

Marvel Modern Age New Rules Errata

Version 2017.02

Shared in Multiple Sets

COLOR-COORDINATED: [Character] can use Outwit, but only to counter [Color] powers.

COLOR-COORDINATED: Outwit, but only to choose standard [Color] powers.

Applies to:

Deadpool and X-Force **101 Terror**

Deadpool and X-Force Fast Forces **007 Deadpool, 008 Foolkiller, 009 Madcap, 010 Slapstick, 011 Solo, 012**

Stingray

WizKids Exclusives

M-G004 Supreme Intelligence

OMNI-WAVE PROJECTOR: Supreme Intelligence may target characters anywhere on the map with a ranged combat attack regardless of range and line of fire unless there is an opposing character of 100 points or more adjacent to him. When Supreme Intelligence targets a character with an attack, if that character isn't within range and line of fire, his damage value is 3 and is locked.

OMNI-WAVE PROJECTOR: When Supreme Intelligence makes a range attack, he may target characters regardless of range and line of fire unless there is an opposing character of 100 points or more adjacent to him. When Supreme Intelligence targets a character with an attack, if that character isn't within range and line of fire, his maximum damage value is 3.

M-026 Ghost Rider

CLENCHED FIST OF GOD: Ghost Rider can use Pulse Wave as if she had a range of 8. When she does and her damage value is replaced with 1, hit characters with 2 action tokens are dealt 2 damage instead.

CLENCHED FIST OF GOD: Pulse Wave with a range of 8. When Ghost Rider uses it, if she targets more than one character, hit characters with 2 action tokens are dealt 2 damage instead of 1.

M-027 Loki

TO FIGHT ANOTHER DAY: Loki can use Regeneration, and when he does, he can use Probability Control for that action.

TO FIGHT ANOTHER DAY: Regeneration. When Loki uses it, he can reroll the result once.

M-028 Doctor Strange

DARK BLUE SPECIAL POWER - Replace all speed values with 3. This value is locked.

DARK BLUE SPECIAL POWER – Characters have a maximum speed value of 3.

MP16-s102 Frag Grenade

EFFECT: Can use Energy Explosion with locked values of 5 range/2 damage to target a single opposing character. Untargeted characters are dealt a maximum of 1 damage from this effect. SINGLE-USE.

EFFECT: Energy Explosion, but can only have one original target. When this character uses it, it has a range value of 5 that can't be replaced or modified and characters adjacent to the original target are dealt 1 damage instead of 2. SINGLE-USE.

MP16-s103 Flash Bomb

EFFECT: Can use Incapacitate with a locked range value of 5 targeting a single opposing character. When it does and hits, give each character adjacent to the target an action token. SINGLE-USE.

EFFECT: Incapacitate. When this character uses it, it has a range value of 5 that can't be replaced or modified and when it hits, give each character adjacent to the target an action token. SINGLE-USE.

MP16-s104 Molotov Cocktail

EFFECT: Can use Energy Explosion with locked values of 5 range/2 damage to target a single opposing character. Untargeted characters are dealt a maximum of 1 damage from this effect. When it does, after actions resolve, you may attach a Fire marker to the hit target, removing it from anywhere else. The Fire marker remains even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it had no action tokens. SINGLE-USE.

EFFECT: Energy Explosion, but can only have one original target. When this character uses it, it has a range value of 5 that can't be replaced or modified and characters adjacent to the original target dealt 1 damage instead of 2. After resolutions, you may attach a Fire marker to the hit target, removing it from anywhere else. The Fire marker remains even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it had no action tokens. SINGLE-USE.

MP16-s105 Handgun

EFFECT: Can be given a range action to make a range attack with locked values of 6 range/2 damage that targets a single opposing character. SINGLE-USE.

EFFECT: RANGE: Make a range attack with a range of 6 that can't be replaced or modified, targeting a single opposing character. The hit character is dealt 2 damage instead of normal damage. SINGLE-USE.

