MARVEL X-MEN MUTANT INSURRECTION

FAQ VERSION 1.0 5/17/21

This document contains errata and answers to frequently asked questions for *X-Men: Mutant Insurrection*.

ERRATA

This section describes official changes to rules text and cards.

- **Rulebook, page 6, Dice:** Add the following paragraphs:

  - The active hero cannot roll more than four dice of the same color. If a hero's dice pool would include more than four dice of a given color, they replace the excess dice with dice of a different color.

  - For example, Wolverine is assisted by Colossus, and would gather five red dice and one blue die to build his dice pool. Since he cannot roll five red dice, he chooses to replace one of them with a yellow die. His dice pool for this mission attempt is four red dice, one yellow die, and one blue die.

- **Rulebook, page 10, Choose Active Hero:** Add the text indicated via *italics* to the second paragraph:

  - "If the active hero decides to be assisted, one other hero *at the same mission* gives their own assist card to the active hero."

- **Rulebook, page 16, Assembling the Showdown:** Replace the last paragraph with the following text *(new text is indicated with italics)*:

  - After assembling the showdown, *each hero readies their exhausted mutant and bond cards and retrieves their own assist cards to prepare for the first round of the showdown. Then* **skip directly to the deploy phase of the next round**. This means that knocked out heroes are not replaced before the showdown begind.

FAQ

This section answers frequently asked questions about *X-Men: Mutant Insurrection*.

Q: After a mission is completed, what happens with heroes at that mission who have not been the active hero yet this round?

A: After a mission is completed, all heroes at that mission move to the Blackbird, so any heroes at the mission who have not yet been the active hero do not get to attempt a mission this round.
When the heroes deploy, they should determine whether they value the increased odds of success provided by sending more heroes to the same mission or the efficiency that comes with spreading the team out over multiple missions.

Q: For the Xavier's Office school card, what missions are considered "villain missions"? Are story missions that represent a named antagonist, like **Magneto***, considered villains?*

A: Only cards with a purple background and a villainy effect (like **Mystique** or **Silver Samurai**) are villain cards. Note that this includes cards from the villain deck as well as cards like **Pyro** and **Black Tom Cassidy**, who can be found in continent decks.
Double-sided cards with yellow backgrounds are story missions, not villains, even if the card represents a specific antagonist, like **Magneto** (01B).

Q: Can Shadowcat use her Phasing power ability to spend a die to satisfy a damage requirement that matches the current threat level?

A: Yes. Shadowcat's Phasing power lets her spend a die showing any result to satisfy any requirement that matches the current threat level, even if the requirement cannot normally be satisfied with dice.