

FAQ & ERRATA

EFFECTIVE 12/1/2026

ATOMIC MASS GAMES

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 (skull) 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 (skull) results. A player must still have an effect that grants a modification or a reroll to use on any Failures (skull) they have rolled.

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

A: Yes, they do. The Range (crosshair) 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.

When a special rule would cause a character or card to gain, lose, or remove one or more tokens, the next event in the special rule still occurs regardless of the number of tokens gained, lost, or removed.

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.

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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.

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 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.

Q: Lady Mastermind uses her Your Reality Is Whatever I Want it to Be superpower and chooses to make Storm's Ice Blizzard attack. Will that attack be a beam attack measured from Storm's base? Will it target Storm?

A: The attack will be a beam attack measured from Storm's base, and it will not target Storm since she is being measured from.

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] 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.*

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.*

Mighty Thor, Lady Sif, Thor, Hero of Midgard, & Loki, Prince of Lies [CP91] Heart of the Worthy Team Tactic Card: Replace the first and second sentences with the following text:

When a character's Activation would end, if all other characters have Activated or Dazed tokens, ***The Mighty Thor*** *may spend 2 to play this card.*

If ***The Mighty Thor*** *has an Activated token, she removes it.*

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Angel and Archangel [CP152] Battle Bound Team Tactic Card: Replace the Active Type with Reactive.

Angel and Archangel [CP152] Death From Above Team Tactic Card: Replace the Active Type with Reactive.

Bastion, Nimrod & Omega Sentinel [MCP09] Nimrod, the Hunter Stat Card: Replace ✚ with ✹ on the Metahuman Power Recognition and Adaptation Protocol superpower.

Bastion, Nimrod & Omega Sentinel [MCP09] Omega Sentinel: Replace the first sentence of Adaptive Non-Shifting Protocols with: During the Power Phase, this character chooses a Nano-Shift type. It gains the chosen effect until the start of the next Power Phase.

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.

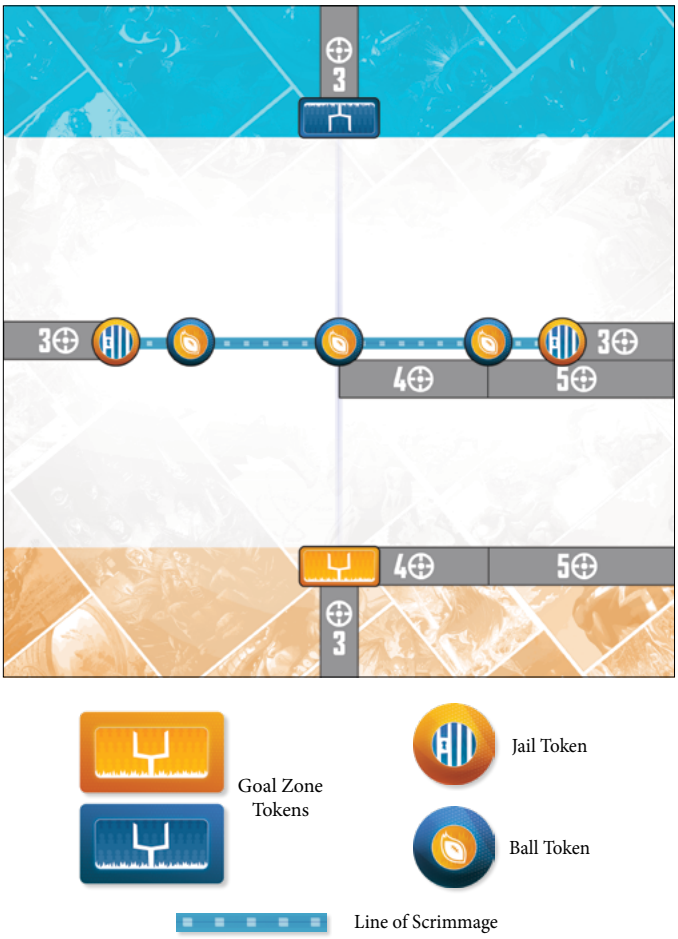
Mojo Ball [CA14] Line of Scrimmage:
Add the Line of Scrimmage section after the Deployment section with the following text.
The Line of Scrimmage is the shortest line between the 2 Jails.

