

**MAYHEM Mission Book page 14**

**Incorrect**

The Mission picture shows that OM 1 is placed on Level 2 of the building.

**Correct**

OM 1 is placed on Level 3 of the building with the Agents.



**Attack Up and Empower**

**Incorrect**

Empower Status was renamed Attack Up Status during the games development but the word Empower still is referenced at least once in the game.

**Correct**

All uses of Empower in the game should be replaced with Attack Up.

**Snipe Trooper Cloak Rules**

**Incorrect**

One of the Snipe Troopers abilities was changed to Cloak to match the Cloak rules presented in the Expansions but the Cloak rules were not moved from the Expansion rules to the base game's rules.

**Correct**

The rules for the Snipe Trooper's Cloak ability are shown to the right as they are presented in the Expansion rules.

**Cloak Basic Action**

When the Cloak Action is paid for, place a MAYHEM Until Removed Timer Marker on the Action.



While there is a Timer Marker on the Action, the Cloaked Unit cannot be Targeted by Attacks, except by an Area of Effect Attack. Aimed Attacks cannot be made against Cloaked Units.

The Timer Marker is removed after a Cloaked Unit Attacks.

**Cloak and Stealth**

**Incorrect**

The Stealth ability was renamed Cloak during the games development but the word Stealth still is referenced at least once in the game.

**Correct**

All uses of Stealth in the game should be replaced with Cloak.

### Dr. Babylon's Dark Matter Overload Mayhem Card

#### Incorrect

Dr. Babylon's **Dark Matter Overload** Mayhem Card is missing its Universal Use symbol in the top right of the card.

#### Correct

It should have the Roll Die symbol which allows you to discard the card to allow any Unit to roll an extra Attack Die when it Attacks.



### Shock Trooper Upgrade Cost

#### Incorrect

The cost of some of the Shock Trooper's Upgrades are different on the back of the counters then what is shown on the LEGION Minion Summery Sheet.

#### Correct

The Upgrade Costs for all Units are correct on the Summery Sheets.

### Campaign Card 60

#### Incorrect

The numbers next to the draw card symbols are missing on the printed card.

#### Correct

Draw the number card correctly shown to the right when a choice option is made.



## Bleed and Damage Over Time

### Incorrect

Damage Over Time Status was renamed Bleed Status during the games development but the wording Damage Over Time or DOT still is referenced at least once in the game.

### Correct

All uses of Damage Over Time or DOT in the game should be replaced with Bleed.

## Kingpin's Supersized Gadget Card

### Incorrect

Kingpin's **Supersized** Gadget Card incorrectly picture a Armor cube well.

### Correct

A Shield cube well should be pictured.

