as many failures as I roll?

**A:** No, it does not. When a rule states this it is giving the player permission to break the Core Rules of the game that state a player may not modify or reroll Failure (☹) results. A player must still have an effect that grants a modification or a reroll to use on any Failures (☹) they have rolled.

**Q:** When an effect grants a character cover, if I attack them from within Range (⊕) 2, do they still benefit from cover?

**A:** Yes, they do. The Range (⊕) 2 restriction for cover only applies to how cover is gained from terrain. Effects will list any requirements they may have for a character gaining cover.

**Q:** When an effect lists multiple things happening but I cannot do part of the effect, do the other portions of the effect still happen?

**A:** Superpowers or special rules that list a series of events that are related must meet each event for the next event to occur. For example, the Martial Prowess super power states Gamora rolls 5 defense dice instead of her normal defense. It then goes on to state if she suffers no damage from the attack an effect occurs. If she were to use Martial Prowess and something else were to occur causing her to no longer roll defense dice the secondary effect would not occur.

Some special rules will also list additional effects. When this happens either a line break will separate the effects or the word **Additionally** will appear showing that this is now a new effect.

**Q:** I think I can throw a character so it will collide with two other characters at the same time? What do I do?

**A:** If players determine that a thrown character would collide with multiple characters simultaneously the player performing the throw chooses one of the two (or more) characters to suffer the collision of the throw.

**Q:** When a character is standing on top of a terrain feature and attacks a character that is not, when measuring range do I take into account the angle down to the board?

**A:** No, you do not. The measuring tool should be held parallel to the board and the vertical distance between the character and the target is not taken into account when measuring.

**Q:** When the rules reference the 'end' of a measuring tool, what does that mean?

**A:** The end of a movement tool is the curved portion of the end of the tool. When the end is placed in contact with a character, the characters base must touch both points on the tool. The end of a range tool is the flat portion of the tool. When using a Range tool to measure players must use the flat end to the flat end and may not use opposite corners to measure distance.

**Q:** I have two characters with the Bodyguard Reactive Superpower, Captain America and Okoye. An enemy character attacks an allied character, and I choose to use this superpower to change the target of the attack to Captain America. Can I then choose to use bodyguard again on Okoye and have her become the target of the attack instead of Captain America?

**A:** Yes, you can! When a player has multiple reactive abilities they can choose the order in which they resolve inside of the window of their use, but all requirements of the ability must be met at the time of their use.

**Q:** If a superpower or attack has a power cost of X and something reduces its cost, what happens?

**A:** Superpowers or attacks with a cost of X cannot have their cost reduced.

**Q:** When a character is making a Beam or Area attack and an effect moves the character part of the way through resolving all of the attacks, what happens?

**A:** Range is measured before any attacks are made - all characters that are were in range at the start of the attack are still considered to be in range. Range is not measured again from this new position.

**Q:** When a character is making a Beam or Area attack and an effect Dazes or KO's the attacking character, what happens?

**A:** No additional attacks are made and the attack ends.

**Q:** Terrain Sizes list 1 through 5 in the rule book, can I have larger terrain than that?

**A:** Yes, you can! However, you should be careful when creating battlefields that contain terrain larger than Size 5. Make sure any terrain of Size 6 or larger does not interfere with characters access to Objective tokens as it will be very difficult for characters to traverse Size 6 or larger terrain features.

**Q:** When a character throws a terrain feature, is this distance measured from the character or from the terrain?

**A:** When a character throws a terrain feature measure the distance of the throw from the character performing the throw, not from the terrain feature being thrown.

**Q:** If Ultron is KO'd by an effect before attack damage is dealt and uses The Age of Ultron to "revive", does he still take the normal attack damage or any other effects that occur after he was KO'd?

**A:** No, he does not. Once KO'd no more effects of the attack can apply to a character even if they are brought back by an effect before those effects would apply.



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**Q:** Which effects modify dice?

**A:** “Modify”, “reroll”, and “change” effects modify dice. “Count as” and “treat as” effects do NOT modify dice.

## CHARACTERS:

**Q:** If the Freedom Force leadership from Mystique is used to place a token on an objective that already has a token placed on it from Freedom Force, who secures the objective?