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] Pass Attempt
Replace the last sentence of the last paragraph of the Pass Attempt section with the following:
If the roll contained 1 or more ☻ results, the pass is fumbled; the opposing player Places this token within ⊕ X of this character, where X is the Pass Range.

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.

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UPDATED CARDS:

The following cards have been replaced. The updated Stat Cards can be found in the August 2026 Updates. The rest of the updated cards can be found in the July 2024 Updates, February 2025 updates, May 2025 Updates, November 2025 Updates, and August 2026 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:

- Abomination
- Adam Warlock
- Agent Venom
- Amazing Spider-Man
- Ancient One
- Angel
- Angela
- Ant-Man
- Apocalypse
- Archangel
- Arnim Zola
- Avalanche
- Baron Helmut Zemo
- Baron Mordo
- Baron Strucker
- Baron Zemo
- Beast
- Beta Ray Bill
- Bishop
- Black Bolt
- Black Cat
- Black Dwarf
- Black Panther
- Black Panther, Chosen of Bast
- Black Swan
- Black Widow
- Black Widow Agent of S.H.I.E.L.D.
- Blade
- Blue Marvel
- Bob, Agent of Hydra
- Bullseye
- Cable
- Captain America
- Captain America (Sam)
- Captain America, First Avenger
- Captain Marvel
- Captain Marvel, Cosmic Avenger
- Carnage
- Cassandra Nova
- Clea
- Colossus
- Corvus Glaive
- Cosmic Ghost Rider
- Crimson Dynamo
- Crossbones
- Crossbones, Merciless Merc
- Crystal
- Cyclops
- Daredevil
- Darkstar
- Deadpool
- Doc Ock, Sinister Scientist
- Doctor Octopus
- Doctor Strange
- Doctor Strange, Sorcerer Supreme
- Doctor Voodoo
- Domino
- Dormammu
- Dracula
- Drax the Destroyer
- Ebony Maw
- Echo
- Electro
- Elektra
- Elsa Bloodstone
- Emma Frost
- Enchantress
- Exodus
- Frankenstein's Monster
- Gambit
- Gamora
- Ghost Rider
- Ghost-Spider
- Gladiator
- Gorgon
- Green Goblin

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- Groot
- Gwenom
- Gwenpool
- Hand Ninjas
- Hawkeye
- Heimdall, The All-Seeing
- Hela, Queen of Hel
- Honey Badger
- Hood
- Hulk
- Hulkbuster
- Hydra Troopers
- Iceman
- Invincible Iron Man
- Iron Fist
- Iron Lad
- Iron Man
- Iron Monger
- Jean Grey
- Juggernaut
- Kang the Conqueror
- Karnak
- Killmonger
- Killmonger, Usurper
- King Black Bolt
- King T'Challa
- Kingpin
- Klaw
- Kraven the Hunter
- Lady Mastermind
- Lady Sif
- Lizard
- Lockjaw
- Logan, The Wolverine
- Loki, God of Mischief
- Loki, Prince of Lies
- Luke Cage
- Magik
- Magneto
- Malekith the Accursed
- Man-Thing
- Maverick
- Maximus the Mad
- M'Baku
- Medusa
- Mephisto, Lord of Temptation
- Mister Sinister
- M.O.D.O.K.
- M.O.D.O.K., Scientist Supreme
- Moon Knight
- Moondragon
- Ms. Marvel
- Mysterio
- Mystique
- Namor, the Sub-Mariner
- Nebula
- Nick Fury
- Nick Fury and the Howling Commandos
- Nightcrawler
- N'Kantu, The Living Mummy
- Nova
- Okoye
- Omega Red
- Phoenix
- Professor X
- Prowler
- Proxima Midnight
- Psylocke
- Punisher
- Pyro
- Quasar
- Quicksilver
- Red Guardian
- Red Skull
- Red Skull, Master of Hydra
- Red Skull, Master of the World
- Rescue
- Rhino
- Rocket Raccoon
- Rogue
- Ronan the Accuser
- Ronin
- Sabretooth
- Sabretooth, Apex Predator