MP16-s106 Semi-Automatic

EFFECT: Can be given a range action to make a range attack with locked values of 6 range/3 damage and "2 targets". Targeted characters must be adjacent to another targeted character. SINGLE-USE.

EFFECT: RANGE: Make a range attack with a range of 6 that can't be replaced or modified, targeting up to two opposing characters. If targeting two characters, they must be adjacent to each other. Hit characters are dealt 3 damage instead of normal damage. SINGLE-USE.

MP16-s108 Sniper Rifle

EFFECT: Can be given a range action to make a range attack with locked values of 10 range/2 damage using Precision Strike to target a single opposing character. SINGLE-USE.

EFFECT: RANGE: Precision Strike. Make a range attack with a range of 10 that can't be replaced or modified, targeting a single opposing character. The hit character is dealt 2 damage instead of normal damage. SINGLE-USE.

MP16-s109 Flamethrower

EFFECT: Can be given a range action to make a range attack with a locked values of 4 range/3 damage and "3 targets". Targeted characters must each be adjacent to another targeted character. When it does, after actions resolve, you may attach a Fire marker to each hit target, removing it from anywhere else. The Fire markers remain even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it had no action tokens. SINGLE-USE.

EFFECT: RANGE: Make a range attack with a range of 4 that can't be replaced or modified, targeting up to three opposing characters. If targeting more than one character, they must be adjacent to at least one other target. Hit characters are dealt 3 damage instead of normal damage. After resolutions, you may attach a Fire marker to each hit target, removing it from anywhere else. The Fire marker remains even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it had no action tokens. SINGLE-USE

MP16-s110 Rocket Launcher

EFFECT: Can be given a range action to make a range attack targeting a single opposing character with locked values of 8 range/4 damage. When it does, after actions resolve, deal 3 damage to each character adjacent to the hit target. SINGLE-USE.

EFFECT: RANGE: Make a range attack with a range of 8 that can't be replaced or modified, targeting a single opposing character. The hit character is dealt 4 damage instead of normal damage. After resolutions, deal 3 damage to each character adjacent to the hit target. SINGLE-USE.

MP16-s111 Gatling Gun

EFFECT: Can be given a range action to make a range attack with a locked values of 8 range/3 damage to a single opposing character. After the attack resolves, you may immediately make another range attack targeting another character within range and line of fire that is adjacent to the last targeted character but was not already targeted this action. You may repeat this any number of times. SINGLE-USE.

EFFECT: RANGE: This action, this character has a range of 8 that can't be replaced or modified. Make a range attack targeting a single opposing character. After the attack resolves, you may immediately make another range attack targeting another character that is adjacent to the last targeted character but was not already targeted this action. You may repeat this any number of times. Hit characters are dealt 3 damage instead of normal damage. SINGLE-USE.

MP16-s112 BFG

EFFECT: Can be given a range action to make a range attack with locked values of 8 range/3 damage to target a single opposing character. Damage from this attack is penetrating. SINGLE-USE.

EFFECT: RANGE: Make a range attack with a range of 10 that can't be replaced or modified, targeting a single opposing character. The hit character is dealt 3 penetrating damage instead of normal damage. SINGLE-USE.

WizKids Monthly Organized Play

M15-001 Cable

BODYSLIDE: Cable can use Phasing/Teleport and Running Shot. He may be given a double power action to use Phasing/Teleport with a locked speed value of 12 and, after actions resolve, he can make a ranged combat attack as a free action and he can use Enhancement this turn.

BODYSLIDE: Running Shot. Phasing/Teleport. Cable may use Phasing/Teleport as a DOUBLE POWER action and, if he does so, he can instead move up to 12 squares, can use Enhancement this turn, and, after resolutions, can make a range attack.

M15-005 White Queen

SECONDARY MUTATION: When this power appears, stop turning the dial. White Queen can't be healed beyond this click and ignores all damage except pushing damage, damage from this power, and damage transferred to her. This power can't be countered or ignored. When there are no friendly characters named Cuckoo on the map, deal her 1 unavoidable damage.