**A:** The player that has most recently placed a Freedom Force token on the objective secures the objective.

**Q:** If two players in a game are both playing Magneto, can one Magneto benefit from the other Magneto’s Metallic Constructs?


**A:** No, each Magneto puts their own Metallic Constructs into play. Their rules reference and affect only their own Metallic Constructs.

**Q:** When Iron Man uses Friday AI, does it affect all my attacks made with Unibeam or only the first attack?

**A:** Because Friday AI affects ALL attack rolls from the next attack action made it will add +2 dice to ALL Unibeam attacks. Keep in mind that most effects like this on other characters only affect the NEXT attack made by a character.

**Q:** When a character is Dazed and has a Leadership ability does my team still gain the benefit of that Leadership?

**A:** Yes, they do! When a character is Dazed they retain their Leadership abilities, but not superpowers. Leadership abilities are not superpowers. However, a Leadership ability no longer benefits a squad once the character is KO’d.

**Q:** If Doctor Octopus is defending against a character that can modify his dice and rolls a Critical , but that die is later changed to a blank, does he gain power from Scientific Hubris?

**A:** Because Scientific Hubris takes effect “After the effect is resolved” the result must be in the final roll. Doctor Octopus would not gain a power in this case.

**Q:** M.O.D.O.K. has targeted Black Widow with his Doomsday Chair attack. Captain America then used his superpower Bodyguard to change the target to himself. The Whirling Blades special rule says I can make another Doomsday Chair attack, but I cannot choose the Original Target for the second attack. Which character is the Original Target?

**A:** When rules state Original Target they are referring to the target of the previous attack - so in this case that would be Captain America. You could select Black Widow for the second Doomsday Chair attack.

## TACTIC CARDS:

**Q:** When I use the Ricochet Blast Team Tactic card do I have to use an attack action to make the attack?

**A:** Yes! The Team Tactic card itself gives Iron Man access to the attack profile - he must still spend an action to make the attack.

**Q:** When using the Ricochet Blast tactic card does Iron Man need Line of Sight to Captain America to bounce his blast off the shield?

**A:** No line of sight is needed from Iron Man to Captain America to use this card.

**Q:** If a Team Tactic Card does not specify the source of its effects (such as for a Throw), what is the source?

**A:** If a card does not specify, the character that played the Team Tactic Card is the source of its effects. If multiple characters played the card, they are all the source.

## CRISIS CARDS:

**Q:** If the scenario cards have the same or similar placement of tokens and there is overlap where do you place the tokens? Is it fine to just put them on top of each other?

**A:** Yes! The tokens are stacked on top of each other.

**Q:** When setting up a scenario, do I measure from the center of the Objective token or the edge?

**A:** When placing objective tokens during set up measure to the center of the token.

**Q:** Can you drop an objective token?

**A:** A character holding an objective token cannot drop it voluntarily.

## ERRATA


From time to time there may be a typo that needs correcting or a rule that requires updating on a printed card. If that is the case we will list any updates below.

**Core Set [CP01] Black Widow Stat Card:** Replace the Alter Ego with Natasha Romanoff.

**Core Set [CP01] Spider-Man Stat Card:** Replace the Healthy stamina value with 6.


**Core Set [CP01] Escort to Safety Team Tactic Card:** Replace the second sentence of the second paragraph with the following text: *If at the end of the Push the targeted character is outside of the attack’s Range or the attacker’s LOS, the attack ends.*

**Drax & Ronan [CP20] Ronan the Accuser Stat Card:** Replace the text of the Accuser superpower with the following text:

*If an enemy effect would cause this character to be Dazed or KO’d, it may use this superpower. It is not Dazed or KO’d. After the effect is resolved, this character advances , makes one attack targeting the enemy character that caused the effect, and is then Dazed or KO’d.*

**Ronan the Accuser [CP20] Ronan the Accuser Stat Card:**

Replace the text of the Judgement superpower on his Injured side with the following text:

*When this character or an allied character within  3 of this character is damaged by an enemy effect, after the effect is resolved, you may use this superpower. The character that caused the effect gains the Judgement special condition.*