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- Sand Construct
- Sandman
- Scarlet Spider
- Scarlet Witch
- Sentinel MK4
- Sentinel Prime MK4
- Shadow King
- Shadowcat
- Shadowland Daredevil
- Shang-Chi
- She-Hulk
- S.H.I.E.L.D. Agents
- Shocker
- Shuri
- Silk
- Silver Sable
- Sin
- Skurge, the Executioner
- Spectacular Spider-Man
- Spectrum
- Spider-Ham
- Spider-Man (Miles)
- Spider-Man (Peter)
- Spider-Man 2099
- Spider-Man Noir
- Spider-Woman
- Squirrel Girl
- Star-Lord
- Steve Rogers, Captain America
- Storm
- Sunspot
- Supergiant
- Taskmaster
- Thanos, The Mad Titan
- The Black Widow
- The Blob
- The Immortal Hulk
- The Mighty Thor
- The Original Human Torch
- The Wrecking Crew
- Thor, Hero of Midgard
- Thor, Prince of Asgard
- Tigra
- Toad
- Ulik
- Ultimate Spider-Man
- Ultron
- Ultron Drones
- Ultron, Metal Tyrant
- Ursa Major
- Valkyrie
- Valkyrie & Elendil
- Venom
- Viper
- Vision
- Vulture
- War Machine
- Warlock
- Warriors Three
- Wasp
- Weapon X
- Werewolf By Night
- Winter Soldier
- Winter Soldier, Operative
- Wolverine
- Wong
- X-23
- Yondu

TEAM TACTIC CARDS:

- Advanced R&D
- Are You Sure You Want to Remember?
- Asteroid M
- Astral Ring
- 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

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- Last Minute-Save
- Magnetic Crush
- Meet My Executioner
- Mothership
- My Hellfire Club
- Mutant Traitor
- Online and Operational
- Pentagram of Farallah
- Professionals
- Rainbow Bridge
- Ricochet Blast
- Seven Suns of Cinnibus
- Spirit of Wakanda
- The Initiative
- This Is A Robbery
- Thunderwave
- Under Your Skin
- Vapors of Valtorr
- Versatile Strategy
- World Domination
- You Will Do As I Say, Monster

INFINITY GEMS:

- Infinity Gem: Reality
- Infinity Gem: Space
- Infinity Gem: Time

HORSEMEN CARDS:

- Death
- Famine
- Master of the Horsemen
- Pestilence
- War

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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 Apppendix H.*

CORE RULE BOOK CHANGE LOG v1.2

- **Characters and Objects:** *Clarified characters are represented by miniatures on a base.*
- **Appendix E: Keywords:** *Added Peerless, Reserve, and Stealth ♾ superpowers.*

CORE RULE BOOK CHANGE LOG v1.3

- **Rules Priority:** *Updated to give rules precedence to Crisis Cards over other special rules.*
- **Building a Roster:** *Updated Rosters to include 5 Secure Crisis Cards and 5 Extract Crisis Cards.*
- **Building the Mission:** *Players now select 1 of 2 randomly drawn Crisis Cards from their opponent's deck to use for the Mission.*
- **Deployment:** *Deployment language updated to put characters within Range 3 of their deployment edge. Additionally, a second priority roll is made after all characters are deployed to determine which player will start Round 1 with the Priority Token.*
- **Passing:** *Updated to not count Grunts.*
- **Beam Attacks and Area Attacks:** *Updated to not damage allied characters.*
- **Character Damage:** *Language updated so Dazed characters never contribute to scoring VPs for just their controlling player.*
- **Dodging:** *Changed to 3 incoming damage instead of being based on the size of the object being Thrown.*
- **Appendix I: Additional Objective Types:** *Added Appendix I.*

CORE RULE BOOK CHANGE LOG v1.4

- **Creating the Battlefield:** *Suggested Range between terrain features and table edges removed.*
- **Overhanging Terrain:** *Callout added.*
- **Objective Tokens:** *Default way to Interact with Asset and Civilian tokens added.*

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