SECONDARY MUTATION: When this power appears, stop turning the dial. White Queen can't be healed past this click for the rest of the game, can't be damaged except by pushing and unavoidable damage, and can't be chosen for Mastermind. At the end of each player's turn, if there are no friendly characters named Cuckoo on the map, deal her 1 unavoidable damage. Protected: Outwit, Pulse Wave.

M15-010 Dormammu

PURIFICATION BY FIRE: Give Dormammu a power action and choose a square within range and line of fire. Dormammu can use Precision Strike until actions resolve and may make a range combat attack targeting all characters occupying or adjacent to the chosen square.

PURIFICATION BY FIRE: POWER: Precision Strike that may target more than one character. Choose a square within range and line of fire. Make a range attack targeting all characters occupying or adjacent to the chosen square.

M16-001 Doctor Octopus

THE ARMS OF THE OCTOPUS: At the beginning of your turn, place up to 2 Tentacle Pair tokens on this card (maximum 2). Modify Doctor Octopus' defense value by +1 for every Tentacle Pair token on this card. Give Doctor Octopus a power action, remove 1 or 2 Tentacle Pair Tokens from this card, and until your next turn: Doctor Octopus can use the Giant Reach ability, locks his damage value at his printed value, and can use Flurry once as a free action for each Tentacle Pair token you removed from this card.

THE ARMS OF THE OCTOPUS: At the beginning of your turn, give Doctor Octopus 2 Tentacle Pair tokens (maximum 2). // Modify defense +1 for every Tentacle Pair token. **POWER:** Remove 1 or 2 Tentacle Pair Tokens. Until your next turn, Doctor Octopus: can use Giant Reach:2, can use Flurry as FREE for each Tentacle Pair token you removed, and when he attacks, he deals his printed damage value instead of normal damage.

M16-003 Mysterio

AH...BUT THAT WAS JUST AN ILLUSION: Mysterio can use Mastermind, but only to transfer damage to bystanders named Mysterio Illusion.

AH...BUT THAT WAS JUST AN ILLUSION: Mastermind, but can only choose his Mysterio Illusion bystanders.

M16-011 Shang-Chi

TO FIGHT IS TO THRIVE: Shang-Chi can use Precision Strike. Give Shang-Chi a power action to make a close combat attack. His damage value becomes 1 and is locked for this action. During this action, each time Shang-Chi hits and the attack resolves, you may make an additional close combat attack against the same target, modifying his attack value by -1 after each hit until actions resolve.

TO FIGHT IS TO THRIVE: Precision Strike. **POWER:** Make a close attack. During this action, each time Shang-Chi hits and the attack resolves, he may make an additional close attack against the same target, modifying his attack -1 for each previous hit. Each attack deals 1 damage instead of normal damage.

Nick Fury: Agent of S.H.I.E.L.D.

006b Alexander Pierce

NICK FURY'S PERSONAL BODYGUARD: Adjacent friendly characters that share a keyword with Alexander Pierce can use Mastermind, but only to transfer damage to Alexander Pierce regardless of his point value. A friendly character named Nick Fury within 4 squares and line of fire doesn't have to be adjacent.

NICK FURY'S PERSONAL BODYGUARD: Adjacent friendly characters that share a keyword with Alexander Pierce can use Mastermind, but can only choose Alexander Pierce. Friendly characters named Nick Fury within 4 squares and line of fire can use Mastermind, but can only choose Alexander Pierce regardless of point value and adjacency.

018 Contessa Valentina

SETTING THE TABLE FOR BETRAYAL: Contessa Valentina can use Mastermind, but only to transfer damage to a character with the Hydra or S.H.I.E.L.D. keyword. When she does, add a Traitor token to this card and then roll a d6 that can't be rerolled and add 1 for each Traitor token; on a result of 8 or higher, you may replace this character with NFAOS #057 Madame Hydra on the same click number.