**Thanos [CP25] Ultimate Encounter Tip Card [Cosmic Threat]:**

Add the following sentence to All That For A Drop Of Blood: *Then flip this character’s card over to the Injured side.*



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**Angela & Enchantress [CP28] Angela Stat Card:** Replace the text of the Living Ribbons superpower with the following text:

*While an Enemy character is advancing or climbing it cannot place the movement tool overlapping this characters base. Enemy characters cannot reroll or change attack dice when targeting this character with attacks.*

Replace the text of Angelic Assassin superpower with the following text:

*If this character Dazes or KO's an enemy character with an attack during its activation, this character may use this superpower. After the attack is resolved, this character immediately advances Ⓢ, then makes a Xiphos, the Sword of the Stars attack. This superpower can be used only once per turn.*

**Angela & Enchantress [CP28] Grievous Wounds Tactic Card:** Replace the second paragraph with:

*If the target character is dealt Ⓣ by this attack, the target character cannot have damage removed from it this Activation Phase.*

**Kingpin [CP29] Kingpin Stat Card:** Replace the text of the Illicit Network Leadership ability with the following text:

*Once per turn, at any time during an allied character's activation, it may spend 2 Ⓢ to use this Leadership Ability. Move one Asset or Civilian token being held by the active character to another allied character within Ⓢ 3. A character cannot hold more tokens than allowed by the crisis due to this Leadership Ability. Additionally, each Healthy non-Grunt allied character contesting an objective token counts as two Healthy characters when determining who is securing the objective token.*

**Bullseye & Daredevil [CP30] Daredevil Stat Card:** Replace the Push special rule on the Baton Hook attack with:

*Ⓢ Push: If the target character is Size 2 or less, before Ⓣ is dealt it may be pushed toward this character Ⓢ.*

**Punisher & Task Master [CP32] Taskmaster Stat Card:** Replace the icon of the *Photographic Reflexes* superpower with Ⓢ.

**Amazing Spider-Man & Black Cat [CP37] Amazing Spider-Man Stat Card:** Replace the text of the Momentum special rule with the following text:

*After this attack is resolved, choose another enemy character within Ⓢ 2 of the target character. Place this character within Ⓢ 1 of the chosen character. The chosen character suffers a collision as if this character were Thrown into them.*

**Captain America & War Machine [CP38] Captain America Stat Card:** Replace the text of the All New, All Different Leadership ability with the following text:

*When an allied non-Grunt character is Dazed or KO'd by an enemy effect, choose another non-Dazed allied character. After the effect is resolved, the chosen character removes 1 Ⓣ, removes 1 special condition, and may Advance Ⓢ. A character can be affected by this Leadership ability only once per Round.*

**Storm & Cyclops [CP41] Storm Stat Card:** Replace the second sentence of X-Men Gold Leadership ability with the following text:

*If you do, choose another allied character within Ⓢ 2 of the active character.*

**Mystique & Beast [CP43] Beast Stat Card:** Replace the text of the Stars and Garters superpower with the following text:

*While this character is defending or dodging, during the Modify Dice step, it may spend up to 3 Ⓢ to use this superpower. For each 1 Ⓢ spent, this character may reroll one of its defense or dodge dice.*

**Bob, Agent of Hydra [CP45] Stat Card:** Replace the third special rule of the Excessive Violence attack with the following text:

*After this attack is resolved, this character is Thrown Away from the target character Ⓢ. This Throw is resolved by the player controlling the target character. Then, if this character does not have a Dazed token, it suffers 3 Ⓣ.*

**Mister Sinister [CP46] Deadly Legacy Virus Cured? Crisis Card:** Replace the setup section with the following text:

*Place three Legacy Cures (Asset) as shown on map C.*

**Mister Sinister [CP46] Mister Sinister Stat Card:** Replace the text of the Strike attack with the following text:

*After this attack is resolved, this character gains Ⓢ equal to the Ⓣ dealt.*

**Blade & Moon Knight [CP48] Blade Stat Card:** Replace the text of the Supernatural Senses superpower with the following text:

*While this character is defending against a Ⓣ or Ⓢ attack, during the Modify Dice step of the attack, it may use this superpower. This character may reroll any number of its defense dice, including Ⓢ results.*

**Scarlet Witch & Quicksilver [CP63] Scarlet Witch Stat Card:**

Replace the text of the Curse superpower with the following text:

*When this character is damaged by an enemy effect, after the effect is resolved you may use this superpower. The character that caused the effect gains the Judgment special condition.*

**Cosmic Ghost Rider [CP90] Cosmic Ghost Rider Stat Card:**

Increase the Ⓢ cost of the Power Cosmic Penance Stare attack to 8.

