



HFC MARVEL HEROES RULES PATCH & CLARIFICATIONS



This Patch fixes some common rules problems and clarifies the most problematic, easily overlooked or misunderstood rules. Deviations from the official rules and the FAQ are intended. These clarifications have been intensely playtested and fix the basic rules problems.

PLANNING PHASE

- Assigning Super Hero Status: Players spend their plot points simultaneously. They secretly plan how to assign their super heroes this turn. Once all players are ready, they simultaneously put their heroes into the respecting spaces (Support / Ready status) and then openly pay the plot points .
- Only 1 Ally card can be played during a single planning phase. Each team can have a maximum of 3 Allies in play.
- It cost 1 Plot Point to play Xavier, May Parker and the other corresponding team cards. They then generate a plot point. In addition, the owner can chose to put an additional plot point on the card. This means that one of this cards can have 3 Plot Points (if affiliated to the own team) or 2 Plot Points (if affiliated to another team).

COMBAT AND COMBAT ABILITIES

- **Remove / Cancel Hits:** Sabretooth removes a KO already on the character, but he doesn't cancel a hit just received (=slow healing factor). Colossus cancels a hit just received but doesn't remove older KOs (=hit bouncing off his metal body). Wolverine can choose whether to remove an old KO or to cancel a hit just received with his combat special ability / Healing Factor.
- **Timing of Combat Rolls:** Players roll consecutively, not simultaneously. First, the player with initiative rolls his attack. Then the player without initiative rolls his defense. Then the player without initiative rolls his attack and the player with initiative rolls his defense. Lastly the player with initiative rolls his outwit roll, then the player without initiative rolls his outwit roll.
- **Timing of Abilities:** "Just rolled" abilities must be applied immediately after dice are rolled and, if a player is the first to roll, before the opponent rolls his dice. "Change result" abilities are applied after both players rolled their dice; they can wait for the results before deciding to use an ability. If two players want to apply an ability, the player with initiative goes first, followed by the player without initiative. "Next roll" abilities are applied just before a player rolls his dice. If this player is the second one to roll, he can wait for his opponent's result and doesn't have to predesignate that he wants to use his ability when it's his turn to roll the dice. In this case, players with initiative are at a slight disadvantage because they have to use their ability "blind" without knowing the opponent's result while the player can wait for the first player's roll before he decides to use a "next roll" ability (and probably save resource cards).
- **Fantastic Four Problem:** The combat abilities „Invisible Force Fields" (Invisible Woman) and „Containment" (Mr. Fantastic) can only be used *once per Combat Sequence*. Once used, a plot marker (or any other appropriate marker) is placed on the reference card as a reminder that the character already used his/her power in this combat sequence.
- All other abilities which are not limited to a specific roll within a combat sequence can be used as often as desired during a combat sequence. Exception: Dormammu can only use his ability

- once per combat sequence (but it's his choice when to use it within a given sequence).
- **Ally Cards and combat abilities:** If a player uses an ally to replace a combat rating, he still can use his special combat ability (for example Nova Blast) for this roll (the ally is considered to intervene in combat, but the original character is still fighting, of course).
 - **"Take Initiative"** cards can be played before or after powers are chosen and revealed, but before dice are rolled.
 - If fighting **Absorbing Man**, the Hero and the villain can go KO simultaneously. In this case, the hero scores the headline but takes a wound and is sent to recovery afterwards.
 - If **Mystique or Rogue** use their special combat abilities, they roll a number of dice equal to the combat rating the opponent uses THIS round, regardless of whether he uses his original combat rating or an ally / backup rating.
 - **Agents** reduce the number of dice rolled, even if the hero chooses to use an ally's rating.
 - **Agents** can reduce a combat power down to 0.
 - **Allies** with 3 combat powers (for example Beast's 3-3-3) can be used more than once during a combat sequence. You can use their attack, defense, and outwit powers as often as you can afford, even during a single combat sequence.

VILLAINS

- **Lead Villains Special Ability** „Discard a card to use special ability“: This card must be played from the hand. He cannot choose to remove a backup card already on the table in order to use his special ability.
- **Dormammu** can only use his ability once per combat sequence (but it's his choice when to use it within a given sequence). When Dormammu uses his "Infernal Dimension" ability, the allies' owner decides which of his allies is removed.
- **The Sentinels'** special ability affects all ready super heroes in a district AND all supporting heroes in support spaces of the area (card errata).
- **Dr Doom's Masterplans** should be changed as follows:
 - 1. Mystical Armor: Dr Doom can now take 3 KOs and can boost combat in addition to any other scheming option.
 - 2. Doombot Replica: Dr Doom's Henchmen Rating is now 2.
 - 3. Ruler of Latveria: (no changes)

STORY ACTION

- **Passing:** Players musn't pass. If a player cannot do any actions with his heroes, he *must* take a story action and he *must* manipulate the story track. Manipulating the story track isn't an optional part of the Story action.
- Story cards which are „discarded“ are not shuffled back into the deck but are permanently removed from play.

SUPPORT ABILITIES

- When using Hulk's Rampage ability, discard the first two story cards on the story track. Then push the remaining two cards forward and fill the new empty spaces with new cards from the story deck.

If you are looking for a more interesting gameplay, check out the HFC Marvel Hero mods (www.homefrontcenter.de). We offer a new and spicier Combat System and an Event Table which supplements the Story Action. Each mod can be played on its own with the basic game or combined with the other mods.