SETTING THE TABLE FOR BETRAYAL: Mastermind, but can only choose characters with the Hydra or S.H.I.E.L.D. keyword. When Contessa Valentina uses it, give her a Traitor token and then roll a d6 that can't be rerolled and add 1 for each Traitor token; on a result of 8 or higher, you may replace her with NFAOS #057 Madame Hydra.

020b John Garrett

COLLATERAL DAMAGE: John Garrett can use Energy Explosion. When he does and targets the highest-point opposing character and that character is adjacent to at least one other character, all damage dealt by that attack is penetrating.

COLLATERAL DAMAGE: Energy Explosion. When John Garrett uses it, if the original target is the highest-point opposing character and is adjacent to at least one other character, damage dealt is penetrating.

021 Fitz (Hoverbot)

MY EYES AND EARS: Hoverbot can use Sidestep. Hoverbot doesn't require opponents to break away, doesn't block line of fire, can't have damage transferred to it by Mastermind, and can't be the target of Perplex.

MY EYES AND EARS: Sidestep. Hoverbot doesn't require opponents to break away, doesn't block line of fire, can't be chosen for Mastermind, and has PROTECTED: Perplex.

024 Winter Soldier

DEADLY SNIPER: Winter Soldier can use Outwit and Ranged Combat Expert, both with a locked range value of 10. If he uses both in a turn, he must target the same character.

DEADLY SNIPER: Outwit and Ranged Combat Expert, both with a minimum range value of 10. If Winter Soldier uses both in a turn, he must target the same character.

029 Man-Killer

NO MAN IS BETTER THAN ME!: When Man-Killer is the only target of an attack and the attacking character has a higher attack or damage value than Man-Killer, that character replaces those higher combat values with Man-Killer's printed values and those values are locked for the attack.

NO MAN IS BETTER THAN ME!: When Man-Killer is the only target of an attack and the attacking character has a higher attack or damage value than Man-Killer, that character uses Man-Killer's printed value instead of the higher value.

031b Baron Blood

FIGHTING ALONGSIDE MY BROTHER: Baron Blood ignores the Mystics team ability. If a friendly character named Doctor Strange is on the map, Baron Blood modifies his attack and damage values by +1 when attacking a character with the Monster or Mystical keyword.

FIGHTING ALONGSIDE MY BROTHER: PROTECTED: Mystics damage. If a friendly character named Doctor Strange is on the map, Baron Blood modifies attack and damage +1 when attacking a character with the Monster or Mystical keyword.

Captain America: Civil War

011 Agent 13

YOU WON'T KNOW WHO TO TRUST: Agent 13 can use Outwit. She may use it to counter team abilities.

YOU WON'T KNOW WHO TO TRUST: Outwit. When Agent 13 uses it, she may choose a team ability instead.

012 Crossbones

SOW INSURRECTION: Crossbones can use Perplex. When he does, after actions resolve you may counter a team ability the target opposing character can use until your next turn.

SOW INSURRECTION: Perplex. When Crossbones uses it, after resolutions you may choose a team ability the target opposing character can use and that character can't use the chosen team ability until your next turn.

Uncanny X-Men

015 Scrambler

JUST ONE TOUCH: Scrambler can use Outwit, but only to target adjacent characters regardless of line of fire. When he does, counter all powers showing on the target's dial.

JUST ONE TOUCH: Outwit, but only to target an adjacent character regardless of line of fire. When Scrambler uses it, the target instead can't use any powers displayed on its dial until your next turn.

050 Beast

YES, YES, SMARTEST MUTANT-SIMIAN-MAN IN THE ROOM: Beast can use Outwit. When he does, instead of targeting one character within range and line of fire, he may choose to target every opposing character within 4 squares and choose a power on each of them to counter.