**Cosmic Ghost Rider [CP90] Cosmic Ghost Rider Stat Card:**

Replace the text of the Chains of Cyttorak superpower with the following text:

*Choose a character within Ⓢ 3 of this character and Push it Toward this character Ⓢ. Then the chosen character gains the Incinerate special condition. This super power can be used only once per turn.*

**Cosmic Ghost Rider [CP90] Cosmic Ghost Rider Stat Card:** Replace the text of the I'm the Spirit of Vengeance, Bearer of the Power Cosmic, and Just a Bit Unstable superpower with the following text:

*During the Cleanup Phase, remove all Psychosis tokens from this character. Then, this character rolls 5 dice. For each Ⓢ, Ⓢ, and Ⓢ results rolled, this character gains 1 Ⓢ. Then, if this character has 5 or more Ⓢ, this character gains a Psychosis token and drops all objective tokens it is holding.*



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### Cosmic Ghost Rider [CP90] Cosmic Ghost Rider Stat Card:

Replace the text of the Ready to Roll superpower with the following text:

*At the start of the first **Power Phase** and when this character would be Dazed, this character gains a Psychosis token. While it has a Psychosis token, it counts ☹ results in its attack, defense, and dodge rolls as successes. While this character has a Psychosis token, it cannot hold, Contest, or Interact with objective tokens. This character can have a maximum of one Psychosis token at any time.*

**Malekith [CP93] Malekith the Accursed Stat Card:** Replace the text of the Conqueror of the Ten Realms superpower with the following text:

*During the Power Phase, this character gains 1 additional ☹.*

**Malekith [CP93] Malekith the Accursed Stat Card:** Replace the Power Cost of the Ferocity superpower with 3.

### Mojo Ball [CA14] Deployment:

Replace the Deployment section with the following:

*Characters deploy within ⊕ 5 of their deployment edge. Roll dice to determine priority as normal.*

### Mojo Ball [CA14] Line of Scrimmage:

Add the Line of Scrimmage section after the Deployment section with the following text.

*The Line of Scrimmage is the shortest line between the 2 Jails.*

### Mojo Ball [CA14] Tokens:

Replace the first sentence of the second paragraph of the Zones section with the following:

*A player's Zones are the Zones closest to their deployment edge.*

*During its activation, a character holding 1 or more Balls may spend 2 ☹ to interact with the opposing player's Zone. Characters cannot interact with their controlling player's Zone.*

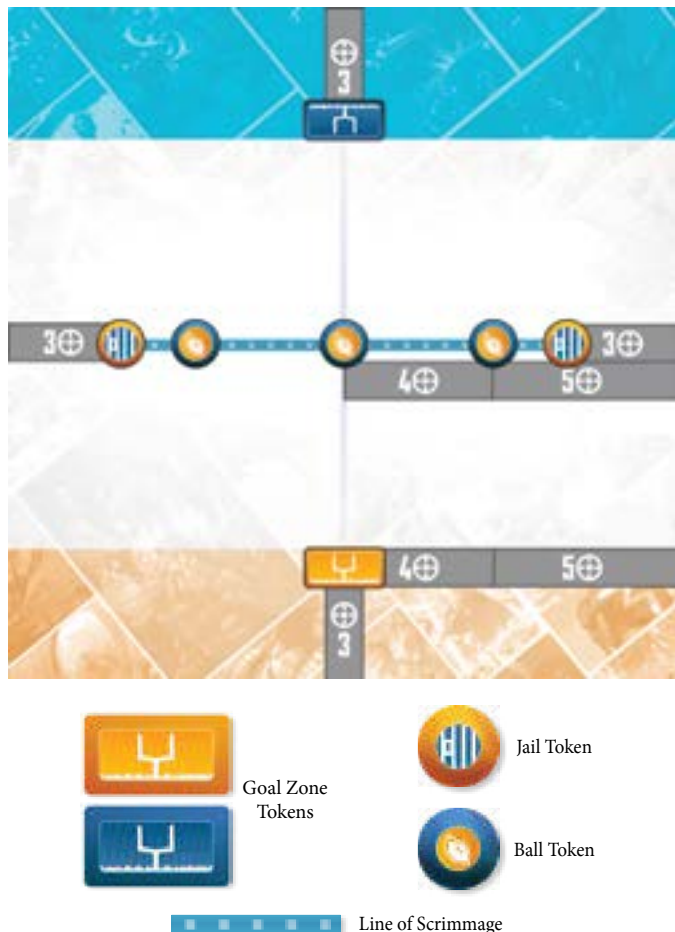
### Mojo Ball [CA14] Touchdown:

