

# DC Modern Age New Rules Errata

Version 2017.02

## Shared in Multiple Sets

WE WILL MAKE THINGS RIGHT AGAIN: [Character]'s combat values can only be modified by powers or abilities from characters with "Kingdom Come team ability symbol". [Character]'s powers and abilities can only be countered by powers or abilities from characters with "Kingdom Come team ability symbol".

WE WILL MAKE THINGS RIGHT AGAIN: [Character]'s combat values can only be modified by powers or abilities from characters with [Kingdom Come team ability symbol]. [Character] has PROTECTED: Outwit, but only from characters without the [Kingdom Come team ability symbol].

Applies to:

World's Finest: 061 Superman, 062 Batman, 063 Wonder Woman, 064 Green Lantern, 065 Shazam!, 066 Spectre

Elseworlds: 033 The Ray, 045 King Aquaman

Convention Exclusive: DP16-001 Hawkman, DP16-002 Red Robin, DP17-006 Bat-Knight

## WizKids Exclusives

### D-026 The Weird

**4TH DIMENSIONAL TELEPORT:** At the beginning of the game, place The Weird on the map so that his left hand is pointing along a direct line facing away from the nearest map edge. This indicates the direction he is facing. When The Weird is moved or placed, he remains facing along the same direct line. During the beginning of your turn, you may give The Weird a move action as a free action but with a locked speed value of 4, and only to move in the direct line he is facing. When he does and actions resolve, The Weird may change his facing to any direct line.

**4TH DIMENSIONAL TELEPORT:** At the beginning of the game, place The Weird on the map so that his left hand is pointing along a direct line facing away from the nearest map edge. This indicates the direction he is facing. When he is moved or placed, he remains facing along the same direct line. At the beginning of your turn, you may give him a MOVE action at no cost. If you do, he may only move a maximum of 4 squares, can only move in the direct line he is facing, and after resolutions you may change his facing to any direct line.

**SEND YOU THROUGH THE 4TH DIMENSION:** Give The Weird a free action. Choose an adjacent friendly character. That character can immediately use Phasing/Teleport as a free action with a locked speed value of 4.

**SEND YOU THROUGH THE 4TH DIMENSION: FREE:** Choose an adjacent friendly character. Move that character up to 4 squares using [Improved Movement: Elevating, Hindering, Blocking, Characters].

## WizKids Monthly Organized Play

### D15-006 Lobo

**CAN'T KEEP THE MAIN MAN DOWN!:** Lobo can use Regeneration. He may activate it as a free action, and if he does he subtracts 3 from the d6 roll instead of 2.

**CAN'T KEEP THE MAIN MAN DOWN!:** Regeneration. Lobo may use Regeneration as FREE and, if he does so, he heals 1 less click.

## **Superman/Wonder Woman**

### **010 Huntress**

WORLDS' FINEST: YOU CAN'T ALWAYS DEPEND ON YOUR POWERS, KARA: Friendly characters named Power Girl modify their combat values by +1 if they have a power or ability countered.

WORLDS' FINEST: YOU CAN'T ALWAYS DEPEND ON YOUR POWERS, KARA: Friendly characters named Power Girl modify their combat values +1 if they can't use a power due to Outwit.

### **014 Coldcast**

ELECTROMAGNETIC PULSE: Coldcast can use Pulse Wave. When he does, after actions resolve, counter the defense power on each hit opposing character until your next turn.

ELECTROMAGNETIC PULSE: Pulse Wave. When Coldcast uses it, after resolutions, Coldcast can use Outwit at no cost targeting each hit opposing character regardless of range or line of fire, but can only choose defense powers.

### **019a Superman II**

PACIFIST IDEALS: Superman II can use Incapacitate. When he uses it as a close combat action and hits, after actions resolve he can use it again as a free action targeting the same character. Characters hit by his Incapacitate can't ignore pushing damage this turn.

PACIFIST IDEALS: Incapacitate. When Superman II uses it as a CLOSE action and hits, after resolutions, once per turn he can use Incapacitate at no cost, but only to target the same character. Characters hit by his Incapacitate can't use Willpower this turn.

### **037 First Born**

STRENGTH TO SHATTER THE EARTH: First Born can use Super Strength. He can use Quake with a locked damage value of 3.

STRENGTH TO SHATTER THE EARTH: Super Strength. Quake, but deals 3 damage instead of 2.

### **038 Dr. Cyber**

MANY DEATHS AND MIND SWAPS: Dr. Cyber can use Regeneration. When she does and heals at least 1 click, after actions resolve she can use Mind Control as a free action.

MANY DEATHS AND MIND SWAPS: Regeneration. When Dr. Cyber uses it and heals at least 2 clicks, after resolutions she can use Mind Control at no cost.

### **040 Silver Swan**

THE SWAN'S SONG: Silver Swan can use Pulse Wave. When she does, her damage value becomes 2 and is locked; after actions resolve all objects and walls within 3 squares are destroyed.