YES, YES, SMARTEST MUTANT-SIMIAN-MAN IN THE ROOM: Outwit. When Beast uses it, instead of targeting one character within range and line of fire, he may choose to target every opposing character within 4 squares. (You may choose a different power on each target.)

064 Sugar Man

BIO-ELECTRIC TONGUE OF EXTREME LENGTH: Give Sugar Man a ranged combat action. Make a range attack targeting a single opposing character within 6 squares and line of fire. The hit character is dealt 1 penetrating damage instead of normal damage and placed adjacent.

BIO-ELECTRIC TONGUE OF EXTREME LENGTH: RANGE: Range value of 6. Make a range attack targeting a single opposing character. The hit character is dealt 1 penetrating damage instead of normal damage and placed adjacent to Sugar Man.

Civil War: Storyline Organized Play

002 Ironman

I WANTED TO TALK, BUT....: Once per game, when Iron Man targets a single opposing character with an attack, if he shares a keyword with the target, you may counter that character's defense power for this attack.

I WANTED TO TALK, BUT....: Once per game, when Iron Man attacks a single opposing character, if he shares a keyword with the target, the target can't use defense powers for this attack.

027 Hulkling

DEFEND BILLY, NO MATTER WHAT: Adjacent friendly characters named Wiccan can use Mastermind, but only to transfer damage to Hulkling regardless of point value.

DEFEND BILLY, NO MATTER WHAT: Adjacent friendly characters named Wiccan can use Mastermind, but can only choose Hulkling regardless of point value.

Superior Foes of Spider-Man

003b Captain Stacy

SECRETLY FIGURED OUT WHO YOU REALLY ARE: Captain Stacy can use Outwit. Characters with a power countered by Captain Stacy can't use Outwit, Perplex, or Probability Control.

SECRETLY FIGURED OUT WHO YOU REALLY ARE: Outwit. Characters that can't use a power due to Captain Stacy's Outwit can't use Outwit, Perplex, or Probability Control.

023b Anti-Venom

I AM THE CURE: Give Anti-Venom a free action. You may counter a different power on each opposing character within 2 squares and line of fire until your next turn.

I AM THE CURE: FREE: Choose a different power for each opposing character within 2 squares and line of fire. Each character can't use the power chosen for them until your next turn.

043 Electro

LIGHT YOU ALL UP: When Electro makes a range attack, he can use Precision Strike. If he targets at least 2 characters, he can also use Energy Explosion. If he targets 3 characters, damage dealt is penetrating damage.

LIGHT YOU ALL UP: Energy Explosion. Precision Strike that may target more than one character. When Electro makes a range attack, if he has 3 original targets he deals penetrating damage.

Superior Foes of Spider-Man Fast Forces

001 Spider-Man

WEB SLINGSHOT: Spider-Man can use Hypersonic Speed. When he does, before moving, you may place him in a square of higher elevation within 4 squares and line of fire.

WEB SLINGSHOT: Hypersonic Speed. When Spider-Man uses it, before his first move, you may place him in a square of higher elevation within 4 squares and line of fire.

Deadpool and X-Force

057 Cannonball

EXTERNAL: Once per game, STOP. Cannonball can use Regeneration normally or as a double power action. If he uses it as a double power action, do not subtract 2 from the result.

EXTERNAL: Once per game, STOP. Regeneration. Cannonball may use Regeneration as a DOUBLE POWER action and, if he does so, don't heal 1 less due to STOP and don't halve the result.

064 Hulkpool

SMASH WELL-DEVELOPED SENSE OF IRONY!: When Hulkpool hits a single opposing character with a close attack and his attack total is at least 4 greater than the target's defense value, after actions resolve choose one: heal Hulkpool 3 clicks, or counter all powers on the hit character.

SMASH WELL-DEVELOPED SENSE OF IRONY!: When Hulkpool hits a single opposing character with a close attack and his attack total is at least 4 greater than the target's defense value, after resolutions choose one: heal Hulkpool 3 clicks, or the target can't use powers until your next turn.