Replace the last sentence of the first paragraph of the Touchdown section with the following:

*The opposing player Places all Balls removed from this character overlapping the Line of Scrimmage and not within ⊕ 1 of another Ball. Completely resolve Placing each Ball before Placing any remaining Balls.*

### Mojo Ball [CA14] Map:

Replace the map with the following:



### Mojo Ball [CA14] Team Captain Abilities:

Replace the GET IN POSITION! Leadership with the following text:

*Once during each of your Turns, an allied character with at least one attack or superpower that allows them to Throw terrain or characters may spend 1 ☹. That character chooses an allied character within ⊕ 2 and of Size 2 or less that is holding one or more Balls and Throws them ☹.*

### Mojo Ball [CA14] Playbook Cards:

Add the following to the end of the first paragraph of the Playbook Cards section.

*Playbook Cards do not have to be revealed to the opposing player until they are played or discarded. A player may look at their Playbook Cards at any time.*

## UPDATED CARDS:

The following cards have been replaced by the versions presented in the November 2021, September 2023, and July 2024 Updates. The updated cards replace any previous iterations with the same name. These updated cards can be found here:

<https://www.atomicmassgames.com/rules>

## STAT CARDS:

- Amazing Spider-Man
- Black Bolt
- Black Cat
- Blade
- Bullseye
- Cable
- Captain America
- Captain Marvel
- Colossus
- Corvus Glaive
- Cyclops
- Daredevil
- Deadpool
- Doctor Voodoo
- Ebony Maw
- Elektra
- Enchantress
- Gamora
- Ghost Rider
- Green Goblin
- Groot
- Hela, Queen of Hel
- Hulk
- Iron Man
- Jean Grey
- Kingpin
- Malekith the Accursed
- Medusa
- M.O.D.O.K.
- Okoye
- Proxima Midnight
- Rocket Raccoon
- Ronan the Accuser
- Shuri
- Star-Lord

- Storm
- Taskmaster
- Thanos, the Mad Titan
- Thor, Prince of Asgard
- Ultron
- Valkyrie
- Winter Soldier
- Wolverine
- Wong

## TEAM TACTIC CARDS:

- Advanced R&D
- Cloning Banks
- Dark Empowerment
- Daughters of Thanos
- Doomed Prophecy
- First of the Black Order
- Foreign Assignment
- Gamma Launch
- Iron-Bound Books Shuma-Gorath
- It's Time Travel... Don't Ask
- Joint Effort
- Last Minute-Save
- Meet My Executioner
- Online and Operational
- Pentagon of Farallah
- Rainbow Bridge
- Ricochet Blast
- This Is A Robbery
- Thunderwave
- Versatile Strategy
- World Domination

## INFINITY GEMS:

- Infinity Gem: Space
- Infinity Gem: Time



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# CORE RULE BOOK CHANGE LOG v1.1

- **Parts of a Team Tactic Card:** Clarified how Active: Action Team Tactic Cards are played.
- **Activating a Character:** Added a bullet point for playing Active: Action Team Tactic Cards.
- **Activating a Character:** Clarified timing of end of Activation effects.
- **Appendix G: Grunts:** Clarified how Grunts are put into play and how many a player may have at one time.
- **Appendix H: One-Shot Cards:** Added Appendix H.



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