THE SWAN'S SONG: Pulse Wave, but deals 2 damage instead of 1. When Silver Swan uses it, after resolutions destroy all objects and walls within 3 squares.

### **061 Batman**

RED SUN LIGHTS: Batman can use Outwit. When he does, you may counter any number of powers that character possesses.

RED SUN LIGHTS: Outwit. When Batman uses it, you may instead choose any number of powers displayed on the target's dial.

### **062 Bizarro**

**RADIATIVE X-RAY VISION:** Bizarro can use Pulse Wave with a range value of 10. If targeting more than 1 character, his damage value becomes 2 and is locked.

**RADIATIVE X-RAY VISION:** Pulse Wave with a range value of 10, but deals 2 damage instead of 1.

### **066 Wonder Woman**

**LASSO OF DOMINATION:** Wonder Woman can use Plasticity and Sidestep. At the beginning of your turn, Wonder Woman can use Mind Control as a free action, targeting an adjacent opposing character.

**LASSO OF DOMINATION:** Plasticity, Sidestep. At the beginning of your turn, Wonder Woman can use Mind Control at no cost, but only as CLOSE.

### **G005 Titano**

**MONKEY SEE LOIS, MONKEY DO:** When a friendly character named Lois Lane moves, after actions resolve Titano can be given a move action as a free action to move up to the same number of squares. When a friendly character named Lois Lane makes an attack targeting an opposing character, after actions resolve Titano can make a close combat attack as a free action.

**MONKEY SEE LOIS, MONKEY DO:** When a friendly character named Lois Lane moves, after resolutions Titano can be given a MOVE action at no cost, but during that action can't move more squares than Lois Lane did. When a friendly character named Lois Lane makes an attack targeting an opposing character, after resolutions Titano may make a close attack.

## **Superman/Wonder Woman Fast Forces**

### **FF004 Hawkgirl**

**ALWAYS IN MOTION:** Hawkgirl can use Sidestep. When she does and has no action tokens, her speed value becomes 3 instead of 2.

**ALWAYS IN MOTION:** Sidestep. When Hawkgirl uses it, if she has no action tokens, she can move up to 3 squares instead of 2.

## **World's Finest**

### **018 Batman**

**I'VE DISCOVERED WHAT I NEED TO KNOW:** Batman can use Outwit as if he has a range of 8. When he does, if he removes a Study token from this card, he can either counter an additional power on the targeted character or this use of Outwit lasts until your next turn, even if this power is lost.

**I'VE DISCOVERED WHAT I NEED TO KNOW:** Outwit with a range of 8. When Batman uses it, if he removes a Study token, he can either choose an additional power –or- this use of Outwit lasts until your next turn, even if this power is lost.

### **021 Negative Man (Negative Spirit)**

**NEGATIVELY-CHARGED ENERGY BEING:** Negative Spirit can use Phasing/Teleport. When he is given a move action, after actions resolve, he may make a close combat attack as a free action, targeting any one opposing character occupying a square he moved through.

**NEGATIVELY-CHARGED ENERGY BEING:** Phasing/Teleport. When Negative Spirit is given a MOVE action, after resolutions, he may make a close attack, targeting one opposing character occupying a square he moved through, regardless of adjacency.

**WF 041 Mary Marvel**

**SHAZAM!:** The first time this power is revealed due to damage from an opponent's attack, stop turning the dial. Mary Marvel can use Regeneration. When she does, don't decrease the result by 2. This power can't be ignored.

**SHAZAM!:** Once per game, STOP. Regeneration. When Mary Marvel uses it, don't heal 1 less due to STOP and don't halve the result.

**WF 048 Zatara**

**SACRIFICE MYSELF TO SAVE THE UNIVERSE... AND ZATANNA:** Zatara can use Pulse Wave. When he does, he doesn't target friendly characters he shares a keyword with and he may choose that his damage value becomes 4 and is locked. If he chose to do so, after actions resolve, KO Zatara.

**SACRIFICE MYSELF TO SAVE THE UNIVERSE... AND ZATANNA:** Pulse Wave. When Zatara uses it, he doesn't target friendly characters he shares a keyword with and may choose that he deals 4 damage instead of 1. If he chose to do so, after resolutions, KO Zatara.

**WF 053b Harlequin**

**POP! GOES THE WEASEL:** Harlequin can use Pulse Wave. When she does, once per game you may choose that her damage value becomes 3 and is locked and she can't place Jack-in-the-Box tokens for the remainder of this game.

**POP! GOES THE WEASEL:** Pulse Wave. When Harlequin uses it, once per game she may choose that it deals 3 damage instead of 1. If she chose to do so, she can't generate Jack-in-the-Box bystanders for the rest of the game.