Avengers/Defenders War

010 Iron Man

SYSTEM REBOOT: Once per game, Iron Man can use Regeneration, but only subtracts 1 from the result.

SYSTEM REBOOT: Once per game, Regeneration, but increase the amount healed by 1.

023 Wasp

A NATURAL LEADER: Wasp can use Leadership as if she were 100 points. When she does and succeeds, add two actions to your action total instead of one.

A NATURAL LEADER: Leadership as if Wasp were 100 points. When she uses it and succeeds, Action Total + 1 this turn.

039 Purple Man

SURROUNDED BY WILLING VICTIMS: Purple Man can use Mastermind. When he does, he may remove a Pheromone token from an opposing character to transfer damage to that character.

SURROUNDED BY WILLING VICTIMS: Mastermind. When Purple Man uses it, he may remove a Pheromone token from an adjacent opposing character, to choose that character instead.

040 Count Nefaria

IONIC RESERVES: Count Nefaria can use Invulnerability and Regeneration. When he uses Regeneration and has one action token, he doesn't subtract 2 from the d6 roll.

IONIC RESERVES: Invulnerability, Regeneration. When Count Nefaria uses Regeneration, if he has one action token, don't halve the result.

041 Foggy Nelson

TRUST ME... I'M A LAWYER: At the beginning of your turn, choose a friendly character of 150 points or less. Until your next turn as long as the chosen character is adjacent to Foggy Nelson, they cannot have their powers countered or their combat values decreased by opposing game effects.

TRUST ME... I'M A LAWYER: At the beginning of your turn, choose a friendly character of 150 points or less. Until your next turn, as long as the chosen character is adjacent to Foggy Nelson, they have PROTECTED: Outwit and opposing characters can't negatively modify their combat values.

042 Gladiator

TITANIUM SAWBLADE GAUNTLETS: Gladiator can use Blades/Claws/Fangs. When he hits a single opposing character with a range attack, he may roll a d6 and replace his damage value with the result and that value is locked.

TITANIUM SAWBLADE GAUNTLETS: Blades/Claws/Fangs. When Gladiator hits a single opposing character with a range attack, he may roll a d6. If he does, deal damage equal to the result instead of normal damage.

052 Hulk

OK, 8TH SMARTEST: Hulk can use Outwit. If no friendly character has a power or ability countered, he can also use Perplex.

OK, 8TH SMARTEST: Outwit. Perplex, but only if no friendly character can't use a power due to Outwit.

101 The Man Without Fear

THEY MUST STILL FEAR THE DEVIL FROM THE DARKNESS: The Man Without Fear can use Sidestep. If The Man Without Fear occupies printed hindering terrain, he can use Hypersonic Speed with a locked speed value of 6, but if he doesn't end his movement in a square of hindering terrain, deal him one unavoidable damage after actions resolve.

THEY MUST STILL FEAR THE DEVIL FROM THE DARKNESS: Sidestep. Hypersonic Speed with a maximum speed value of 6, but only if The Man Without Fear occupies printed hindering terrain. When he uses Hypersonic Speed, if he doesn't end his movement in hindering terrain, after resolutions deal him 1 unavoidable damage.

What If?

006 Iron Lad

MAKE YOUR DEATH LOOK LIKE AN ACCIDENT: Iron Lad can use Mastermind. When he does, increase the damage transferred by 1.

MAKE YOUR DEATH LOOK LIKE AN ACCIDENT: Mastermind. When Iron Lad uses it, increase damage dealt by the attack to the chosen character by 1.

046 Scarlet Centurion

IMPRISON AND CURE SUPER-BEINGS: Scarlet Centurion can use Incapacitate. When he does, counter all powers the hit character possesses until your next turn.

IMPRISON AND CURE SUPER-BEINGS: Incapacitate. When Scarlet Centurion uses it, hit characters can't use powers until your next turn.