






Q Are Doors only used when specifically mentioned in the Mission Setup?

A: All Doors are printed on the Map Tiles and begin the game closed unless specifically called out otherwise in the Mission Setup.

Q Many effects state you can spend  or Increase Hunger to gain bonuses (Such as "When Attacking, Spend 1  to reroll any misses". Is there a limit to the number of times I can use these effects?

A: Unless specifically stated otherwise, effects can only be used once each time they would trigger.

Example: If an effect allows you to spend 1  when Attacking to reroll dice, you may only use it once each time you Attack.

Q If a Mission Objective is "Rescue/Devour all Bystanders" and additional Bystanders are somehow spawned during the game, are they included in this objective?

A: Yes.

Q Do I gain XP when I use Skills or effects to eliminate Enemies, or only when Attacking?

A: Any time you eliminate an Enemy, you gain XP.

Q Is there a limit to the number of dice I can roll at any time?

A: No.

Q If an effect gives me a free Action but also increases my Hunger to the point where I am Ravenous, can I still perform that Action?

A: Yes. Ravenous only prevents you from choosing or selecting Actions while already in the Ravenous state. Becoming Ravenous during an Action does not impact that Action in any way.

Q If I am Ravenous, the only Actions I may perform are Move or Devour. What about Mission Objectives such as "leaving the map", which are never called out as being "Actions"?

A: Yes, these may still be done.

Q If to perform an Attack I use an ability that increases my Hunger, do I roll bonus dice based on my Hunger Level before or after this increase?

A: After. You roll bonus dice equal to your Hunger Level at the moment you roll dice. If an ability increases your Hunger before rolling, your bonus is based on the increased value.

Q *If an Enemy Hero has their Toughness reduced by some special effect, is the XP gained for eliminating them equal to their original Toughness or their modified Toughness?*

A: If the Toughness is temporarily reduced by an ability of the attacking Hero (such as *Enemies suffer -1 Toughness against your Attack*), then the XP reward is unaffected and remains equal to the printed Toughness. If, however, the Toughness is altered by the Enemy's own special effect (such as zombie Hulk), then the XP reward is equal to their current Toughness.

Q *Do I get XP for all Enemies eliminated by an Attack made using an Interactive Object?*

A: Yes.

Q *Who gets XP for Enemies eliminated by entering a Zone with a Fire token (resulting from an Explosive Canister)?*

A: Once a Canister detonates, the resulting Fire token is a neutral element, so nobody gets XP for Enemies eliminated by it.

Q *If the Mission special rules indicate a specific Enemy Hero cannot be eliminated, does that mean any other Enemies in their Zone which are lower in Target Priority cannot be attacked?*


A: Yes. While other Enemy Heroes in the Zone can still be targeted, other Enemies lower in Target Priority are untouchable.


Q *When Enemies spawn in a Zone, are they considered to be "entering" that Zone?*

A: No.

Q *If I have a Skill that modifies my Melee Attacks, does it apply to a Devour Action?*

A: Devour is a type of Melee Attack, so a Skill that modifies Melee Attacks counts for Devour.

Q *If I roll a  during an Attack roll, and I need a 2+ for a successful Hit, do Skills and/or Traits that grant "+1 to dice result" turn it into a 2, and hence a successful Hit?*

A: Yes. However, it is also still considered a  result, so your Hunger increases.

Q *If a Skill with "Push" does not specify a direction, do I get to choose the push direction?*

A: Yes.

Q *If a Skill says to target "A Bystander or Player Hero in your Zone", is the user an eligible target?*

A: Yes, you may target yourself unless stated otherwise.

Q *If a Skill that states it can be used "Once during your Turn" does not explicitly state when it is triggered, can it be used in the middle of another Action?*

A: No. You cannot interrupt Actions with Skills, Abilities, or other effects.

Q *If a Skill or Trait causes an Enemy to "Activate and attempt to move into your Zone", but the Enemy is already within Range to make an Attack, does it make an Attack Action instead of a Move Action?*

A: No. These effects cause a special Activation in which the Enemy's only Action possibility is to Move, and that Move must necessarily have your Zone as the target. It will do this regardless if there are other Super Heroes and/or Bystanders in their current Zone or any Zone in between.

Q *Do Enemy Heroes' Non-Action abilities require Line of Sight?*

A: Yes. Unless otherwise specified, ALL effects require Line of Sight.

Q *When an effect causes a Runner/Specialist or Enemy Hero to activate, do they get 2 Actions?*

A: Yes. Such Enemies perform 2 Actions whenever they are activated by any means.

Q *If an Escorted Bystander is with a group of Guards, and the Guards need to split to reach their destinations, what happens to the Bystander?*

A: Players choose which group of Guards the Bystander goes with.

Q *Do Skills that allow Heroes to choose "any Zone on the board" require Line of Sight?*

A: No. "Any Zone on the board" indicates Line of Sight is not needed.

Q *If a Super Hero is eliminated by a Devour Attack, is their Super Hero spawn card still included when reshuffling the Super Hero deck?*

A: Yes.

Q *If I eliminate an Enemy Hero while their Toughness value is modified, do I gain the modified Toughness value as XP?*

A: No, you always gain XP based on the Toughness value written on the card.

Q *Can I use an Attack Action to target a Zone with no Enemies in it?*

A: You need a valid target in the Zone in order to attack it.

Q *When the Overdrive! Brute Spawn card is drawn, do Brutes standing on a Zone with a Super Hero move? Do Super Heroes lose Power if a Brute is already standing in their Zone or only if a Brute enters their Zone?*

A: Brutes in a Zone with Super Heroes don't move and the Super Heroes in that Zone still lose Power.

