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: When an effect grants a character cover, if I attack them from within Range (4) 2, do they still benefit from cover?
A: Yes, they do. The Range (4) 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 Innate (2) superpowers 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 character's 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: When can I use it?
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 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.

CHARACTERS:

Q: Ultron’s Analyze and Annihilate superpower does not list a trigger condition for its use like other Reactive superpowers. When can I use it?
A: There is a mistake in this superpower. Replace its text with the following:

During an attack made by this character, before resolving critical 6 results it may use this superpower. Add an additional die to the attack roll for each critical [p] in the opposing defense roll.

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 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 [p], but that die is later changed to a blank, does he gain power from Scientific Hubris?

A: Because Scientific Hubris takes affect “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.

**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] Ultron Stat Card:** Replace the text of the Analyze and Annihilate superpower with the following text:

*During an attack made by this character, before resolving critical [8] results it may use this superpower. Add an additional die to the attack roll for each critical [8] in the opposing defense roll.*

**Loki & Hela [CP12] Doomed Prophecy Tactic Card:** Replace the second paragraph with:


**CORE RULE BOOK CHANGE LOG**

- Added Infinity Gem Rules to the Appendix Section.
- Added clarification rules for out of activation Beam/Area attacks.
- Clarified Measuring Rules to allow for 1 of each tool to be used at a time.
- Updated Hex Special Condition rules.
- Added Judgment Special Condition.