**054 The Joker**

**I'LL KILL EVERY BATMAN THERE EVER WAS OR EVER WILL BE:** The Joker can use Outwit and does not need line of fire when doing so. When the Joker uses Outwit, he may also counter a power on each other opposing character with the same name as his target.

**I'LL KILL EVERY BATMAN THERE EVER WAS OR EVER WILL BE:** Outwit. When The Joker uses it, he does not need line of fire and may also target each other opposing character with the same name as his original target anywhere on the map. (You may choose a different power on each target.)

**057 Platinum**

**METALLIC PROPERTY: PRECIOUS:** When Platinum is within 3 squares of another friendly character with the Metal Men keyword, she can use Sidestep and when using Outwit, she can choose an additional power to counter on the target.

**METALLIC PROPERTY: PRECIOUS:** Sidestep, but only when Platinum is within 3 squares of another friendly character with the Metal Men keyword. // When she uses Outwit and is within 3 squares of another friendly character with the Metal Men keyword, she may choose up to two powers.

**Batman vs. Superman: Dawn of Justice**

**BvS 011 Zev**

**I AM THE FIRST TO THE FRONT:** Zev can use Mastermind but only to transfer damage to a friendly character named Henchman's Goon.

**I AM THE FIRST TO THE FRONT:** Mastermind, but can only choose friendly characters named Henchman's Goon.

## **Joker's Wild**

### **005ab Court of Owls Initiate**

RAISE THE DEAD: When damage is transferred to Court of Owls Initiate, it is reduced by 1.

RAISE THE DEAD: When Court of Owls Initiate is chosen for Mastermind, reduced damage taken by 1.

### **JW 006 Thanagarian**

INVASION FROM THE SKIES: Give Thanagarian a move action with a locked speed value of 3. If you do, after actions resolve, a carried character may be given a non-free action, but only if it is a close action.

INVASION FROM THE SKIES: MOVE: Move up to 3 squares. After resolutions, one character carried during this action may be given a costed CLOSE action.

### **011 Court of Owls Assassin**

CLAWS OF THE PAST: Court of Owls Assassin can use Blades/Claws/Fangs and Stealth. Court of Owls Assassin can use Mastermind, but only to transfer damage to characters with the Court of Owls keyword.

CLAWS OF THE PAST: Blades/Claws/Fangs, Stealth. Mastermind, but can only choose characters with the Court of Owls keyword.

### **038 Talon**

ASSASSIN OF THE COURT: Talon can use Sidestep and Stealth. Talon can use Mastermind, but only to transfer damage to characters with the Court of Owls keyword.

ASSASSIN OF THE COURT: Sidestep, Stealth. Mastermind, but can only choose characters with the Court of Owls keyword.

UNDEAD AND UNDYING: Talon can use Combat Reflexes and Regeneration. When Talon uses Regeneration, instead of subtracting 2 from the roll, subtract the number of action tokens assigned to him.

UNDEAD AND UNDYING: Combat Reflexes, Regeneration. When Talon uses Regeneration, increase the d6 result by '2 minus the number of actions tokens he has'.

### **040 Sandman**

SLEEP GUN: When Sandman hits with an attack, after actions resolve, he may counter a power on the target until that character clears action tokens.

SLEEP GUN: When Sandman hits with an attack, after resolutions, he can use Outwit at no cost targeting the hit character. This use of Outwit lasts until the target clears, even if this power is lost.

### **050 The Penguin**

THIS IS HOW I DEAL WITH THE BAT: Once per turn for all characters with this trait, if a character uses the Batman Enemy team ability to replace their attack value with The Penguin's, after the action resolves, you may give a Robo-Penguin a move action as a free action.

THIS IS HOW I DEAL WITH THE BAT: Once per turn for all characters with this trait, if a character uses the Batman Enemy team ability to replace their attack value with The Penguin's, after resolutions, you may give a Robo-Penguin a MOVE action at no cost.

## **Elseworlds**

### **043 Leatherwing**

CAPTAIN OF THE FLYING FOX: At the beginning of the game, place adjacent a Robin Redblade bystander. Leatherwing can use the Carry ability to carry up to 4 characters with the Pirate keyword.

CAPTAIN OF THE FLYING FOX: At the beginning of the game, generate a Robin Redblade bystander. // [PASSENGER]:4, but only to carry characters with the Pirate keyword.

### **050 Superman**

A SYMBOL OF AUTHORITY... AND OBEDIENCE: At the beginning of your turn, you may roll a d6. 5-6: Superman's powers can't be countered and his attack rolls can't be rerolled by opponents until your next turn. 3-4: You may remove an action token from him. 1: He can't be moved or placed until your next turn.

A SYMBOL OF AUTHORITY... AND OBEDIENCE: At the beginning of your turn, you may roll a d6. 5-6: Until your next turn, Superman has PROTECTED: Outwit and opposing Probability Control. 3-4: You may remove an action token from him. 1: He has IMMOBILE until your next turn.