Q *Some Heroes have abilities that swap their base Attack with a single die (no bonuses possible). Does this refer only to no bonus dice or all other bonuses (like +1 to dice results)?*

A: "No bonuses possible" refers only to bonus dice. Other bonuses are still usable.

Q *What happens if I draw an "Escorted Bystander" Spawn card but then the Bystander card drawn for it is a "Rescued!" card?*

A: In that case, ignore the "Rescued!" card and draw the next Bystander card.

ENEMIES

Q *GALACTUS - Does destroying Galactus Parts award any XP?*

A: No.

Q *HYDRA SOLDIERS - Do effects that target Walkers/Troopers affect Hydra Soldiers?*

A: No. Hydra Soldiers are not considered Walkers or Troopers.



PLAYER HEROES

Q **COLOSSUS (Zombie)** - Can I use his Charge Skill when there are no Enemies in the destination Zone?

A: Yes, you can. However, the free Attack will be lost.

Q **GHOST RIDER** - When his Skills increase his Health, is that considered to be his new max Health?

A: Yes.

Q **JESSICA JONES** - Can her Knockout Punch Skill also be used to break open Windows?

A: Yes. Open Door and Open Window are the same Action.

Q **JUGGERNAUT** - Does his Unstoppable Skill allow him to soak and negate all Wounds from the indicated Enemies, thus sparing any other friendly Heroes in his Zone?

A: Yes.

Q **KITTY PRYDE** - If she is sharing a Zone with other Super Heroes, can all Wounds be redirected to Kitty Pryde and be completely negated due to her Phase Out Skill?

A: Not quite. Her Phase Out Skill allows her to spend Power to make it so specific Bystanders or Super Heroes in her Zone can't be allocated Wounds. If this results in everybody in her Zone being ineligible for allocating Wounds, then nobody is wounded. However, if anybody there is not protected by her Skill, then they must be allocated the Wounds.

Q **MYSTERIO (Living)** - If there is only 1 Walker or Runner in a Zone, can I still use his Illusionary Foes Skill to eliminate them?

A: Yes, you can always do less than the Skill allows you to do. In this case, you may target just 1 Walker or Runner.

Q **ROGUE (Living)** - Is her Absorb Abilities Skill able to copy both a Skill and Attack from other Super Hero or just one of them? For example, if Gambit is in range, is she be able to perform a Charged Toss (which requires the use of his Card Throw Attack) or would it just be limited to Card Throw?

A: No, you may only copy wither a Skill or an Attack. In this case, Gambit's Charged Toss does nothing for Rogue, as it only activates when using Card Throw.

Q **SPIDER-MAN** - If there is a Runner in an adjacent Zone, does Spider-Man's Web-Shooters Skill stop the Runner's 2 Move Actions?

A: No. The Web-Shooters only prevent 1 Move by all Enemies in the targeted Zone.

Q **VISION** - Does the fake Super Hero created by his Hologram Skill receive Wounds when attacked by Zombies?

A: No. The Hologram Skill only makes the Zone count as having a Super Hero in it and cannot be interacted with in any other way. Zombies will move towards and attack it using all rules for targeting a Zone with Super Heroes. However, since the Hologram is not a Super Hero and thus cannot be assigned Wounds, if there are real Super Heroes in the same Zone they must be assigned any Wounds.

Q **WASP (Zombie)** - Can I use the Feast Zombie Trait card in conjunction with Wasp's Tiny Body, Big Meal Skill to automatically eliminate 2 Enemy types in that area?

A: No. The two effects are not compatible. If Tiny Body, Big Meal is used to automatically eliminate a S.H.I.E.L.D. Agent, then no dice are rolled, which means it is not possible to target more than 1 Enemy using Feast.

Q **WOLVERINE (Living)** - If he has 2 Wounds, do dice results of 4 generate extra dice rolls from his Berserker Rage Skill? (Since his Skill would turn a 4 into a 6 and then each roll of 6 should roll +die.)

A: No. "Roll of 6" effects require rolling an actual 6 on the die. A modified result due to a bonus doesn't count.

ENEMY HEROES

Q *DOCTOR STRANGE (Living) - Should a Spawn card be drawn immediately after drawing Doctor Strange's Super Hero Card?*

A: No, Doctor Strange does not cause a spawn on the same Phase in which he is spawned himself.

Q *HULK (Zombie) - When discarding a Bystander card to trigger Hulk's ability, does this also trigger the Bystander's discard ability, such as Aunt May's or Karen Page's?*

A: No, to use a Bystander's discard effect, they must be discarded for that specific purpose only.

Q *MISTER FANTASTIC (Living) - Are any Zombie Heroes in his Line of Sight moved to his Zone before or after the other Enemies activate during that Enemy Phase?*

A: First, Mister Fantastic moves the Zombie Heroes. Then, the rest of the Enemies activate.

Q *PROFESSOR X (Zombie) - Does his Ability cause Super Hero Skills that do not cost Power to now cost 1 Power?*

A: No. Professor X's ability only affects skills that require Power to be spent. Skills that do not mention using Power are unaffected.

Q *WOLVERINE (Living) - When his game piece is laid on its side, can he be targeted by Skills that pull, push or eliminate all Enemies in the Zone? Does his presence cost Zombie Heroes an extra Action to move out of his Zone?*

A: No. For all intents and purposes Wolverine counts as not being on the board until he stands back up.

